Usenet Newsgroup Archive: comp.sys.atari.st

1991-06 - 1991-12

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Date span: 1991-06-01 through 1991-12-31

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 4,366

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: Lattice C

Newsgroup: comp.sys.atari.st
Date: 1991-06-01 01:36:01 UTC
From: adamd@rhi.hi.is
Message-ID: <3218@krafla.rhi.hi.is>
Source record: 231579

> I have been offered a 2nd hand copy of Lattice C version 5.
>Unfortunately the registration card has been sent in. Does
>anybody know what Lattice' policy is regarding transfer of
>registration (for updates and such)?

I would have thought that a written transfer of rights from the previous licensee to the new one could be sent to Hisoft or their appointed agent for changing the registration details. The person who originally sent in the registration card will then be unable to claim any support because he is no longer registered. It didn't ought to cost anything, did it?

--
Adam David.
(adamd@rhi.hi.is)

2. Re: Publishers (II)

Newsgroup: comp.sys.atari.st
Date: 1991-06-01 02:09:30 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <42852@cup.portal.com>
Source record: 231576

David Paschall-Zimbel writes:
>Not exactly true, Bob. ST Log was making money when it was folded into ANAL
>and was still making money when the publisher decided to discontinue publish
>the magazine. Likewise, STart's parent company was still making money from
>magazine --- it was 'killed' by cash draw-off to other publications within t
>same company (or so I am led to believe from the conflicting press reports t
>which I've had access.)

Well, from speaking with the editor and publisher of ANALOG/STlog, LFP, Inc. was reluctant to put the kind of money into the publication that it would tak to really promote it, given the ill health of the Atari marketplace (and that was then... things have gotten steadily worse since..). Their Videogames magazine was given plenty of support and is thriving today in the Nintendo/ Sega/NEC world. I don't recall specifically whether they said if STlog was still making money when it was folded, but just taking a look at the last issue demonstrates that they were in trouble. Much of the ad space was ANALOG ads.. the actual number of advertisers was very small.. a very bad sign.

Reports on CompuServe from Paul LeFevre of Antic indicate that STart had been losing money steadily for months. The decision was finally made to halt production and avoid any further losses. Again, taking a look at the last issue, much of the advertising was from ANTIC itself, and you can't pay the bills with free ads.

ST User and ST Format are nice, but have little to do with MY world, here in the U.S. It's frustrating to read about products I either can't even buy, or which have no local support, assuming I can find them. I've run up some nice phone bills calling MirrorSoft in England because there is no local support for their Atari products. Seeing their new programs in English magazines does me little good at all.

BobR

3. Re: .gif files

Newsgroup: comp.sys.atari.st
Date: 1991-06-01 05:25:03 UTC
From: tymbrimi@milton.u.washington.edu
Message-ID: <1991Jun1.052503.1598@milton.u.washington.edu>
Source record: 231601

In article <1991May31.172345.19875@news.larc.nasa.gov> klassa@asdsun.larc.nasa.gov (John Klassa) writes:
>Is there an FTP site somewhere that maintains an archive of .gif files?

>Thanks,
>John Klassa
>klassa@asdsun.larc.nasa.gov

Here's a few anonymous FTP sites that have .gif files (I haven't tried all of them yet, they might be outdated...) :

System name IP Address
------------------- -------------

a.cs.uiuc.edu 128.174.5.20
ssyx.ucsc.edu 128.114.133.1
surya.waterloo.edu 129.97.129.72
wuarchive.wustl.edu 128.252.135.4

4. Re: Gemini Standard Usages

Newsgroup: comp.sys.atari.st
Date: 1991-06-01 07:04:34 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91Jun1090434@pogo.gnu.ai.mit.edu>
Source record: 231594

In article <1991May31.184317.26514@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
>Also, I have no idea what they are intending to use the "CDPATH"
>for. I've never seen it on a Unix system or an OS-9 system and
>I don't know what program would look for it. Is that supposed to
>be a path for CD Rom applications?

I don't use Gemini, but I do know what CDPATH is, from using ksh and
bash. The CDPATH variable contains a list of directories to scan for
a directory name given to the 'cd' command. For example, if my CDPATH
is ":/usr:/usr/entropy:/usr/bob/pub/bin/bsd4.3/recreation" then
if I type "cd games" the shell will:

1) cd to ./games if it exists (some shells don't do this if you have a CDPATH)
2) otherwise, cd to /usr/games if it exists
3) otherwise, cd to /usr/entropy/games if it exists
4) otherwise, cd to /usr/bob/pub/bin/bsd4.3/recreation/games if it exists

CDPATH is very useful if you have long paths to very common storage
areas and don't like typing them all the time.

entropy

--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

5. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1991-06-01 08:26:04 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1991Jun1.082604.24874@terminator.cc.umich.edu>
Source record: 231604

```
-rw-rw-rw- hyc 819302 May 25 17:38 ./gnustuff/tos/update8.zoo
-rw-r--r-- weiner 803295 May 25 10:04 ./ste/only_ste.lzh
-rw-r--r-- weiner 9750 May 27 10:26 ./utilities/Index
drwxr-xr-x weiner 512 May 27 10:25 ./utilities/virus
-rw-r--r-- weiner 65152 May 27 10:25 ./utilities/virus/vkiller.lzh
drwxrwxr-x jon 1560 May 27 10:21 ./magazines/znet
drwxrwxr-x weiner 512 May 27 10:19 ./ste
drwxrwxr-x daemon 1024 May 28 22:48 .
drwxrwxr-x jon 512 May 28 22:39 ./misc
-rw-r--r-- weiner 4870 May 28 22:39 ./misc/2_5ram.zoo
-rw-r--r-- weiner 962 May 28 22:40 ./misc/Index
-rw-r--r-- weiner 9807 May 28 22:36 ./utilities/Index
drwxr-xr-x weiner 512 May 28 22:35 ./utilities/doubclick
-rw-r--r-- weiner 5376 May 28 22:35 ./utilities/doubclick/dcr_tmag.arc
drwxrwxr-x weiner 512 May 28 06:49 ./tex/tex31
drwxrwxr-x jon 536 May 28 22:29 ./gnustuff
-rw-r--r-- weiner 91771 May 28 22:29 ./gnustuff/gnu881_s.zoo
-rw-r--r-- weiner 34937 May 28 22:29 ./gnustuff/gnu881_x.zoo
-rw-r--r-- weiner 261542 May 28 22:29 ./gnustuff/gnuplt_x.zoo
-rw-r--r-- weiner 10856 May 28 22:32 ./gnustuff/Index
-rw-rw-r-- weiner 2424 May 28 22:34 ./printing/Index
-rw-r--r-- weiner 81389 May 28 22:45 ./Index
-rw-r--r-- weiner 40865 May 28 22:45 ./CompInd.Z
-rw-r--r-- weiner 63357 May 28 22:47 ./ls-lR.Z
drwxrwxr-x daemon 1024 May 29 12:22 .
drwxrwxr-x jon 6144 May 29 12:17 ./utilities
-rw-r--r-- weiner 9933 May 29 12:21 ./utilities/Index
drwxrwxr-x weiner 512 May 29 12:18 ./utilities/tosfixes
-rw-r--r-- weiner 4096 May 29 12:18 ./utilities/tosfixes/serptch2.lzh
drwxrwxr-x weiner 512 May 29 12:17 ./utilities/mouse
-rw-r--r-- weiner 2071 May 29 12:17 ./utilities/mouse/rt_move2.lzh
drwxr-xr-x weiner 512 May 29 12:21 ./utilities/filemenus
-rw-r--r-- weiner 34541 May 29 12:20 ./utilities/filemenus/stwhiz11.lzh
drwxrwxr-x jon 2048 May 29 12:15 ./telecomm
-rw-r--r-- weiner 43090 May 29 12:15 ./telecomm/dterm_1k.lzh
-rw-r--r-- weiner 2546 May 29 12:15 ./telecomm/Index
drwxrwxr-x jon 1536 May 29 12:15 ./printing
-rw-r--r-- weiner 37760 May 29 12:15 ./printing/pamflite.lzh
-rw-rw-r-- weiner 2470 May 29 12:16 ./printing/Index
-rw-r--r-- weiner 81561 May 29 12:22 ./Index
-rw-r--r-- weiner 40961 May 29 12:22 ./CompInd.Z
drwxrwxr-x daemon 1024 May 30 06:50 .
drwxrwxr-x jon 4096 May 30 06:40 ./games
-rw-r--r-- weiner 48896 May 30 06:40 ./games/col_drac.arc
```

```
-rw-rw-r-- weiner 7798 May 30 06:41 ./games/Index
-rw-r--r-- weiner 81618 May 30 06:41 ./Index
-rw-r--r-- weiner 40995 May 30 06:41 ./CompInd.Z
-rw-r--r-- weiner 63573 May 30 06:43 ./ls-lR.Z
drwxrwxr-x daemon 1024 May 31 14:58 .
drwxrwxr-x jon 1024 May 31 06:54 ./editors
drwxrwxr-x jon 3072 May 31 14:42 ./graphics
-rw-r--r-- weiner 63501 May 31 14:42 ./graphics/neochro2.lzh
-rw-r--r-- weiner 5356 May 31 14:44 ./graphics/Index
drwxrwxr-x jon 3072 May 31 14:57 ./diskutils
-rw-rw-r-- weiner 5333 May 31 14:57 ./diskutils/Index
-rw-r--r-- weiner 51432 May 31 14:56 ./diskutils/stree104.arc
-rw-r--r-- weiner 81651 May 31 14:58 ./Index
-rw-r--r-- weiner 40983 May 31 14:58 ./CompInd.Z
```

6. Hard disk booting

Newsgroup: comp.sys.atari.st
Date: 1991-06-01 10:31:24 UTC
From: seran@VMS.HUJI.AC.IL
Message-ID: <1JUN91133124@vms.huji.ac.il>
Source record: 231603

Hi,
Please tell me if this is a good idea or are there better ones.
Recently I , in a very tired and uncarring state, put a program in my boot
drive c: of my hardisk. It was an ACC. When I rebooted the program caused
the computer to totaly crash. I am using desk manager so I was not too worried
and went into the ACC selection and unmarked this program. But it did not help.
The ACC still ran and still crashed the computer. After many hours of working
and trying to get rid of the program or around it in some way, I gave in to the
thought that I will have to reformat my hard drive. The next day I came up with
a simple, obvious idea which saved me. I only formatted drive c:. Then I put
in C: as a boot drive again and reloaded from my back-up which was almost fully
entact.

I avoided losing all 60 megs but I also came up with a diff idea. Why not
partion the HD so that drive c: is the smallest amount of memory possible.
make it a boot up drive and stick _only_ desk manager there. Then make a drive
d: or whatever that will contain all the prg's and acc's that desk manager acceses.
Then if ever I get a program which kills on booting I can just format drive c:
and only need to restore desk manager. It sounds good to me, perhaps I am
wrong. Any ideas, suggestions, or comments would be appreciated.

Also, what is the procedure of putting dos on the hardisk for pcditto? And
is there also a way to do the same for aladin?

Thanks,
Eran..
(please answer to my email adress bellow if possible as I cannot read the list
often)

SERAN@VMS.HUJI.AC.IL

7. Personal Pascal 2

Newsgroup: comp.sys.atari.st
Date: 1991-06-01 13:35:22 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.675783322.larserio@kvart.ifi.uio.no>
Source record: 231573

```
Personal Pascal 2 Question
""""""""""""""""""""""""""
I just read that HiSoft is going to drop Personal Pascal 2 and as
a true Personal Pascal lover I wondered about some things that I
think someone out on the net migth help with:

When I bought Personal Pascal 2 i got it with these program versions:

Gem shell 2.02 (the newest version of the whole package
Compiler 2.0 is 2.05 and I desperatly need this !!!!)
Linker 2.02

However - There is a bug i the Compiler that messes up something
with the GEM system. After x number of compilations everything
locks up. Even if I run the compiler only once som programs go
bananas afterward if I try to run them. If I run the compiler
without GEM (as a TOS program) this does not happend....

Is there anyone out there who knows WHERE I can get the NEWEST
versions of the GEM SHELL, the COMPILER and the LINKER. I know
there is a newer version of the compiler and I simply MUST have it.

I could ask HiSoft, but I won't switch to their new Pascal (to many
programs to convert and to expensive to buy a whole new system..)

Any help would be great !!!!

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association
```

8. Re: Publishers (II)

Newsgroup: comp.sys.atari.st
Date: 1991-06-01 16:29:56 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Jun01.162956.1057@chinet.chi.il.us>
Source record: 231592

>>In article <42806@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>>
>>> You're seeing effects of the death of the Atari marketplace in the US.

Sick != dead. Atari US is still selling every machine they can get, with no obvious sign that that's going to change. I sure don't know what software all those machines are running, but there are pretty good numbers of them. Sick I'll agree with readily: clearly, too sick to support a glossy magazine devoted only to Atari computers. Sick implies 'might die', but it leaves open the possibility 'might recover', too. I'll list some hopeful signs.

1)Atari Corp. has finally cleared away the wreckage of the Federated disaster.
2)The applications which look like the next corporate fads, DTP and combining sound with animations (desktop multimedia) are better supported on Atari hardware than the old fad applications (graphic spreadsheets and professional wordprocessing) were.
3)The game machine segment doesn't seem to have any nasty surprises left.
4)Portfolio looks like a nice steady money generator, but its market niche has become cut-throat enough that Atari is unlikely to put excessive (from an ST fan's viewpoint) effort into follow-ons.
5)There's finally a commercial development system for the TT (Lattice).

You pays your money and acts accordingly. I know that a little fella has to be nuts to try to crack the PC software market today. Mac is tough too, but maybe possible. ST and Amiga are still at the stage where a good idea (software or hardware) could be pushed with a limited budget, and have a chance of making a profit. The biggest successes may go on to try other markets; at least the foundation will be in place.
Steve saj@chinet.chi.il.us

9. GEM-based UUE/UUD, with sources

Newsgroup: comp.sys.atari.st
Date: 1991-06-01 18:42:10 UTC
From: steve@thelake.mn.org
Message-ID: <A1564808897@thelake.mn.org>
Source record: 231577
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've mailed a GEM-based uuencoder/uudecoder and sources for same to
the moderator of comp.binaries.atari.st/comp.sources.atari.st. It
handles split files, concatenated files with junk between the ``takes,''
etc. Look for it in the appropriate newsgroups.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

10. ATARI Disk Drive Power Supply

Newsgroup: comp.sys.atari.st
Date: 1991-06-01 18:46:23 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991Jun1.184623.889@ncsu.edu>
Source record: 231581

For ATARI SF314 or SF354

$20 Delivered

PS: All other components have been sold that were posted in my
previous message (ATARI 520ST, Drive, Monitors)

Thanks
Saurabh

11. Re: TT/68882

Newsgroup: comp.sys.atari.st
Date: 1991-06-01 20:12:56 UTC
From: apalmer@pyrtech.pyramid.com
Message-ID: <157460@pyramid.pyramid.com>
Source record: 231588

In article <27361@know.pws.bull.com> CSULLOGG@CRL.AECL.CA writes:
>One netter asked if the TT includes the 68882; mine did and the TT manual
>stated that it is a TT standard feature, not an option. It has a clock
>speed of 32MHz, just like the 68030. The MegaSTE manual states that the
>68881 is an option. Note, for firm believers that Atari never delivers;
>THIS MESSAGE CREATED ON A TT. Now, if only the software base would
>expand (yeah, I know I can run Macware, after all I use GCR!!!!!).

This message is also being posted from a TT. My TT manual also stated that
I have a 68882, but Mac software says I have a 68881. Has anyone else
seen this? My machine came with TOS 3.01. I purchased it just 3 weeks
ago. I wish I knew why Atari is shipping machines with down rev TOS
and the wrong math co-processor. On a positive note, I love the new
desktop. I'm the legal owner of both DC Desktop and NeoDesk. Gribnif
lost me as a customer when they wanted more for the upgrade to 3.0 than
I could buy it mail order. I prefer the TT desktop.

The TT is fast and Mac/Spectre is even faster. (much Mac software uses
the 68881) I am very happy with the purchase. Both local stores are
sold out of TT and waiting for more from Atari. (B&C and SJC)

al palmer

12. Re: Gemini Standard Usages

Newsgroup: comp.sys.atari.st
Date: 1991-06-01 21:44:09 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Jun1.214409.18541@lsuc.on.ca>
Source record: 231589

In article <ENTROPY.91Jun1090434@pogo.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (maximum entropy) writes:
>In article <1991May31.184317.26514@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
>>Also, I have no idea what they are intending to use the "CDPATH"
>>for. I've never seen it on a Unix system or an OS-9 system and
>>I don't know what program would look for it. Is that supposed to
>>be a path for CD Rom applications?
>
>I don't use Gemini, but I do know what CDPATH is, from using ksh and
>bash. The CDPATH variable contains a list of directories to scan for
>a directory name given to the 'cd' command. For example, if my CDPATH
>is ":/usr:/usr/entropy:/usr/bob/pub/bin/bsd4.3/recreation" then
>if I type "cd games" the shell will:
>
>1) cd to ./games if it exists (some shells don't do this if you have a CDPATH)
>2) otherwise, cd to /usr/games if it exists
>3) otherwise, cd to /usr/entropy/games if it exists
>4) otherwise, cd to /usr/bob/pub/bin/bsd4.3/recreation/games if it exists
>
>CDPATH is very useful if you have long paths to very common storage
>areas and don't like typing them all the time.
>

This point has become sort of interesting. If you read
exactly what I said, it was a sort of a trick comment. Truth
is, I was being sarcastic. I did realize that they were using
it to define a search path for an empty 'cd' call. Truth is,
also that I really haven't seen CDPATH used personally (though
apparently it's 'csh' as well as 'ksh'. What I was getting
at though is that it's not classic Unix standard because 'sh'
simply looks for HOME. Though I'm starting to wonder now if
some versions of 'sh' might have been re-written to go either
way. But I was getting at a couple of points, albeit in retrospect,
in an overly cleverly manner. First, it's simply unnecessary.
If you think about the purpose of HOME and the purpose of CDPATH,
they are essentially duplcations of each other. Second, as I
pointed out earlier in my message, the Gemini team doesn't seem
to understand what HOME is for, and if they did, they would have
realized the unnecessary duplication. And I was hoping that
it would become clear, in a Zen sort of way that unnecessary
clutter in the environment is to be avoided. And also, as
I said in my earlier posting, if you don't get your standard uses
properly organized, you end up writing applications that look
in the wrong places for things. For example, if you have one

fellow using CDPATH and HOME for different purposes arbitrarily
and someone else somewhere else using them differently, you
could wind up with 2 applications that conflict. Like if
1 is looking for a '.signature' file in your HOME directory
which is '/usr/grp1/user1' but CDPATH is 'usr/projects/contract1'.
After all, if you have both then why not use them? Now if you're
going to *look* like you're copying Unix usages, then you better
be careful that you get some idea what standard usages really
are. And that may go beyond the manuals.

And I guess in this case I suggest that people simply
define CDPATH=${HOME} unless they have a really good reason not
to do so. And thinking about it, the best definition for the
CONSOLDIR (I think that's what it was called) is simply "." rather
than whatever they did (I think they set the console directory to
the GEMINI directory or something like that).

But it was really sloppy of me. I rarely post things
so deliberately obscure, and frankly I just plain botched it.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

13. Re: Gemini Standard Usages

Newsgroup: comp.sys.atari.st
Date: 1991-06-01 22:24:08 UTC
From: bill@mwca.UUCP
Message-ID: <1869@mwca.UUCP>
Source record: 231593

In article <1991May31.184317.26514@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:

->I've been working with Gemini off and on for a while now and
->I hope somebody can pass these comments to the programming team.
->It's all regarding the "mupfel.mup" file:
...
->Also, I have no idea what they are intending to use the "CDPATH"
->for. I've never seen it on a Unix system or an OS-9 system and
->I don't know what program would look for it. Is that supposed to
->be a path for CD Rom applications?

If I recall, CDPATH is the path that mupfel will search when you type "CD directory". It's sort of like Norton CD under DOS - you can type "CD directory" without a partition letter and CD will look on the various paths specified by CDPATH for that directory name, regardless of which drive it is on.
--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!!
######Opinions expressed are my own, though you'd be wise to adopt them!######

14. Re: IMG gormat

Newsgroup: comp.sys.atari.st
Date: 1991-06-01 22:42:53 UTC
From: fh@well.sf.ca.us
Message-ID: <25171@well.sf.ca.us>
Source record: 231597

jimomura@lsuc.on.ca (Jim Omura) writes:
>>1 word pixel width in microns (1/1000 mm, 25400 microns per inch)
>>1 word pixel height in microns

> Does most software actually take this into account for anything
>or can you leaave the pixel dimension 0?

No, do not do this. All programs that import .IMG images
should at least use these values to calculate the aspect ratio of the
picture. Our product, Wordflair II uses them if they seem reasonable to
display images correctly when the preserve aspect-ratio option is selected.

If you do not have any information about the original pixel size put in
something like 72dpi x 72dpi.

> No matter how you feel about the Amiga/Atari/Mac wars,
>the IMG "standard" just isn't sufficiently defined and has not real
>underlying rational.

You are probably right, but .IMG is the only format currently supported
by the GEM functions in the ATARI. So it will be around for quite some time
more. We should try to get all programs that support .IMG's to use them
cosistent, this would take care of at least some the problems that we are
having with .IMG's.

Fabian Hahn
Goldleaf Publishing, Inc.

15. Re: ST code or C source for uncompressing .hqx & .sit files: Wanted!

Newsgroup: comp.sys.atari.st
Date: 1991-06-01 22:50:24 UTC
From: fh@well.sf.ca.us
Message-ID: <25172@well.sf.ca.us>
Source record: 231598

redmond+@cs.cmu.edu (Redmond English) writes:

>I'd like to try converting some mac fonts to GDOS format, but all the
>ftp font archives have the mac fonts compressed using something that
>creates .sit and .hqx extensions.

There is a program called mcvert for unix that will convert .hqx files to
mac binarys. Once you are there you need some utility that will convert
the Mac fonts to GDOS format.

The .sit files are created by StuffIt!, the Mac equivalent to arc files. The
details for StuffIt! files are available, but I do not know of any
implementations on the ATARI. You might have to "unStuff" them on a
PC or a Mac.

Fabian

16. Re: Personal Pascal 2

Newsgroup: comp.sys.atari.st
Date: 1991-06-01 23:33:58 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jun1.233358.23454@mailer.cc.fsu.edu>
Source record: 231600

In article <CMM.0.90.2.675783322.larserio@kvart.ifi.uio.no>, larserio@ifi.uio.no writes:
>Personal Pascal 2 Question
>"""""""""""""""""""""""""""
>I just read that HiSoft is going to drop Personal Pascal 2 and as
>a true Personal Pascal lover I wondered about some things that I
>think someone out on the net migth help with:
>

ICD distributes Personal Pascal. If you do find out anything about an upgrade
policy (or lack therein) could you please post or email me?

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

17. Computer Eyes/Digispec format

Newsgroup: comp.sys.atari.st
Date: 1991-06-02 00:19:40 UTC
From: gknauss@sdcc13.ucsd.edu
Message-ID: <20029@sdcc6.ucsd.edu>
Source record: 231599

Argh. Kick me in the head. I can't find the listing I had of the
Computer Eyes raw data format, the one that Digispec uses. Anybody
have it? Is it part of the Formats posting?

Thanks...

--

Greg "Maddog" Knauss "Aiee!" gknauss@sdcc13.ucsd.edu
---

18. Re: Lynx and sega

Newsgroup: comp.sys.atari.st
Date: 1991-06-02 00:47:50 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <42877@cup.portal.com>
Source record: 231617

Yeah I have seen the Sega "Gamegear." (Strange name..!) It looks alright, but the Lynx does indeed have better graphics. IN my latest Sega magazine (the thing sega sends free to its consumers) they showed graphics to some other GG games and the graphics weren't too hot.. The Lynx does have better graphics!!

But who cares about portables? I'm home most of the time! And when I"m not at home I'm driving, so when would I want to play? Hehe.. Yeah I know people buy portables to play at home but... Not me.

I WANT A 16 BIT NINTENDO!! ICK!!

(Do we have to wait until August? Yes I know this belongs in r.g.v... :()
Bryan_Jones_Woodworth@cup.portal.com

19. Re: Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1991-06-02 00:52:30 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <42878@cup.portal.com>
Source record: 231618

Regarding the twitterpater (sp?) filelist:

col_drac.? Is DRACHEN, color version. Drachen is a "shanghai" clone. You Which is another name for Mah Jonng (I know I flubbed that.). You eliminate tiles from the screen by pairing like tiles together. The objective is to eliminate all the tiles from the screen.

I really loved the original Drachen. It worked in monochrome and was very nice! Sharp, crisp graphics. But I don't like using my mono since it is on the top shelf and I need to crank my head up about 20 degrees. Needless to say I was very happy to discover col_drac is identical to the mono Drachen, only in colobRfEjdg

.... in effect, GET IT! great game.

20. Moniterm 19" Monitor For Sale: Reduced!

Newsgroup: comp.sys.atari.st
Date: 1991-06-02 01:07:39 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1991Jun2.010739.7421@zip.eecs.umich.edu>
Source record: 231590
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a 19" (1280x960) Moniterm monitor for sale.
I recently purchased a TT and this monitor will not
work on my TT, so I would like to buy one that does,
since this resolution is so addicting!!

You will need a mega with TOS 1.4
I am asking for $900 (list $2000),
reasonable offers welcome, but I
reserve the right to refuse any offer.

The ultimate ST upgrade...

Richard Hall
University of Michigan
--

Standard disclaimer: I am not me, I am who you think you are...
so don't blame me.

21. longer cable for Atari SH204 HD?

Newsgroup: comp.sys.atari.st
Date: 1991-06-02 01:24:01 UTC
From: kgg@zinn.MV.COM
Message-ID: <1361@zinn.MV.COM>
Source record: 231602

I have a 1040ST with the Atari SH204 hard disk drive.
The cable that came with it is about 1.5 feet long,
and this *severely* limits where I can put the drive
relative to the system/keyboard.
Is it possible to get a longer cable???
Will a longer cable work? (i.e. is the protocol length-sensitive?)
If so, is there a part number I should look for,
and where could I buy this cable?

Many thanks,
-- Kenn Goutal

CompuServe: 71117.2572 (PARTI handle: kenn)
GEnie: K.GOUTAL
Internet: kenn@zinn.MV.COM or kenn@rr.MV.COM
[The] PO!NT: kenn
Telepath: kenn
UUCP: ...decvax!zinn!kenn or ...decvax!zinn!rr!kenn

+---+
| Ship and Travel Intermodally -- Commute Electronically! |
+---+

22. BPB woes...

Newsgroup: comp.sys.atari.st
Date: 1991-06-02 02:50:15 UTC
From: 4171ay@gmuvax.gmu.edu
Message-ID: <1991Jun1.215015.51385@gmuvax.gmu.edu>
Source record: 231596

Hey there out in UseNetLand... Having a bit of trouble with my
SH204 and was wondering if anyone had encountered the same problem, and
more importantly, come up with a fix. My problem is that my D: partition
either doesn't have a BPB (Bios Parameter Block) or the one it has is
corrupted... I have reformatted the HD *TWICE* and still no luck so
apparently HDX v3.01 doesn't reset the BPB. I have 3 partitions on
the unit. C is 10 meg, D is 5, and E is 5. IF I try moving a file onto
D: I get TOS error 34 and the message "Path not found". A few of the
programs I have check each drive online before executing and when they hit
D: they give "Error reading BPB" messages so I am almost POSITIVE that
this is where the problem lies. Partitions C and E work fine.
Any suggestions, hints, clues, pointers to programs that would fix this,
etc would be GREATLY appreciated...

23. communications software

Newsgroup: comp.sys.atari.st
Date: 1991-06-02 04:05:00 UTC
From: 6600hien@ucsbuxa.ucsb.edu
Message-ID: <11775@hub.ucsb.edu>
Source record: 231591

Hello everyone! I've never used a modem before.
Thus, I do not know much about it. Would anyone so
kind tell me what kind of modems do I need for my
Atari 1040ST, and also what communications software
(names) do I need to run that modem? Thank you.

An amateur

Hien Le

24. XTERM.COM, Communications software

Newsgroup: comp.sys.atari.st
Date: 1991-06-02 04:53:26 UTC
From: 6600hien@ucsbuxa.ucsb.edu
Message-ID: <11778@hub.ucsb.edu>
Source record: 231595

Hi! Does anyone know where I can get XTERM.COM
(communications software)? Thanks.

25. Re: 'only_ste.lzh'

Newsgroup: comp.sys.atari.st
Date: 1991-06-02 08:29:19 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <k4Nw32w164w@ersys.edmonton.ab.ca>
Source record: 231605

jimomura@lsuc.on.ca (Jim Omura) writes:

> I don't know what's going on here. After receiving the 26
> uuencoded parts I tested the 'only_ste.lzh' file with 'fstlzh20'
> and it passed. So I unpacked the files and it turns out to be
> 'msa.prg' and 'only_ste.msa'. Ok. So I ran the 'msa' program
> and in theory I unpacked the disk. It turns out that on that
> "huge" disk there were only a few files, none of which was all
> that big. Is this some kind of joke? I think I could repackage
> all the relevant files in a single LZH file of about 40K.
>
> I've passed the disks on to a fellow who works at a store
> that sells STEs and he's going to report back to me around the
> end of the week. Has anybody finished testing this thing?

The *VISIBLE* files may ammount to 40K, but the actual data on the disk may be far greater. I don't have an STe, so I can't check for sure. Have you ever bought a game and looked at the directory just to see what is there? Often, there is nothing, yet the game is still there. I don't know why things are like this, but they sometimes are. If a file is MSA'd, like the demo you mentioned, then it is a good indication that there is more to the demo than meets the eye. Many demo's do this. I suppose it is a form of protection. After all, would you want people to steal the stuff you worked so hard to create?

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< ---------------------------------- >>

26. Booting STEs and TTs

Newsgroup: comp.sys.atari.st
Date: 1991-06-02 09:27:23 UTC
From: andre@cix.compulink.co.uk
Message-ID: <1991Jun02.092723.26231@demon.co.uk>
Source record: 231606

The correct boot process for both STEs and TTs is firstly to have a floppy in the disk drive! It should be formatted, but it needn't contain anything. This avoids about 10-15 seconds delay while the drive is checked for a bootable floppy disk. (If you are paranoid about virii, write protect it)

Now turn on, and after the hard disk is up to speed simply press the spacebar and the computer will boot straight up. This keypress bypasses the built-in delay which waits for HD speed (which is far longer than any HD mechanism I've ever come across).

After this, any warm boots (i.e. reset or Control-Alt-Delete) will *not* wait for HD speed (as it's already running), but they will still check for a floppy disk, so leave that in place.

Hope this helps,

Andre

Andre Willey | Email: (1) andre%cix@ukc.ac.uk
7 Oaklands Road, Sutton Coldfield, | (2) andre@cix.compulink.co.uk
West Midlands, B74 2TB, England. | (3) ...{mcsun}!ukc!cix!andre
Phone: (UK) 021-308-5251 | "Il est mort, Jean Luc..."
Note: Some mailers have problems with replies to address (2) at the moment

27. Re: Personal Pascal 2

Newsgroup: comp.sys.atari.st
Date: 1991-06-02 11:00:28 UTC
From: elmar@lut.ac.uk
Message-ID: <1991Jun02.110028.2944@lut.ac.uk>
Source record: 231503

Keywords:

In article <CMM.0.90.2.675783322.larserio@kvart.ifi.uio.no> larserio@ifi.uio.no writes:
>Personal Pascal 2 Question
>"""""""""""""""""""""""""""
>I just read that HiSoft is going to drop Personal Pascal 2 and as
>a true Personal Pascal lover I wondered about some things that I
>think someone out on the net migth help with:
>
[stuff deleted]
>
>I could ask HiSoft, but I won't switch to their new Pascal (to many
>programs to convert and to expensive to buy a whole new system..)
>

You read it right. They are now selling High Speed pascal, a product from
Denmark. This is introduced as compatible to Turbo Pascal 5.0 on the PC. Like
Turbo Pascal it allows compilation to memory as well as to disk. Compilation
speed is rated at about 20,000 lines per minute. The product comes with quite a
few precompiled units that allow easy porting of Turbo Pascal programs from the
PC to the ST platform. The price in UK for Version 1.1 is 99 pounds sterling
(most likely to include VAT, value added tax at 17.5%). There is a special
upgrade deal for the Personal Pascal users. Contact Hisoft or their dealer for
deatils.
All the above information are from Hisoft's brochure and I am no way connected
to Hisoft.

>Any help would be great !!!!

I hope the above information would be useful to you.

>
> Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
> Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
>_________/ _____________________/ ____/ / Klubben, user association

- Rahin

28. Help for texdr179.lzh at terminator.cc.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1991-06-02 11:17:36 UTC
From: wxh@lanl.gov
Message-ID: <24910@lanl.gov>
Source record: 231610

Could someone please extract the following files from texdr179.zlh at
terminator.cc.umich.edu and send them to me in arc format, not lzh.
My unix machine doesn't like the leading slashes in the lzh archive.
I hate to send such a big file again for such a small piece.

Billy Harvey wxh@lanl.gov

I need:
/texdraw/source/readme
/texdraw/english/texdraw.prg
/texdraw/english/texdraw.rsc
/texdraw/handbuch/texpos.tex
/texdraw/handbuch/thicknes.tex
/texdraw/bgifonts/trip.chr
/texdraw/bgifonts/tscr.chr
/texdraw/handbuch/texkind.tex
/texdraw/handbuch/vecttext.tex

Many thanks.

P.S. A plea to quit using these brain-damaged lzh/laharc programs!
Use arc602.

29. Re: TT/68882

Newsgroup: comp.sys.atari.st
Date: 1991-06-02 11:45:36 UTC
From: hvaalde@cs.vu.nl
Message-ID: <10135@star.cs.vu.nl>
Source record: 231615

apalmer@pyrtech.pyramid.com (Albert "Earthquake" Palmer) writes:

>This message is also being posted from a TT. My TT manual also stated that
>I have a 68882, but Mac software says I have a 68881.

Your mac software is wrong I think, but anyway I wrote a program (SYSINFO)
that will give information about the configuration of your system,
I posted it to c.b.a.s two months ago, unfortunately that version did it
wrong, but you can still use it to look which FPU you have
look at the cookiejar info at the cookie _FPU if it has value 0x00020000
you have the 68882.
A new version of sysinfo will be posted to c.b.a.s very soon, this one will
use FPU instruction to tell the difference between 68881 and 68882

hvaalde@cs.vu.nl

30. Trouble with ATonce Plus and Serial Port

Newsgroup: comp.sys.atari.st
Date: 1991-06-02 12:09:58 UTC
From: monck@ibmpcug.co.uk
Message-ID: <1991Jun2.120958.27291@ibmpcug.co.uk>
Source record: 231611
Cross-posted to: comp.sys.atari.st,connect.audit

Hi,
I'm having trouble with my Vortex ATonce Plus emulator. It all seems to work except for the fact that I keep losing characters when I try to use the serial port (this is even at 1200baud).

Can anybody offer me any assistance here oor does the ATonce Plus just not handle the serial port very well?

Thanks,
Paul

--
Automatic Disclaimer:
The views expressed above are those of the author alone and may not represent the views of the IBM PC User Group.
--
"I'm minuspeptic, frasmotic,
compunctuous even, to have caused you such pericombobulation" .. Black Adder

31. Re: Drawing rubber-bands

Newsgroup: comp.sys.atari.st
Date: 1991-06-02 15:01:02 UTC
From: harryk@bucsf.bu.edu
Message-ID: <82966@bu.edu>
Source record: 231612

```
In article <5753@ac2.maus.de> Stefan_Rupp@ac2.maus.de (Stefan Rupp) writes:
>
>Hello,
>
>>It's easy enough to determine the start point by using the EventMulti
>>loop to detect the mouse button's first click, but how does one keep
>>track of the mouse cursor and draw to it AND know when the mouse button
>>is clicked again?
>>
>>Is it necessary to drop out of the EventMulti loop and use lower-level
>>facilities?
>
>No! If you want to follow the path of your mouse-cursor, you may do a
>event-multi call with parameter MU_M1 (Mouse-Event 1). Just set the width and
>height of the rectangle to 1 pixel and if you move the mouse and the cursor
>leaves the rectangle, you'll recieve a MU_M1-Event.
>

Or you can use the AES function rubbox() that does the whole job for you
(note that some compilers, such as Laser C, call the function
rubberbox()
)

================================================================================
Harry Karayiannis Post:
|| |# || 15 N.Beacon, #316
|#| ||#| |#| Boston University Allston, MA 02134
|#| ||#| |#| Computer Science Dpt. U.S.A.
|##| ||#| |##| ________________________
||#| ||#| ||#| |INTERnet:
//// |||| \\\\ % fortune -o | harryk@bucsf.bu.edu
///// |||| \\\\\ "Hackers do it with |BITnet:
///// ATARI ST \\\\\ fewer instructions" | cscrzcc@buacca.bu.edu
=========================================================|________________________
```

32. rubber box

Newsgroup: comp.sys.atari.st
Date: 1991-06-02 15:04:10 UTC
From: harryk@bucsf.bu.edu
Message-ID: <82967@bu.edu>
Source record: 231613

Oooops, I screwed up in my previous message......

the name of the function is: graf_rubbox()
(or graf_rubberbox())

Sorry


```
==========================================================================
Harry Karayiannis Post:
||  |#  ||  15 N.Beacon, #316
|#|  ||#|  |#|  Boston University Allston, MA 02134
|#|  ||#|  |#|  Computer Science Dpt. U.S.A.
|###|  ||#|  |###|  _________________________
||#|  ||#|  ||#|  |INTERnet:
////  ||||  \\\\  % fortune -o | harryk@bucsf.bu.edu
/////  ||||  \\\\\  "Hackers do it with |BITnet:
///// ATARI ST \\\\\  fewer instructions" | cscrzcc@buacca.bu.edu
=========================================================|_________________________
```

33. DMJ_GIF request

Newsgroup: comp.sys.atari.st
Date: 1991-06-02 15:16:05 UTC
From: iws9060@eva.fmi.uni-passau.de
Message-ID: <1991Jun2.151605.16990@forwiss.uni-passau.de>
Source record: 231614

Hiya out there in Netland!

I recently downloaded DMJ_GIF from atari.archive.umich.edu and it works fine
with .SPU extension given.
BUT!!!!!!!!!!!!!!
There was no DMJ_GIFB file in the .LZH file so i am completely unable to
convert interlaced GIF files!
Could anyone mail this file to me?

Thanx in advance,
Thorsten Guenther
ircnick:Weregoose
LPmud:Elric

BTW: Is there an update version with the correct .SPC algorhythm (SP?)
available yet? Mail/Post/Upload it, plz!!!!!

34. Re: XTERM.COM, Communications software

Newsgroup: comp.sys.atari.st
Date: 1991-06-02 18:34:30 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jun2.183430.3074@mailer.cc.fsu.edu>
Source record: 231616

In article <11778@hub.ucsb.edu>, 6600hien@ucsbuxa.ucsb.edu (Hien Le) writes:
>
>Hi! Does anyone know where I can get XTERM.COM
>(communications software)? Thanks.

The .com would indicate an IBM PC compatible executable. For the Atari
ST, you want an external 1200 or 2400 baud Hayes compatible modem. As for
software, I would recommend Flash 1.6 (available via mail order for about
$15) as is it very easy to use. Later, if you want more extensive terminal
emulation, you can obtain Uniterm 2.0e free from the net or PD disk house.
Again, I would recommend Flash for a beginner.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-----------------------------------

35. Help with UUCP

Newsgroup: comp.sys.atari.st
Date: 1991-06-02 19:11:17 UTC
From: northo@pilikia.pegasus.com
Message-ID: <1991Jun02.191117.13218@pilikia.pegasus.com>
Source record: 231502

I need some recommendations for a UUCP program which will allow me
to use my Mega 2 to connect with another site to transfer mail and news.

I have tried Rodney's UUCP modules version 1.18. Although the two
machines successfully connected I got a message that the host expected
a window size of 7 and a data size of 64. Then the connection terminated.

Is there a simple fix for this or is there some other program available I
can use?
:x:
:x
:x

--
Steve Northover {uunet,ucbvax,dcdwest}!ucsd!nosc!pilikia!northo
Democracy is a form of government that substitutes election
by the incompetent many for appointment by the corrupt few.
--G.B. Shaw

36. Re: gcr

Newsgroup: comp.sys.atari.st
Date: 1991-06-02 21:10:51 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Jun2.211051.13430@nntp.hut.fi>
Source record: 231531

In article <1991May31.105652.19252@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>can specture gcr use apple system 7?how much memory does the atari need to
>run it since on a mac it needs mnionimum of 2 megs.?

Spectre (ver. 3.0) is not yet able to use System 7. There are some memory-related problems. I tried it with 3840k free and all I got was a bomb.

We are waiting for the magic touch of Gadgeteers here...

* Jari Lehto * 90-387939 * Jari.Lehto@hut.fi * Music, love & *
* Tenavatie 19 A * 90-382887 * jartsu@vipunen.hut.fi * friendship! *
* 00760 HELSINKI * 94040/02887 * jartsu@otax.hut.fi * Garlic, beer &*
* Finland * fax +358 0 8735916 * s37837k@saha.hut.fi * sausage! *

37. TC array bug... (was: Re: Reliable archiver/compress...)

Newsgroup: comp.sys.atari.st
Date: 1991-06-02 22:54:18 UTC
From: nox@jelal.north.de
Message-ID: <a1465268@jelal.north.de>
Source record: 231426

```
From article <2330@do.maus.de>, by Martin_Koehling@do.maus.de (Martin Koehling):
>
> Juergen Lock nox @ jelal.north.de:
> <a5434559@jelal.north.de>
>>[description of zoo/TC array index bug deleted]
> The bug was fixed in Turbo C version 2.00.

hmm, sure? i know someone who i'm sure has some version >= 2.00
and he had to do this same [(long) foo] thing to get `compress'
running. i know that 'cause i was it who told him the `trick'... :-)

> It wasn't really a bug but a "design restriction" - it made programs both
> smaller and faster (it's even mentioned somewhere in the manual!).

not in my manual (TC 1.1 that is). and besides, what does ANSI
say about this?

> The new compiler uses only 16 bits for array addressing if and only if it is
> sure that the array addressed is smaller than 32 KBytes.

ummm... how can it be sure when i, for example calloc()ed the thing?

confused, :-)
Juergen
--
J"urgen Lock / ..!nicedel!lynx1!jelal!nox / ** !! dead{hanseat!jelal} !! **
...ohne Gewehr
```

38. Re: DEALER & MAIL ORDER HOUSE LIST!!

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 03:17:25 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Jun3.031725.28799@watmath.waterloo.edu>
Source record: 231619

In article <1991May28.223906.1@wharton.upenn.edu> zeibari@wharton.upenn.edu writes:
>
>
>This is the list of dealers I have received so far.
>They are in NO PARTICULAR ORDER, ...

Please folks, include as much info as you can. For instance,
just an 800 phone number is not enough,
if, for instance, in come cases, you live in the same state,
or if, for instance, you live outside the USA.

39. Re: ST code or C source for uncomp

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 04:39:56 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <135261@unix.cis.pitt.edu>
Source record: 231620

Keywords:

In article <63533@hb.maus.de> Mick_Schmidt@hb.maus.de (Mick Schmidt) writes:
>
>RE>creates .sit and .hqx extensions.
>RE>
>RE>Does anybody know of any way I can uncompress these files on either my
>RE>ST or a unix system (before down loading) ?
>
>Nope. .sit is the extension from the Mac Packer StuffIt and .hqx ist from

I've seen a program somewhere that lets a ST unpack a SIT file - not
sure what it's called, but the best place to look would be atari.archive...

Robert Anisko
rjast1@cis.unix.pitt.edu

40. TT

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 06:01:01 UTC
From: chuj@horton.colorado.edu
Message-ID: <1991Jun3.060101.6359@colorado.edu>
Source record: 231621

I am about to see on a purchase of a TT from a friend who knows
another friend which is selling the machine. I think he mention of
around the price of $1000.00 without a monitor. I of course could
not believe the price was that low, but if it is I'm taking it!
I needed to know some info before asking of it.

1) The TT is it a 32-BIT architecture?

2) Any expansion slots? (how many and what are they 8/16/32?)

3) MUTI-TASKING MACHINE RIGHT?

4) How many address registers 32?

5) What is the maximum memory addressable.

6) LAST question is ASSEMBLY develop for the TT available?

I would ask some of these questions to the seller, but it would seem the
seller would not know of these things otherwise he would probably sell
it for more than what I was told. And to Steve what type of DEMOS should
I look for to run on the TT? (It would seem that I have chosen the TT if
that price is what it is).

Thanks in ADVANCE
Jeff

41. Re: Gemini Standard Usages

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 07:19:22 UTC
From: geert@ahds.ahold.nl
Message-ID: <1994@ahds.ahold.nl>
Source record: 231630

In article <1991May31.184317.26514@lsuc.on.ca>, jimomura@lsuc.on.ca (Jim Omura) writes:
>
> I've been working with Gemini off and on for a while now and
> I hope somebody can pass these comments to the programming team.
> It's all regarding the "mupfel.mup" file:
>
> Stuff deleted...
>
> Also, I have no idea what they are intending to use the "CDPATH"
> for. I've never seen it on a Unix system or an OS-9 system and
> I don't know what program would look for it. Is that supposed to
> be a path for CD Rom applications?
> --
CDPATH is not for CD Rom applications, it is very handy if you are
using several disk partitions. You can tell gemini where to look
for a directory name when you do a 'cd Directory'. It's also very
handy when you are using a lot of directories.

For example, if you are using the partitions C..F and you have
a directory called 'UTILITY' and is located on drive E:,
CD looks for the directory 'UTILITY' on drive E: only if you have
specified drive E: in CDPATH (CDPATH=C:\;D:\;E:\;F:\).
When you are for example in the directory 'C:\EDITOR\WORDPLUS\DOCS'
and you do a cd UTILITY, gemini will succeed in finding it.
When GEMINI finds it, it also prints the full path of the
directory. Hope you now know where CDPATH is use for.

Geert.

42. Re: Fan on the MEGAFILE 30

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 07:47:46 UTC
From: jeroen@cs.ruu.nl
Message-ID: <1991Jun03.074746.17142@cs.ruu.nl>
Source record: 231629
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Olaf Gerloff writes:

> whitten@kuhub.cc.ukans.edu writes:
>
>|> I've had a megafile 30 for about a year, and the only complaint
>|> I've had is the loud fan. Is it really needed, or will the
>|> drive run cool enough without it?
>
> I have a little kit, that turns the fan only on, if it is to hot in the
> drive. You need nothing to solder for that one.
>

I have that kit, too. Or rather: I _had_ it. I disconnected it,
because since it was installed, I had some troubles with the disk.

When the disk was used for more than four hours the day before,
it wouldn't start up again. I nedd to shake the entire disk quite
roughly to get it rotating again. I know some day this will have
disastrous effects...

I blame the fan thermostate for this problem. Unfortunately, although
I disconnected it, I have still this startup problem.
I wouldnt recommend a fan thermostate.

--
Jeroen Fokker | jeroen@cs.ruu.nl
dept.of Computer Science, Utrecht University | tel.+31-30-534129
PObox 80089, 3508TB Utrecht, the Netherlands | fax.+31-30-513791

43. Re: ST User Virus!

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 07:57:52 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3119@odin.cs.hw.ac.uk>
Source record: 231639

In article <1991May31.130524.5964@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <3100@odin.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>> You'll also find an illegal (very!) copy of NEOchrome on there too.
>> About now you'll all be saying "Why does this guy keep going on about
>> NEOchrome?". Well the answer is I would like it to be PD officially but
>> Atari seem disinterested.
>>
>
>I think you will find it is not a illegal copy, its a demo
>version, NEOchrome Version 0.5

It's not version 0.5 that is on the ST User disk.
It's a disassembled/decompiled version 1.0 that has been improved, rebuilt and called version 2.10 by a hacking group called Chaos.

That's illegal because version 1.0 is not PD and so is taking a copyrighted program apart.

Now if NEOchrome was made completely PD by Atari then I guess there would be no problem.

>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * At least I don't Flicker, not ***
>*** Kapiti New Zealand.. * like a dying light globe. ! ***

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

44. Re: Re: PD fonts for Calamus reqd

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 08:48:04 UTC
From: S_DINGLER@iravcl.ira.uka.de
Message-ID: <1991Jun3.075016.25070@ira.uka.de>
Source record: 231622

> While on the DTP topic, is anybody interested in clip-art? The .img format
> works well for Calamus. Any comments?

A clip-art directory would be nice also.
I am interested in that.

45. Re: ST User Virus!

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 10:42:17 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1991Jun3.104217.6278@newcastle.ac.uk>
Source record: 231623

> In article <5236@syma.sussex.ac.uk> grahamt@syma.sussex.ac.uk
> (Graham S Thomas) writes:
> least. On the cover disk is what they call - several times - the 'very
> latest version of UniTerm'. The version is in fact 2.0c. ...
>
> You'll also find an illegal (very!) copy of NEOchrome on there too.
> About now you'll all be saying "Why does this guy keep going on about
> NEOchrome?". Well the answer is I would like it to be PD officially but Atari
> seem disinterested.
>

Actually it's NEochrome Master, and the documentationwith it states that it is shareware.

Dave

46. Do not use Gemview!!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 11:13:32 UTC
From: iws9060@eva.fmi.uni-passau.de
Message-ID: <1991Jun3.111332.6135@forwiss.uni-passau.de>
Source record: 231625

```
Caution!!!!!!!
Do not use Gemview!!!!!!

As readable in the docs, using Gemview is able to affect your physical
state!!!!!!!

Read: ..... you become a File Selector Box......!!!!!!
Read: ..... you become a Dialog Box .......!!!!!!!!

Caution!!!!!!!!!!!!!

--------------------------------------------------------------------------------
Halt, Ausweis!!!!!!! Thorsten Guenther
--Castle Wolfenstein ircnick:Weregoose
```

47. Re: Atari HD hostadapters/drivers.

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 12:13:13 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun3.121313.2981@informatik.uni-erlangen.de>
Source record: 231624

mbaker@ucs.adelaide.edu.au (Matthew Baker) writes:

>How about Claus' driver (CBHD) - cost, language, etc...

I won't comment on my own driver, just on its availability. Currently,
it's only available as part of my book, and the book is written in German.
There are three options if you want to use my driver:
- you can read German --> get the book
- you can't read German, but we somehow finally find a good translator
and distributor for the US and UK --> maybe there will be an English version
- there will be a stand-alone version of the driver later this year (hopefully)

As I said before, I won't comment on whether it is worth waiting for my driver.
Enough advertising for today.\

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

>Many thanks all.

>Matthew.

48. Re: ST User Virus!

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 12:17:02 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Jun3.121702.16760@terminator.cc.umich.edu>
Source record: 231635

In article <1991Jun3.104217.6278@newcastle.ac.uk> D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:
>> In article <5236@syma.sussex.ac.uk> grahamt@syma.sussex.ac.uk
>>
>> You'll also find an illegal (very!) copy of NEOchrome on there too.
>> About now you'll all be saying "Why does this guy keep going on about
>> NEOchrome?". Well the answer is I would like it to be PD officially but Atari
>> seem disinterested.
>>
>
>Actually it's NEochrome Master, and the documentationwith it states that it is
>shareware.
>
>
>Dave

Actually, the word from Bob Brodie at Atari is that it's nothing more than
an illegal modification of the original neochrome. Thus, you won't find
it here.

weiner
--
Jeff Weiner --- weiner@{{sklyab,felix}.engin, atari.archive}.umich.edu

49. Re: assorted TT questions

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 12:17:14 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun3.121714.3557@informatik.uni-erlangen.de>
Source record: 231626

meulenbr@cst.prl.philips.nl (Frans Meulenbroeks) writes:

>As I'm told the TT does not have a 68882 on board, but does have
>a socket for such a beast. Right?

The TT comes with a 68882 running at 32 MHz.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de
---

50. Re: Problems with GDOS and HD driver (again)

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 12:22:56 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun3.122256.4113@informatik.uni-erlangen.de>
Source record: 231627

s_kraemer@iravcl.ira.uka.de writes:

>Does anybody know how to solve this? Or can I use another HD driver without
>getting into trouble?

CBHD V3.7 works flawlessly with any HDplus from Vortex. I never heard of any
GDOS problems.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de
---

51. Booting in 50Hz mode

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 12:24:12 UTC
From: steveg@cseic.saic.com
Message-ID: <2773461@MVB.SAIC.COM>
Source record: 231633

I'm trying to view a couple of demos from the archives at umich, and
am having some problems - they seem to load fine, but
the screen starts 'rolling' immediately - I assume I need to put my system
in 50Hz mode, but the following 'fixes' also from the archives ALSO make the
screen roll (before the demos load): hertz.arc, swaphz.arc, 50hzboot.prg

I've got a Mega 4 running U.S. TOS 1.4. Any suggestions?
--

Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

52. Re: TT

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 12:28:41 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun3.122841.6020@informatik.uni-erlangen.de>
Source record: 231628

chuj@horton.colorado.edu (CHU JEFFREY) writes:

> 1) The TT is it a 32-BIT architecture?

With a 68030 built-in - yes, a 32-bit architecture.\

> 2) Any expansion slots? (how many and what are they 8/16/32?)

1 VME slot, D16/A24.

> 3) MUTI-TASKING MACHINE RIGHT?

A multitasking TOS version is rumored to appear later this year or next
year.

> 4) How many address registers 32?

8 address registers (remember it's a 68030).

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de
---

53. Re: Unix for the TT?

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 12:30:41 UTC
From: cmp8157@sys.uea.ac.uk
Message-ID: <1249@sys.uea.ac.uk>
Source record: 231631

s37837k@saha.hut.fi (Jari Lehto) writes:

>Unix System V Release 4 is available for TT. The package consists of
>TT 030/8 or higher (16 Mb would be quite good), harddisk bigger than
>200Mb (I'm not quite sure of this), X-Windows, TTM 194 19" MC-monitor
>and a big bunch of software and manuals.
>I don't know the exact price, but it is much lower than the NeXT Station,
>and A 3000 & Unix SVR4.
>
>Just checked, the harddisk is 200Mb, and there are also VME Ethernet network
>card, OSF/Motif, and GNU package (with C, C++ etc.).
>
>My personal opinion is that you should get a harddisk of at least 400Mb and
>minimum 16Mb of total RAM to run this Unix well enough (=fast enough).
>
>A friend of mine told me that his Unix workstation has a 1.2Gb hd and it is
>just about enough... But it has it's own nntp package and mail handler.

The information I have (from a UK magazine) is:

Standard Unix-TT : TT030/8-210 (i.e. 8Mb RAM,210Mb hard disk) with
Unix 5.4, X-Windows (can't remember version no),
OSF/Motif, GNU package, TTM-194 19" monitor.
Price = $4000 US

Network Unix-TT : As above but with Ethernet among other comms stuff (not
detailed)
Price = $4500 US

Unix Upgrade : Unix, X-Windows, OSF/Motif, GNU stuff installed
on 210Mb hard disk.
Price = $1600 US
-This is the one I'm interested in as I currently have a TT030-8/40

One interesting piece of software from a company called X-Software
(or something like that) was said to allow GEM programs to run within an
X-Windows window... adds the very nice feature of not needing to reboot or
come out of Unix to run standard ST/TT software.

I'm pretty sure the prices I give were the ones quoted (magazine
is at home, not here!) but I'll check and post the correct prices if I've
got them wrong...

Just out of interest has anybody seen any TT-specific programs out
there which really make use of the beast's power ? I've heard about a new
art package which handles TT-low and TT-high screen resolutions but that's
about it.

Steve Sowerby, (cmp8157@s1.uea.ac.uk)
School of Information Systems,
University of East Anglia,
Norwich NR4 7TJ, England.

54. Re: 'only_ste.lzh'

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 12:34:11 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <26587@ttidca.TTI.COM>
Source record: 231513

In article <1991May31.150318.20441@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
> While we're on the topic of viruses, I was very impressed with
>the "finish" of VKiller. It got me to thinking about such programs.
>VKiller identifies ST boot sectors and where possible specifically
>identifies viruses. But even the warning about boot sectors is
>well done. I was just thinking that many of us use Atari ST's in
>"mixed environments" with MS-DOS machines and it would be helpful
>if VKiller identified MS-DOS boot sectors as well. I wouldn't go
>so far as to try and keep up with the MS-DOS virus situation completely,
>but just give a warning like this:
>
>"MS-DOS Executable boot sector found. If this disk was not supposed
>to have one, you might want to discuss this with whomever supplied
>the disk."
>
> That way you could alert an MS-DOS user that s/he might have
>a virus.

Thank you. I put a lot of effort into the user interface.

MS-DOS uses exactly the same technique to identify an executable boot sector as the ST. Well, actually, it's the other way around. GEMDOS was built to MS-DOS compatibility in that way. An MS-DOS executable boot sector will be identified by Vkiller as "executable", but as unrecognized. It would be extremely complex to attempt to look at the code in the boot sector, and attempt to determine if it were MS-DOS code or ST code.

The vast majority of MS-DOS viruses, now, are of the link type, which infect files, rather than the boot sector. ST versions of these link viruses are now appearing in Europe infecting ST files. They will be appearing on this side of the Atlantic soon, I expect. I have revieved data on a couple of the ones captured in Europe, and am working on tools for the ST to combat them.

--
* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
* Path: woodside@ttidca.tti.com *
* or: ..!{philabs|csun|psivax}!ttidca!woodside *

55. ATARI TT030 versus AT 386/33 MHz and 64KB Cache

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 12:48:24 UTC
From: rdjeline@faui09.informatik.uni-erlangen.de
Message-ID: <rdjeline.675953304@faui09>
Source record: 231632

Hi all there !

I own an TT030/4 and I was very interested in the position of this
machine in the computer-scene. A very good chance to find out, was
the best friend's purchase of an AT (see above). He got the
machine in pieces as an dealer for the price of 4200 DM.
That's what the MESS-DOS has:
* 1024 x 768 / 256 colors VGA
* 120 MB AT-Bus HD
* 386/33Mhz & 64 KB Cache
* 4 MEG of RAM
* DOS 4.x

The technical Data of an TT should be known in this Group.

OK here is the final truth:

SUBJECT: TT-DATA: AT-DATA:
Drystones 4885/7865(TT-Ram) 9811
Whetstones (no test-Programm) 170.1

Let's make an Stop here and look at this: The Drystone-Programm
that we did run on the TT was written for the ST and did not use
the special 68030 commands. The MESS-DOS has no FPU, so that
point should be no problem.

The next tests were little GFA-BASIC(!!) Programms.
On the TT 3.6(TT) was used.
On the AT 4.3(MS-DOS).

First Programm: (all programms were run uncompiled.
compiled all values would be factor 2 to 5 perhaps even more
faster ...)
1 Million INT-ADDS 20/12 sec.(TT-Ram) 5.1 sec !!
10.000 TANGENS 0.805 sec 9.4 sec
10.000 SINUS 0.667 sec 5.8 sec

GEM-Graphics (VDI)TT has NVDI 12 sec 27 sec
GEM-Graphics (AES) 3 sec 8 sec

From the TANGENS computing to the AES test you can divide
the time by 1.6 if you
wish to know the TT-time in the Fast-Ram.

After 3 hours of testing and heavily exchanging opinions about the
machines (he HAS 120 MB HD <-> i HAVE 512 KB ROM and better Sound)
and so on, we stopped and played Eye of the Beholder on his AT.

At 2 o'clock in the morning, when he went home, we decided, that both Machines are very very good (I think my is a little little bit better).

By the way: we did the same test one year ago with the ST and an 10/12 Mhz 286. The result was the same. (The AT had AdLib Sound).

That's all !!

All TT-Users are welcome and I hope some want to contact me.

56. What about comp.sys.atari.tt ????

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 13:24:56 UTC
From: rdjeline@faui09.informatik.uni-erlangen.de
Message-ID: <rdjeline.675955496@faui09>
Source record: 231634

Hugh !!!

I hate to look for TT-Articles in this Group as for Nuggets.
Although there is some thrill when I find one (both Nugget
and the holy TT letters), I would prefer an own group for
this Machine. Archimedes has one too and there are not so
many User ??!!

57. Re: Neophyte question: what's Blitter?

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 13:48:17 UTC
From: gerloff@cs.tu-berlin.de
Message-ID: <684@mailgzrz.tu-berlin.de>
Source record: 231636

In article <1991May31.170349.15843@milton.u.washington.edu>,
darkstar@milton.u.washington.edu (Alden Hackmann) writes:
|> We are the very new (3 days) owners of an Atari 1040 STe.
|> There is a toggle on the options menu for something called Blitter.
|> The little manual has no reference to it at all. Can anyone enlighten
|> us as to the meaning of this option?
|>
|> Thank you very much
|>
|> Alden F.M. Hackmann
|> darkstar@milton.u.washington.edu
|>
|> "Wake up to find out that you are the eyes of the world."

The Blitter is a kind of coprocessor for graphics. If you move a window on
the screen or a dialog box will be drawn, then you must transfer a bit of
memory from on memory location to another. This on can faster be done from
the Blitter than from the 68000. The name stands for BitBlt chip. In the
ST is a Line-A Routine called BitBlt. If you switch on the Blitter entry in the
desktop, then this routine programms the Blitter. If you don't set that switch
the routine will emulate the function of the Blitter in software.

Greetings, Olaf
--

* Olaf Gerloff * Internet: GERLOFF@tubvm.cs.tu-berlin.de *
* Technical University Berlin (FRG)* or gerloff@opal.cs.tu-berlin.de *
* Department of Computer Science * BITNET : GERLOFF@DB0TUI11 *
* Computerbased Informationsystems * Usenet : ...!mcsun!unido!opal!gerloff *

* Impossible things will be executed immediately, *
* miracles take a little longer! *

58. Mega-2 Developers System ForSale

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 13:57:28 UTC
From: crouland@gmuvax2.gmu.edu
Message-ID: <1991Jun3.135728.7149@gmuvax2.gmu.edu>
Source record: 231637
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,misc.forsale

For Sale: Full Atari Mega-2 ST Developers System

Hardware:
Mega-2 CPU
SupraDrive 30 Meg Drive (30 Meg in 20mg case)
SC1224 Colour Monitor
SM124 Monochrome Monitor
Monitor Master
Star NX-10 Printer
Golden Image Hi-Res Mouse
Navarrone ST Sound Digitizer
IMG Scan Print-Head Optical Scanner

Software:
Prospero Developers Toolkit
Prospero C
Prospero Fortran
Prospero Pascal
Mark Williams C
Neural Network Construction Set
GFA Basic 3.0
TimeWorks DTP
TimeWorks SwiftCalc
1ST Word Plus
CAD 3D 2.0 w/ CyberMate and Architect Design Disk
Flash
Shadow
Circuit Maker I
Circuit Maker II
Captain Fizz
Chrono Quest
The King of Chicago
TV Sports Football
Star Trek (The Rebel Universe)
Red Storm Rising
Large PD Library

Books:
STart Collection 1986-1991 w/ disks
Introducing the Atari ST (Abacus, #1)
Atari ST Internals (Abacus, #2)
Atari ST Gem Programmers Reference (Abacus, #3)
Atari ST Machine Language (Abacus, #4)
Atari ST Tricks and Tips (Abacus, #5 (2 copies!))

Atari ST Graphics and Sound (Abacus, #6)
Atari ST Peeks and Pokes (Abacus, #8)
Atari ST Basic to C (Abacus, #11)
Atari ST 3D Graphics (Abacus, #12)
ST Disk Drives: Inside and Out (Abacus, #13)
Compute! ST series V1-3 (AES,VDI,TOS)
Atari ST Applications Programming (Bantam)
Programmers Guide to GEM (Sybex)
C-Manship Complete (Clayton Walnum, ST Specific)
Atari ST Developers Guides:
GEM Programmers Guide V1. VDI
GEM Programmers Guide V2. AES
A Hitchhikers guide to the BIOS
Engineering Hardware Specifications
Rainbow TOS Release Notes
MIDI Specifications 1.0

I would like to see $1500 for the entire system, primarily for the $$$K I have spent in software. I am sure it is unlikely that I will sell the system to one person, so I will collect offers and repost a parting-out sale once I have sold most of the components. Please email me at "crouland@gmuvax2.gmu.edu"

59. Re: Hard disk booting

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 15:15:49 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun03.151549.12836@actrix.gen.nz>
Source record: 231638

In article <1JUN91133124@vms.huji.ac.il> seran@vms.huji.ac.il writes:
> Hi,
> Please tell me if this is a good idea or are there better ones.
> Recently I , in a very tired and uncarring state, put a program in my boot
> drive c: of my hardisk. It was an ACC. When I rebooted the program caused
> the computer to totaly crash. I am using desk manager so I was not too worried
> and went into the ACC selection and unmarked this program. But it did not help.
> The ACC still ran and still crashed the computer. After many hours of working
> and trying to get rid of the program or around it in some way, I gave in to the
> thought that I will have to reformat my hard drive. The next day I came up with
> a simple, obvious idea which saved me. I only formatted drive c:. Then I put
> in C: as a boot drive again and reloaded from my back-up which was almost fully
> entact.
>
> I avoided losing all 60 megs but I also came up with a diff idea. Why not
> partion the HD so that drive c: is the smallest amount of memory possible.
> make it a boot up drive and stick _only_ desk manager there. Then make a drive
> d: or whatever that will contain all the prg's and acc's that desk manager acceses.
> Then if ever I get a program which kills on booting I can just format drive c:
> and only need to restore desk manager. It sounds good to me, perhaps I am
> wrong. Any ideas, suggestions, or comments would be appreciated.
>
> Also, what is the procedure of putting dos on the hardisk for pcditto? And
> is there also a way to do the same for aladin?
>
> Thanks,
> Eran..
> (please answer to my email adress bellow if possible as I cannot read the list
> often)
>
> SERAN@VMS.HUJI.AC.IL

Was the ACC set for Read Only ?? this could be one of your Problems.
Also it would have been very easy to Delete the ACC from the Directory
with a sector editor..there is a good PD, but Mono one thats called
Monomone.

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

60. Re: Gemini Standard Usages

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 16:14:40 UTC
From: ue@nathan.ruhr.de
Message-ID: <4472854@nathan.ruhr.de>
Source record: 231510

In article <1991Jun1.214409.18541@lsuc.on.ca> jimomura@lsuc.on.ca
(Jim Omura) writes:
>
> This point has become sort of interesting. If you read
> exactly what I said, it was a sort of a trick comment. Truth
> is, I was being sarcastic. I did realize that they were using
> it to define a search path for an empty 'cd' call. Truth is,
Sorry, but that's wrong. CDPATH defines a list(!) of directories where
Gemini should search for the directory given as argument in the cd
command. It's something similar to the PATH variable, which gives a list
of directories where Gemini should search for the given command. I'll show
you an example, perhaps you'll understand it more easily:
Imagine you have a folder structure like this:
c:\btx\
c:\btx\macros\texts\
c:\btx\macros\grphics\
c:\btx\pages\german\
c:\btx\pages\englisch\
c:\fido\
c:\fido\out\
c:\fido\in\
Now suppose you are currently working in d:\fido\out and want to change
into c:\btx\macros\texts\ to examine a text. Normally, you'd have to type
in the full path in order to get there. If you are using CDPATH, you can set:
setenv CDPATH='.,c:\,c:\btx\,c:\btx\macros\,c:\btx\pages\,c:\fido\,d:\' etc.
Now all you've got to type is "cd texts" and gemini will cd to
c:\btx\macros\texts. Got it? This is very powerful tool, you'll save a lot
of work, especially if you would normally be forced to use long paths...
The list in searched from left to right, so it's a good idea to put the '.'
in first place. Thereby Gemini will search in the current directory first.
/s/
PS: Are You using the english or the german version of Gemini? Take a look
at mupfel.doc, they explained the reason for CDPATH quite good.

--
Udo Erdelhoff smart: ue@nathan.ruhr.de
Am Westheck 170 Fido: Udo Erdelhoff on 2:245/52.1
W-4600 Dortmund 12 (FRG) Maus: Udo Erdelhoff @ DO
Please keep your replies short - I have to pay for recieving mail

61. Re: Gemini Standard Usages

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 16:20:16 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91154.131515ONM07@DMSWWU1A.BITNET>
Source record: 231641

In article <1991Jun1.214409.18541@lsuc.on.ca>, jimomura@lsuc.on.ca (Jim Omura) says:
> This point has become sort of interesting. If you read
>exactly what I said, it was a sort of a trick comment. Truth
>is, I was being sarcastic. I did realize that they were using

Please explain: for what reason did you WANT to be sarcastic?

>it to define a search path for an empty 'cd' call. Truth is,
>also that I really haven't seen CDPATH used personally (though
>apparently it's 'csh' as well as 'ksh'. What I was getting
>at though is that it's not classic Unix standard because 'sh'
>simply looks for HOME. Though I'm starting to wonder now if
>some versions of 'sh' might have been re-written to go either

And BaSH, by the way...

>way. But I was getting at a couple of points, albeit in retrospect,
>in an overly cleverly manner. First, it's simply unnecessary.
>If you think about the purpose of HOME and the purpose of CDPATH,
>they are essentially duplcations of each other. Second, as I

Wrong. $HOME is the home directory of the user. As long there is no multi-user GEMDOS, there really is no need for soemthing like that on the Atari.

$CDPATH however is a _list_ of paths, used only for `cd'. And, finally: why don't you take a look in other shells like BaSH, which also have $HOME and $CDPATH. Why don't you send your sarcastic comments to Brian Fox. Why didn't you send constructive comments????

>pointed out earlier in my message, the Gemini team doesn't seem
>to understand what HOME is for, and if they did, they would have
>realized the unnecessary duplication. And I was hoping that
>it would become clear, in a Zen sort of way that unnecessary
>clutter in the environment is to be avoided. And also, as
>I said in my earlier posting, if you don't get your standard uses
>properly organized, you end up writing applications that look
>in the wrong places for things. For example, if you have one
>fellow using CDPATH and HOME for different purposes arbitrarily
>and someone else somewhere else using them differently, you
>could wind up with 2 applications that conflict. Like if
>1 is looking for a '.signature' file in your HOME directory
>which is '/usr/grp1/user1' but CDPATH is 'usr/projects/contract1'.
>After all, if you have both then why not use them? Now if you're
>going to *look* like you're copying Unix usages, then you better

>be careful that you get some idea what standard usages really
>are. And that may go beyond the manuals.

Again: $HOME points to a directory, $CDPATH is similar to $PATH -- it's a
list of paths. How _could_ they both be used for the same purpose?

>
> And I guess in this case I suggest that people simply
>define CDPATH=${HOME} unless they have a really good reason not
>to do so. And thinking about it, the best definition for the
>CONSOLDIR (I think that's what it was called) is simply "." rather
>than whatever they did (I think they set the console directory to
>the GEMINI directory or something like that).
>
> But it was really sloppy of me. I rarely post things
>so deliberately obscure, and frankly I just plain botched it.
>

In fact.
>--
>Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
>lsuc!jimomura
>Byte Information eXchange: jimomura
_____________________________ cut here _____________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong _____________________

62. More than 4 Meg ??

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 18:14:43 UTC
From: SYSPMZT@gecrdvm1.crd.ge.com
Message-ID: <91154.141443SYSPMZT@GECRDVM1.BITNET>
Source record: 231642

The implication I've heard is that I can only address 4 Meg with my 1040 STe. I've already upgraded to that point with 4 1-Meg SIMMS, and am wondering if, should memory prices drop in the future, I'll be able to expand with 4 2-Meg or 4 4-Meg SIMMS.

Is there an architectural restriction limiting a 1040 STe to addressing 4 Meg, and if so, what is that restriction? Also, can anyone explain if and why I must add symetric amounts of memory in the SIMM slots? (eg 4 1-Meg, not 1 1-Meg and 3 256K, etc.)

Thanks,
Phil Z

63. WANTED: CAD 3-D 2.0 & Computer Eyes/Digispec formats

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 18:33:02 UTC
From: gknauss@sdcc13.ucsd.edu
Message-ID: <20097@sdcc6.ucsd.edu>
Source record: 231650
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anybody have a listing of the CAD 3-D file format? (And I'm still looking for the Computer Eyes 24-bit raw format, as well.) I looked at atari.archive, but couldn't find any information... Any help will get my first child named after you.

OK, OK. I'm just kidding...

--

Greg "Maddog" Knauss "Aiee!" gknauss@sdcc13.ucsd.edu
---

64. Re: Color monitor for sale!

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 18:56:41 UTC
From: SYSPMZT@gecrdvm1.crd.ge.com
Message-ID: <91154.145641SYSPMZT@GECRDVM1.BITNET>
Source record: 231643

Apologies for filling up the net, but I can't mail to this address (?...)

Tony,
If the monitor is still available, can you e-mail to my address or follow up here? I'm interested.

Phil Z

65. Gemini Standard Usages

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 19:26:00 UTC
From: Lutz_Frank@ac2.maus.de
Message-ID: <5930@ac2.maus.de>
Source record: 231478

Hi Jim,

JO>Also, I have no idea what they are intending to use the "CDPATH"
JO>for. I've never seen it on a Unix system or an OS-9 system and
JO>I don't know what program would look for it. Is that supposed to
JO>be a path for CD Rom applications?

... the environment variable CDPATH is a Mupfel-feature, I think.
It is used to define where a "CD" (change dir) command - used in the
shell - should preferably look first.
Just a short look into the documentation ... (please excuse my
translation ;-))

cd [dir]
Changes to directory dir. Without arguments the value of
$HOME will be used. Dir may contain a drive specification
(eg. C:\BIN). If there is an CDPATH defined and a change
to dir is not possible, then Mupfel puts dir
at the end of each CDPATH-entry and tries to change
directory at this path.

example: cd TEST
path TEST not found
CDPATH defined as C:\FIRST, D:\SECOND
now Mupfel tries to make a
cd C:\FIRST\TEST
and cd D:\SECON\TEST
before issuing an 'dir not found' error

Kind regards
Lutz

66. Re: Unix for the TT?

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 19:46:22 UTC
From: rcte2p@menudo.uh.edu
Message-ID: <1991Jun3.194622.15834@menudo.uh.edu>
Source record: 231645

cmp8157@sys.uea.ac.uk (S.M. Sowerby) boldy writes in article <1249@sys.uea.ac.uk>
>s37837k@saha.hut.fi (Jari Lehto) writes:
>
>>Unix System V Release 4 is available for TT. The package consists of
>>TT 030/8 or higher (16 Mb would be quite good), harddisk bigger than
>>200Mb (I'm not quite sure of this), X-Windows, TTM 194 19" MC-monitor
>>and a big bunch of software and manuals.
>>I don't know the exact price, but it is much lower than the NeXT Station,
>>and A 3000 & Unix SVR4.

Much lower than a NeXT? What, are you talking about the NeXT Color
Workstation with 32bit color?

>>
>>Just checked, the harddisk is 200Mb, and there are also VME Ethernet network
>>card, OSF/Motif, and GNU package (with C, C++ etc.).
>>
>>My personal opinion is that you should get a harddisk of at least 400Mb and
>>minimum 16Mb of total RAM to run this Unix well enough (=fast enough).
>>
>>A friend of mine told me that his Unix workstation has a 1.2Gb hd and it is
>>just about enough... But it has it's own nntp package and mail handler.
>
>The information I have (from a UK magazine) is:
>
>Standard Unix-TT : TT030/8-210 (i.e. 8Mb RAM,210Mb hard disk) with
> Unix 5.4, X-Windows (can't remember version no),
> OSF/Motif, GNU package, TTM-194 19" monitor.
> Price = $4000 US

I can get a NeXTstation (mono) here with a 106M HD, 2.88M Floppy, 19"
Mono (crisp) monitor, Mach OS, X-windows, AND ethernet for $3K with my
student discount. Now, if Atari offered a student discount, then, your
claim that the TT is "much lower" than the NeXT might be valid...

[rest deleted]
>
>--
>Steve Sowerby, (cmp8157@s1.uea.ac.uk)
>School of Information Systems,
>University of East Anglia,

Btw, I am die hard Atari... just I don't like people making statements
that are not supported very well...

--
* Paul Sears * Technology *** |"The greater an individual's power
* The University of Houston *** | over others, the greater the evil that
* RCTE2P@Jetson.uh.edu * * * | might possibly originate with him."
* RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

67. Re: Atari TT

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 20:20:26 UTC
From: apratt@atari.UUCP
Message-ID: <2954@atari.UUCP>
Source record: 231509

baffoni@aludra.usc.edu (Juxtaposer) writes:

> From the discussion on c.s.a.st a while back with Alan Pratt, I believe he
>said that you can only have 4MB _ST_ ram. You can have 16 MB TTram like you
>said, but that the other 6MB of ram comes from using the VME bus for ram
>expansion. In fact, the VME ram is supposed to be faster than STram (no
>sharing it with video, etc.), even though it is slower than TT ram.

No, no, no... Your picture of memory in a TT and its limits is a little
off.

On the motherboard there are two megabytes of ST RAM. Period. No options,
no extra SIMM or DIP sockets, no nothing.

You can buy a 2MB ST RAM add-on card, for a total of 4MB of ST RAM. There
may one day be an 8MB ST RAM add-on card, resulting in a total of 10MB
of ST RAM.

You can buy a 4MB TT RAM add-on card. It may be that, with some work, you
can make this address 16MB of TT RAM. In future (now?) you can buy 16MB of
TT RAM from Atari -- I'm just not sure.

All of these boards are more than just RAM -- they also have memory
controllers which you can't just get off the shelf.

In the TT030, there is one VME slot, but it is not appropriate to put
system expansion RAM there. The slot is for peripherals, not RAM. If you
DO put RAM there, you have to tell the OS about it yourself, and it will be
slow: it's not cacheable, it's only 16 bits wide, it's on the VME bus, and
it's not SCSI-accessible (meaning transfers have to be use SCSI-accessible
RAM; this is taken care of in the drivers, but it slows you down). I've
put memory there to test things, and it is not fun. Things run
DRAMATICALLY slower from that kind of RAM.

It is not unreasonable to suppose that Atari may, in future, come out with
a machine in the TT family which has full-featured VME, including the
ability to put 32-bit, cacheable, OS-detectable, SCSI-accessible RAM on the
VME bus. The TT is designed with this in mind, but the actual VME bus in
the TT030 isn't capable of it. Such RAM would be slower than TT RAM
(mainly because you can't do burst fills on the VME bus) and about the same
speed as ST RAM: faster because it's not shared with video, but slower
because it's on the VME bus.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

68. Re: longer cable for Atari SH204 HD?

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 20:25:23 UTC
From: apratt@atari.UUCP
Message-ID: <2955@atari.UUCP>
Source record: 231511

kgg@zinn.MV.COM (Kenn Goutal) writes:
>I have a 1040ST with the Atari SH204 hard disk drive.
>The cable that came with it is about 1.5 feet long,
>and this *severely* limits where I can put the drive
>relative to the system/keyboard.
>Is it possible to get a longer cable???
>Will a longer cable work? (i.e. is the protocol length-sensitive?)

The DMA cable has to be short. Atari once accidentally shipped drives with a 3' cable, and all hell broke loose. Some third parties ship thier drives with long cables, too, but you use those at your peril. About 2' is all you get with any reliability. If those 6" mean a lot to you, ask a dealer.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

69. Re: Personal Pascal 2

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 21:25:56 UTC
From: freds@hpspdra.spd.HP.COM
Message-ID: <12020004@hpspdra.spd.HP.COM>
Source record: 231506

I Thought that ICD distributes Personal Pascal, any that who
I bought my copy from. Who Is HIGH SOFT?

70. For Sale

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 21:50:00 UTC
From: ab016@cleveland.Freenet.Edu
Message-ID: <9106032150.AA06172@cwns6.INS.CWRU.Edu>
Source record: 231505

```
Atari XG-1 (8bit) light gun with 2 carts for it, and another cart. $15

HP calculator, model 48SX, 1 month old, asking $250

::: asking $600 for the setup below :::
Atari STe w/4 megs w/cables and manuals, mouse
Mouse Master
50 disks (w/ and w/o software [PD])
Computer Keyskin
Mouse Pad and Epyx 500XJ joystick

reply to ab016@cleveland.Freenet.Edu
```

71. Picture formats? (.IMG .GEM .PI3 .PIC)

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 22:19:51 UTC
From: d90-ngp@sm.luth.se
Message-ID: <1665@tau.sm.luth.se>
Source record: 231515
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Where can I get full documentation of different picture formats on the
ST? I am most interested in .GEM .IMG and .PI3, and want to use them
in some programs that i plan to write.


```
------------------------------------------------------------------------------
| | |
| Niklas Grip | Phone: 0920-26228 (international: +46 920 26228) |
| University of Luleaa | Vallstensgatan7 | Internet: d90-ngp@sm.luth.se |
| SWEDEN | S-951 55 Luleaa | Bitnet : d90-ngp%sm.luth.se@sekth |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```


(I know this footer is no beauty, but I`ll fix it next week (after my
last examination before summer holiday)...)

72. Convert Sound Samples from Amiga IFF?

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 22:49:36 UTC
From: whinery@hale.ifa.hawaii.edu
Message-ID: <13297@uhccux.uhcc.Hawaii.Edu>
Source record: 231644

Most Honorable Denizens of Atari-Land:

I am an Amiga owner. One of my very good friends is a 520 ST
owner. Through your gracious advice, we are now swapping picture files
like brother-computers. Now, I wonder where there may be utilities to
convert to an Atari (Is there more than One) De Facto format for sampled
sound, such as I am already able to do for Mac and Sparc Station. Surely
Someone has written such a thing. Where and what is it?

Humble Regards,
Alan

--

==
| D. Alan Whinery| The Institute for Astronomy, University of Hawaii |
| Technical Genius| Internet: whinery@hale.ifa.hawaii.edu |
==

73. Future Directions

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 23:10:41 UTC
From: chu@acsu.buffalo.edu
Message-ID: <78763@eerie.acsu.Buffalo.EDU>
Source record: 231646

Hi,

Currently, I own an unexpanded 520STfm with a total of 2 720K drives
and believe it or not, for the moment anyways, it serves my needs
fairly well.

However, I'm thinking about the future and the possibility of
outgrowing this machine (which has, allowing for some "trade-ins" from
Atari, done everything I've needed it to do for the past 5 or 6
years) in the next few years.

I will probably be doing much more "numerically intensive" computing
work and some program development in the future as well TeXing reports
and the like (which of course, right now I'm not doing on my 512K ST)
along with the other "normal" applications.

Anyway, the question is this:

Should I save up to expand the memory up to 4 Megs, get a large hard
disk and maybe replace the 8MHz 68000 with something else

or is outgrowing this machine inevitable and I should save up for
something else (perhaps a TT or some other sexy sounding UN*X box)?
(In other words, by if I upgrade my ST, am I going to find myself
having to abondon it anyway?)

I know that I'm being difficult because I haven't been every specific
about my situation. The only thing I'm sure about at this point is
that I'm probably going to need more than my ST, as it currently
stands, can deliver.

Please reply by E-mail only!!!

I do not want to start some sort of flame war, but I would like the
advice of people who have perhaps already gone through this.

So, please reply by E-mail only!!!

If anyone is interested in the responses, write to me and I'll come up
with a summary to mail back.

Thanks...

john
chu@acsu.buffalo.edu

74. Re: Publishers (II)

Newsgroup: comp.sys.atari.st
Date: 1991-06-03 23:47:29 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <42924@cup.portal.com>
Source record: 231649

Spend some time driving around downtown Windsor, Ontario in a van with Dave Small and other Atari developers... talk a little with Charles F. Johnson. Find out how close most developers are to losing everything they've sweated and bled to build up. Talk with magazine publishers and editors who can't pay their contributors because their advertisers are either out of business or can't afford to pay their advertising bills. Talk with dealers who have either gone out of business, losing most of their investments in the Atari market, or who have been forced to go on into other markets. Talk with current Atari dealers who can't get products to sell, so they can stay in business.

Europe may be a different story, but in the U.S.A, Atari=dead.

Hopeful signs 1-5 = too little, too late.

I'm sorry, I don't like it either

BobR

75. ATonce Plus

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 00:02:04 UTC
From: monck@ibmpcug.co.uk
Message-ID: <1991Jun4.000204.23045@ibmpcug.co.uk>
Source record: 231517
Cross-posted to: comp.sys.atari.st,connect.audit

```
Hi,
Would anyone who is successfully using comms software under ATonce emulation
please contact me via email?
thanks,
Paul

--
Automatic Disclaimer:
The views expressed above are those of the author alone and may not
represent the views of the IBM PC User Group.
--
"I'm minuspeptic, frasmotic,
compunctuous even, to have caused you such pericombobulation" .. Black Adder
```

76. Re: ATARI TT030 versus AT 386/33 MHz and 64KB Cache

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 00:03:04 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <42927@cup.portal.com>
Source record: 231501

Just one question regarding the TT/AT comparison testing...

Why didn't you play Eye of the Beholder on your TT..?

BobR

77. Atari Systems for sale

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 00:21:44 UTC
From: grove@teda.Teradyne.COM
Message-ID: <28442@teda.Teradyne.COM>
Source record: 231647
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

```
Atari 1040STE system
2 DS drives (one internal, one external)
$450

Atari 520STFM system
1 DS drive (internal), and 1 SS drive (external)
Avatex 1200 Baud modem
$250

SC1224 color monitor
$225

SM124 mono monitor
$100

I'm located in Boston, and would perfer not to ship the monitors,
but if you really want them .....
--
Bradley Grove Teradyne EDA East
------------------------------------------------------------
grove@teradyne.teda.com CIS: 73637,1133
```

78. Student Discount?

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 01:31:49 UTC
From: tnfw0@isuvax.iastate.edu
Message-ID: <1991Jun4.013149.4735@news.iastate.edu>
Source record: 231514

Since someone brought it to mind, I thought I'd ask this somewhere where I can get a good answer... Does Atari offer student discounts on ST/TT hardware/software?? (Please say yes, but only if it's true!!)

Steven Ourada

79. Re: gcr

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 02:26:27 UTC
From: topo@intacc.uucp
Message-ID: <1991Jun4.022627.1281@intacc.uucp>
Source record: 231539

In article <1991May31.105652.19252@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:

>can specture gcr use apple system 7?how much memory does the atari need to
>run it since on a mac it needs mnionimum of 2 megs.?
>----
>ProLine: chuckie@pro-odyssey
>Internet: chuckie@pro-odyssey.cts.com
>UUCP: crash!pro-odyssey!chuckie
>ARPA: crash!pro-odyssey!chuckie@nosc.mil
I was checking with Dave Small yesterday through the Gadgets RT on Genie. He says it doesn't run yet. Not even the installer. But being the genius he is, coupled with the fact that he has managed to get every other system to work on GCR, he should figure it out soon. He says he will be possibly posting an interim software upgrade. System 7 needs at least a 2 meg Mac Plus to run. The system uses a minimum of 1 meg for itself. That's the BARE minimum.

80. PLEASE EMAIL ADDRESS TO PANARTHEA FILESERVER.

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 03:09:53 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <42934@cup.portal.com>
Source record: 231648
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Title says it all. Thank you in advance.
Bryan_Jones_Woodworth@cup.portal.com
```

81. Re: ST User Virus!

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 04:32:33 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <15316@ccncsu.ColoState.EDU>
Source record: 231504

Just got a copy from local dealer, the Vkiller 3.84 checked it OK.
Also checked the Uniterm that included on disk, here is some result:
1. Althought the date associated with the included Uniterm were some time in 87.
While the Uniter2.0E02 from atari.archive has date 86. The file size is bigger
in 2.0E.
2. The version # on the Uniterm upon boot up, the atari.archive one shown 2.0E
and ST USER one shown 2.0C.
3. Once in the Help menu, pull down the Desk and look for the About ... shows\

2.0E002 for atari.archive one and 2.0C014 for ST USER one.
So it looks like the 2.0E on the Atari.archive is latest not the ST USER one.

Tang
sytang@lamar.colostate.edu

82. Re: Publishers (II)

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 04:47:29 UTC
From: Unknown@f98.n250.z1.FidoNet.Org
Message-ID: <676362343.15@egsgate.FidoNet.Org>
Source record: 231390

Spend some time driving around downtown Windsor, Ontario in a van with Dave Small and other Atari developers... talk a little with Charles F. Johnson. Find out how close most developers are to losing everything they've sweated and bled to build up. Talk with magazine publishers and editors who can't pay their contributors because their advertisers are either out of business or can't afford to pay their advertising bills. Talk with dealers who have either gone out of business, losing most of their investments in the Atari market, or who have been forced to go on into other markets. Talk with current Atari dealers who can't get products to sell, so they can stay in business.

Europe may be a different story, but in the U.S.A, Atari=dead.

Hopeful signs 1-5 = too little, too late.

I'm sorry, I don't like it either

BobR

83. ATonce Plus

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 05:02:04 UTC
From: Paul.Monckton@f98.n250.z1.FidoNet.Org
Message-ID: <676362388.9@egsgate.FidoNet.Org>
Source record: 231393

```
Hi,
Would anyone who is successfully using comms software under ATonce emulation
please contact me via email?
thanks,
Paul

--
Automatic Disclaimer:
The views expressed above are those of the author alone and may not
represent the views of the IBM PC User Group.
--
"I'm minuspeptic, frasmotic,
compunctuous even, to have caused you such pericombobulation" .. Black Adder
```

84. Re: ATARI TT030 versus AT 386/33 MHz and 64KB Cache

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 05:03:04 UTC
From: Unknown@f98.n250.z1.FidoNet.Org
Message-ID: <676362343.17@egsgate.FidoNet.Org>
Source record: 231261

Just one question regarding the TT/AT comparison testing...

Why didn't you play Eye of the Beholder on your TT..?

BobR

85. Re: Unix for the TT?

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 05:33:06 UTC
From: baffoni@aludra.usc.edu
Message-ID: <17671@chaph.usc.edu>
Source record: 231507

In article <1991May31.192058.10926@nntp.hut.fi> s37837k@saha.hut.fi (Jari Lehto) writes:
>Unix System V Release 4 is available for TT. The package consists of
>TT 030/8 or higher (16 Mb would be quite good), harddisk bigger than
>200Mb (I'm not quite sure of this), X-Windows, TTM 194 19" MC-monitor
>and a big bunch of software and manuals.
>I don't know the exact price, but it is much lower than the NeXT Station,
>and A 3000 & Unix SVR4.
By a little? A lot? Is that only available in Europe/Canada or is that/
will that be available in the US too?
>
>Just checked, the harddisk is 200Mb, and there are also VME Ethernet network
>card, OSF/Motif, and GNU package (with C, C++ etc.).
>
Are there extra card slots? If not, will there be some way of expanding past
the 20MB limit (16TT + 4ST ram) since the slot would be taken up by the
ethernet card?

>
>* Jari Lehto * 90-387939 * Jari.Lehto@hut.fi * Music, love & *
>* Tenavatie 19 A* 90-382887 * jartsu@vipunen.hut.fi * friendship! *
>* 00760 HELSINKI* 94040/02887 * jartsu@otax.hut.fi * Garlic, beer &*
>* Finland * fax +358 0 8735916 * s37837k@saha.hut.fi * sausage! *

I had a question for all the hardware gurus who know whats what about
the TT - like Alan Pratt, etc. I know that the TT uses a daughter-board
to use the TT "fast" memory, and that this board has chips that allow access
of up to 16MB of memory. What I was wondering is, is this 16MB limit a limit
due to the daughter-board, a limit of the TT, or just a limit of the TOS?
For instance, would it be possible for a third party company (if Atari does't
do it themselves) to manufacture a daughter-board that accesses more than
the present 16MB?

-Mike

PS: Is the unix/TT the same hardware with the new software, or are there any
hardware changes? New card slots? New ROMs (I had heard they couldn't run
ST software _and_ run the Unix software)?

86. LOGO

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 05:45:18 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun04.054518.27602@actrix.gen.nz>
Source record: 231512

Does any one know if its posible to get Ataries Logo to work with Tos 1.4/1.6
I do get a out of Memory when I try to load a Logo Program/File,
Note: The software does load up on a 1040 ST with Tos 1.4.
Are there any patches to make this work ?

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

87. Re: Fan on the MEGAFILE 30

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 05:52:58 UTC
From: baffoni@aludra.usc.edu
Message-ID: <17672@chaph.usc.edu>
Source record: 231508
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1991Jun03.074746.17142@cs.ruu.nl> jeroen@cs.ruu.nl (Jeroen Fokker) writes:

>I have that kit, too. Or rather: I _had_ it. I disconnected it,
>because since it was installed, I had some troubles with the disk.
>
>When the disk was used for more than four hours the day before,
>it wouldn't start up again. I nedd to shake the entire disk quite
>roughly to get it rotating again. I know some day this will have
>disastrous effects...

I wouldn't be so quick to blame the kit on this problem. I see SO many
disks come in where I work that have this problem, where the spindle sticks.
It happens on low capacity drives (especialy 3 1/2" drives like the ST125(N))
a lot. No one has been able to tell me how to fix this problem (if it is
fixable), but I have found that by manually rotating the spindle frees it up
a lot safer than shaking it.

>--
>Jeroen Fokker | jeroen@cs.ruu.nl
>dept.of Computer Science, Utrecht University | tel.+31-30-534129
>PObox 80089, 3508TB Utrecht, the Netherlands | fax.+31-30-513791

-Mike

88. need atari STe hardware info

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 06:55:07 UTC
From: meulenbr@cst.prl.philips.nl
Message-ID: <meulenbr.676018507@cstw163>
Source record: 231538
Cross-posted to: comp.os.minix,comp.sys.atari.st

Hi,

I intend to add better support for the Atari STe in MINIX, but I
only do have a plain ST. So I was wondering if anyone could
mail me the differences between these. I'm only interested in
hardware differences, and especially in new device registers and how
they are used. Does someone have this info??

Thanks,
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Centre for Software Technology

89. Re: Atari HD hostadapters/drivers.

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 07:11:21 UTC
From: meulenbr@cst.prl.philips.nl
Message-ID: <meulenbr.676019481@cstw163>
Source record: 231540

Ok. Since Claus is too polite to promote his own software.

If you can read German, be sure to get the book and the software.
It is definitely worth every pfennig. If you want a good
set of disk utilities, and you do know something about disks,
you might also get the book, just for the software.
I think the software is very, very good. You won't really need
the book to use the software, but it explains several things
in some more detail. A good buy for around $ 50,-- (if you
can find it of course).
And you fathers out there. Remember that it is almost fathers day!

By the way: I'm by no means connected to Claus or the book publisher.
I'm just a very very satisfied customer.

--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Centre for Software Technology

90. PLEASE EMAIL ADDRESS TO PANARTHEA FILESERVER.

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 08:09:53 UTC
From: Unknown@f98.n250.z1.FidoNet.Org
Message-ID: <676362343.20@egsgate.FidoNet.Org>
Source record: 231253

```
Title says it all. Thank you in advance.
Bryan_Jones_Woodworth@cup.portal.com
```

91. lharc

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 08:18:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <4170@hh.maus.de>
Source record: 231479

Es>I just pulled a couple of versions of lharc off of the archive at umich,
Es>but I have been having a hard time getting it to work on all files. I
Es>keep either running into CRC errors, or I just get "no file" when I try
Es>to extract an archive that I have downloaded. I have run into this
Es>with files that have been created on the systems here at OU as well as
Es>from abroad.

It looks like LZH 1.13.xx with xx < 20.

Es>What is the best version of lharc, and where can I find it? And what may
Es>be causing these things to have such a hard time?

If you send me a disk and the stamps you'll receive the LZH 1.13.21 or
a newer version. The bugs you described are fixed at 1.13.20.
If you have problems getting german stamps, you may send me the money
for it.

Wer in der wirklichen Welt arbeiten kann und in der idealen leben, der hat das
(Net)

92. Re: lharc

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 08:18:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <4171@hh.maus.de>
Source record: 231480

RJ> That's happening because there is an unfortunate "double-standard"
RJ>(forgive the pun) with LHARC - i.e. two standards exist. My best advice
RJ>is for you to get LHARC060 (Jon Webb & Bart Van Herk) and
RJ>LZH11319 (Haruyashu Yoshizaki) - if one doesn't work I can about 99%
RJ>guarantee you the other one will.

I have fixed that problem in LZH 1.13.20

P.S. does anyone know how to contact Haruyashu Yoshizaki?

Alle vier Jahre ist ein Maikaeferjahr und alle vier Jahre ein Schaltjahr.
(Net)

93. Re: ST User Virus!

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 08:27:36 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3145@odin.cs.hw.ac.uk>
Source record: 231528

In article <1991Jun3.104217.6278@newcastle.ac.uk> D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:
> *I* WROTE (WRT to ST User disk):
>> You'll also find an illegal (very!) copy of NEOchrome on there too.
>> About now you'll all be saying "Why does this guy keep going on about
>> NEOchrome?". Well the answer is I would like it to be PD officially but
>>Atari seem disinterested.
>
>Actually it's NEochrome Master, and the documentationwith it states that it is
>shareware.

That's more the opinion of Chaos than fact. The say send the money to Dave Staugas and put or left an Atari copyright on the program. None of this was done with Atari's consent and so is illegal. BUT if Atari would like to say something on NEOchromes future themselves I would be interested to hear it.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

94. Re: TT

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 08:34:49 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3146@odin.cs.hw.ac.uk>
Source record: 231529

In article <1991Jun3.122841.6020@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>chuj@horton.colorado.edu (CHU JEFFREY) writes (WRT to the TT):
>> 3) MUTI-TASKING MACHINE RIGHT?
>
>A multitasking TOS version is rumored to appear later this year or next
>year.

or the year after, or the year after that or ... :-)

Sorry folks. I just couldn't resist it.

No doubt Atari UK will have the new TOS, n+1 years after everyone else.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

95. Re: Fan on the MEGAFILE 30

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 08:35:22 UTC
From: NCOYNE@ESOC.BITNET
Message-ID: <91152.170423NCOYNE@ESOC.BITNET>
Source record: 231518
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi
just a quick one and at the moment I dont have the exact details but a friend of mine modified the casing and mounting around the fan and now you can hardly hear it .
If any one is interested then Mail me and I will go round and see him to get some finner details.

Nick Coyne NCOYNE@ESOC.BITNET

96. Re: Fan on the MEGAFILE 30

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 08:53:42 UTC
From: s882854@minyos.xx.rmit.oz.au
Message-ID: <1991Jun4.085342.24853@minyos.xx.rmit.oz.au>
Source record: 231521
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

whitten@kuhub.cc.ukans.edu writes:

>I've had a megafile 30 for about a year, and the only complaint
>I've had is the loud fan. Is it really needed, or will the
>drive run cool enough without it? Are there any ways to quiet the
>fan, maybe replacing it with a quieter one?

>THanks,
>Chris

>==
> WHITTEN@KUHUB.CC.UKANS.EDU Chris Whittenburg, Univ. of Kansas
> WHITTEN@UKANVAX.bitnet Electrical Engineering
>==

This may not apply, but I had a SH205 hardrive in a Mega ST box. I, too, was
getting pissed off by the loud fan. I open it and noticed that the hand was not bolted to
anything but it just sits into a slot. I then put some blue-tac so
that it will stick to one of the side walls to stop it vibrating against the
surrounding wall or stop it jumping around in its slot. I was quite amaze as to
the amount of noise being removed.
I have not seen the inside of a megafile 30, but I assume that it would be the
same.
The blue-tac material is some stuff that will adhere two piece of material but
with the ability to separate them later.

Tehn Yit Chin
s882854@minyos.xx.rmit.OZ.AU
Royal Melbourne Insititute of Technology, Australia.
---

97. G++ for ST, where again?

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 08:56:39 UTC
From: frans@nlsca.uucp
Message-ID: <1991Jun4.085639.6298@nlsca.uucp>
Source record: 231542

A few weeks ago, somebody announced G++ 1.39 (and gcc 1.39) for
the ST. It was available from an FTP site in Germany (where else? :-),
I think. Anybody remember where it was??
Viele Thanks in advance

Frans Meijer, Sweelinck Conservatory | "Military intelligence is
Amsterdam <frans@nlsca.UUCP> | a contradiction in terms."
| - Groucho Marx
--
Frans Meijer, Sweelinck Conservatory | "Military intelligence is
Amsterdam <frans@nlsca.UUCP> | a contradiction in terms."
| - Groucho Marx

98. Re: ST User Virus!

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 09:32:33 UTC
From: Shoou-yu.tang@f98.n250.z1.FidoNet.Org
Message-ID: <676362343.30@egsgate.FidoNet.Org>
Source record: 231262

Just got a copy from local dealer, the Vkiller 3.84 checked it OK.
Also checked the Uniterm that included on disk, here is some result:
1. Althought the date associated with the included Uniterm were some time in
87.
While the Uniter2.0E02 from atari.archive has date 86. The file size is
bigger
in 2.0E.
2. The version # on the Uniterm upon boot up, the atari.archive one shown
2.0E
and ST USER one shown 2.0C.
3. Once in the Help menu, pull down the Desk and look for the About ...
shows\

2.0E002 for atari.archive one and 2.0C014 for ST USER one.
So it looks like the 2.0E on the Atari.archive is latest not the ST USER
one.

Tang
sytang@lamar.colostate.edu

99. Re: Publishers (II)

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 09:38:20 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <13309@uhccux.uhcc.Hawaii.Edu>
Source record: 231519

In article <1991Jun01.162956.1057@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>
>1)Atari Corp. has finally cleared away the wreckage of the Federated disaster.

Last year's online mags indicated how it significantly depleted Atari of monetary reserves and probably checked ST development for a long time. I think the best time to evaluate Atari's prospects will be fall '91/spring '92, when they reveal how the ST line will evolve.

The June '91 AtariUser stated that Atari Israel will hire 600 workers, mostly comprised of engineers. Oy, with 600 engineers, Atari must be developing something!

All the computer companies are struggling thru the recession and Atari seems to be weathering it pretty well. Since becoming downsized, they seem to be more responsive, even with less capital compared to their competitors. I don't know of other top executives participating in online conferences with the public, so it shows Atari is willing to listen. I'm not sure if it would be possible for them to get on an Internet MUD or IRC, but it would be nice.

Jack

100. Re: More than 4 Meg ??

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 10:16:44 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <13310@uhccux.uhcc.Hawaii.Edu>
Source record: 231520

In article <91154.141443SYSPMZT@GECRDVM1.BITNET> SYSPMZT@gecrdvm1.crd.ge.com writes:
>The implication I've heard is that I can only address 4 Meg with my 1040 STe.
>I've already upgraded to that point with 4 1-Meg SIMMS, and am wondering if,
>should memory prices drop in the future, I'll be able to expand with
>4 2-Meg or 4 4-Meg SIMMS.
>
>Is there an architectural restriction limiting a 1040 STe to addressing
>4 Meg, and if so, what is that restriction? Also, can anyone explain if and
>why I must add symetric amounts of memory in the SIMM slots? (eg 4 1-Meg, not
>1 1-Meg and 3 256K, etc.)

From the looks of my STe, the extra multiplexed address line from the MMU-GLUE (MLUE) to the SIMMs doesn't exist. However, the MLUE is a 144 pin chip and a logic probe showed that most of the unconnected pins are definitely alive! It was mentioned earlier that Fast Technology supposedly had a 14MB DRAM upgrade for the 1040 STe, but I'm not sure how it obtains signals from the MLUE which has extremely thin surface-mounted pins.

Another puzzle is the shifter, which was enlarged to 84 pins from a 40 pin chip. Besides the increased palette, what are all those extra pins used for??? Also someone posted some info about the SCSI-like Microwire serial bus that the STe has and I hope someone has more docs regarding it.

Jack

101. Re: Unix for the TT?

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 10:33:06 UTC
From: Juxtaposer@f98.n250.z1.FidoNet.Org
Message-ID: <676362343.61@egsgate.FidoNet.Org>
Source record: 231255

In article <1991May31.192058.10926@nntp.hut.fi> s37837k@saha.hut.fi (Jari Lehto) writes:
>Unix System V Release 4 is available for TT. The package consists of
>TT 030/8 or higher (16 Mb would be quite good), harddisk bigger than
>200Mb (I'm not quite sure of this), X-Windows, TTM 194 19" MC-monitor
>and a big bunch of software and manuals.
>I don't know the exact price, but it is much lower than the NeXT Station,
>and A 3000 & Unix SVR4.
By a little? A lot? Is that only available in Europe/Canada or is that/
will that be available in the US too?
>
>Just checked, the harddisk is 200Mb, and there are also VME Ethernet network
>card, OSF/Motif, and GNU package (with C, C++ etc.).
>
Are there extra card slots? If not, will there be some way of expanding
past
the 20MB limit (16TT + 4ST ram) since the slot would be taken up by the
ethernet card?

>
>* Jari Lehto * 90-387939 * Jari.Lehto@hut.fi * Music, love &
*
>* Tenavatie 19 A* 90-382887 * jartsu@vipunen.hut.fi * friendship!
*
>* 00760 HELSINKI* 94040/02887 * jartsu@otax.hut.fi * Garlic, beer
&*
>* Finland * fax +358 0 8735916 * s37837k@saha.hut.fi * sausage! *

I had a question for all the hardware gurus who know whats what about
the TT - like Alan Pratt, etc. I know that the TT uses a daughter-board
to use the TT "fast" memory, and that this board has chips that allow access
of up to 16MB of memory. What I was wondering is, is this 16MB limit a
limit
due to the daughter-board, a limit of the TT, or just a limit of the TOS?
For instance, would it be possible for a third party company (if Atari does't
do it themselves) to manufacture a daughter-board that accesses more than
the present 16MB?

-Mike

PS: Is the unix/TT the same hardware with the new software, or are there any
hardware changes? New card slots? New ROMs (I had heard they couldn't run
ST software _and_ run the Unix software)?

102. LOGO

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 10:45:18 UTC
From: Roger.Sheppard@f98.n250.z1.FidoNet.Org
Message-ID: <676362366.6@egsgate.FidoNet.Org>
Source record: 231258

Does any one know if its posible to get Ataries Logo to work with Tos 1.4/1.6
I do get a out of Memory when I try to load a Logo Program/File,
Note: The software does load up on a 1040 ST with Tos 1.4.
Are there any patches to make this work ?

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

103. Re: More than 4 Meg ??

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 11:26:31 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991Jun4.112631.10649@cs.nott.ac.uk>
Source record: 231532

In article <91154.141443SYSPMZT@GECRDVM1.BITNET> SYSPMZT@gecrdvm1.crd.ge.com writes:
>The implication I've heard is that I can only address 4 Meg with my 1040 STe.
>I've already upgraded to that point with 4 1-Meg SIMMS, and am wondering if,
>should memory prices drop in the future, I'll be able to expand with
>4 2-Meg or 4 4-Meg SIMMS.
>
>Is there an architectural restriction limiting a 1040 STe to addressing
>4 Meg, and if so, what is that restriction? Also, can anyone explain if and
>why I must add symetric amounts of memory in the SIMM slots? (eg 4 1-Meg, not
>1 1-Meg and 3 256K, etc.)

The answer to both questions is, I believe, that the MMU in the STe can
only handle .25 and 1 meg SIPPS/SIMMS, and these are arranged in two banks,
which must contain the same amount (hence, memory configurations can only
be .5 meg, 1 meg, 2 meg, 2.5 meg, and 4 meg). I too have a four meg STe.

Perhaps someone out there knows of a replacement MMU and memory slots? (Could
it be that a 68030 board might have this facility?).

Question is, what would you do with more than 4 meg on an ST running TOS (or
MiNT). I've yet to exhaust 4 meg (even with GCC, MGR, and BASH. Emacs coming
soon... :-)
--
/* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
+* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
+* Olivier's Law: "Experience is something you don't get *+
*------------------------- until just after you need it." */

104. Re: Questions on Desktop/Environment

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 11:55:26 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Jun4135526@acae127.cadence.com>
Source record: 231533

In article <3101@odin.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:

> BTW: Atari UK say this is 'OK' to talk about.
>
.....
> At $28 offset from the start of the structure $4f2 points to is a pointer to
> the process ID of the current process. This is actually its basepage.
>

but atariUSA says that this is an "undocumented" variable and you
cannot rely on it to exist in the future. i too want it for gdb and
agree it is very useful. apratt??
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

105. Making a HD bootable

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 12:03:48 UTC
From: rfriedel@csd4.csd.uwm.edu
Message-ID: <12756@uwm.edu>
Source record: 231522

I realize that this is a frequently asked question but I have ignored
it till now.

I just bought a Spectre GCR over the net and while attempting to make
one of my partitions on my hard drive a Mac partition, I got the drive
to disappear. Any way to bring it back? Naturally there is some
irreplaceable data in another partition that was not completely
backed up.

Please email. (I have ftp access to atari.archives.umich.edu)

Thanks,
Ron

--
Ron Friedel
GeoSciences UW-Milwaukee
rfriedel@csd4.csd.uwm.edu

106. Re: Unix for the TT?

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 13:48:05 UTC
From: jgreen@modcomp.uucp
Message-ID: <jgreen.676043285@rss>
Source record: 231523

rcte2p@menudo.uh.edu (Paul S. Sears) writes:
>I can get a NeXTstation (mono) here with a 106M HD, 2.88M Floppy, 19"
>Mono (crisp) monitor, Mach OS, X-windows, AND ethernet for $3K with my
>student discount. Now, if Atari offered a student discount, then, your
>claim that the TT is "much lower" than the NeXT might be valid...

Now, if I had a student discount, your claim might be valid. As it is,
the original claim that the TT is lower cost *is* valid for me.

--
Joe Green jgreen@modcomp.UUCP
Modular Computer Systems, Inc. modcomp!jgreen@uunet.UU.NET
uunet!modcomp!jgreen

107. VIDEO GAME RATINGS REPORT [ATARI]

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 14:34:26 UTC
From: erc@radon.berkeley.edu
Message-ID: <42300@ucbvax.BERKELEY.EDU>
Source record: 231524
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.st

For information on the list format and on submitting your ratings, see
the end of this posting and the article entitled "ABOUT THE VIDEO GAMES
RATINGS REPORT" in the newsgroup rec.games.video.

If you "reply" to this article, your message will most likely go
directly to the video games ratings server, which silently ignores
everything which is not a vote.

MAKE SURE YOUR COMMENTS GO TO THE E-MAIL ADDRESSES GIVEN AT THE END.
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ATARI GAME RATINGS REPORT

ATARI LYNX
New Distribution Votes Rank Title
..00111220 57 7.3 Blue Lightning
0.01113100 71 6.4 California Games
..00001322 59 8.2 Chip's Challenge
.00111110. 51 6.0 Electrocop
0.0003221. 50 6.4 Gates Of Zendocon
0.0123200. 48 5.7 Gauntlet III
......0133 41 9.0 Klax
..0.03.5.. 12 6.7 Ms. Pac-Man
..013.22.. 14 5.8 Paperboy
...2..2311 9 7.2 Rampage
....000411 23 8.0 Roadblasters
..0.122100 14 6.7 Robosquash
.1...143.. 9 6.7 Rygar
.1......52 7 8.3 Shanghai
...0013210 42 7.5 Slime World
....003121 25 7.8 Xenophobe
......1242 15 8.7 Zarlor Mercenary

ATARI ST
New Distribution Votes Rank Title
.........* 1 10.0 A Day At The Races
* ......5.5. 2 8.0 A Mind Forever Voyaging
.111.1.1.1 6 5.5 Airball
1.11.5.... 6 4.3 Arctic Fox
...013010. 11 6.4 Arkanoid
....*..... 1 5.0 Artura
* ....5.5... 2 6.0 Autoduel

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..22..2.2. 4 5.8 Baal
.1..2122.. 8 6.0 Barbarian
..1....511 6 7.7 Bard's Tale I
.2...7.... 4 5.0 Batman
....5.5... 2 6.0 Battlehawks 1942
......*... 1 7.0 Battlemaster
* .....*.... 2 6.0 Battletech
* ......*... 1 7.0 Blasteroids
......55.. 2 7.5 Block-Out
........*. 1 9.0 Blockbuster
.....2.5.2 4 8.0 Blood Money
...22..5.. 4 6.2 Bloodwych
.....*.... 1 6.0 Blue Angels
*......... 1 1.0 Breakers
..5...5... 2 5.0 Bubble Bobble
........*. 1 9.0 Cadaver
.3....3..3 3 6.3 Captain Blood
.........* 2 10.0 Captive
.......*.. 1 8.0 Chambers Of Shaolin
.......233 13 9.2 Chaos Strikes Back
.....55... 2 6.5 Chrono Quest 2
* ........*. 1 9.0 Curse Of The Azure Bonds
5.5....... 2 2.0 Cyberball
..2..2.5.. 4 6.2 Demon's Winter
....5.5... 2 6.0 Dogs Of War
......0044 25 9.3 Dungeon Master
.*........ 1 2.0 E-Swat
....252... 8 6.0 Empire Strikes Back, The
* .......*.. 1 8.0 F-15 Strike Eagle
.....2.6.2 5 8.0 F-19 Stealth Fighter
.....01230 11 8.2 Falcon
* .........* 1 10.0 Falcon Mission Disk 1
.....*.... 1 6.0 Fiendish Freddy's Big Top O' Fun
......*... 2 7.0 Fighter Bomber
.....*.... 1 6.0 Fire Brigade
.....1413. 9 7.7 Flight Simulator
......55.. 2 7.5 Full Metal Planet
....5..5.. 2 6.5 Future Wars
* .2.22..2.. 4 4.8 Gauntlet
....*..... 1 5.0 Geisha
* ......*... 1 7.0 Go Player
.........* 1 10.0 Gold Of The Aztecs
.....3.33. 3 7.7 Golden Axe
..11.421.. 9 5.9 Goldrunner
....2.2.42 5 8.0 Gunship
....4.2.4. 5 7.0 Heroes Of The Lance
* ........*. 1 9.0 Hex
* ..*....... 1 3.0 Hippo Backgammon
* .......55. 2 8.5 Hitchiker's Guide To The Galaxy, The
* .......*.. 1 8.0 Hoyle's Book Of Games II
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* *........ 1 1.0 Jet
.....52.2. 4 7.0 Jinxter
...01.2030 12 7.4 Joust
...*...... 1 4.0 Jungle Book, The
* .......*.. 1 8.0 Klax
.*........ 1 2.0 Knight Orc
....1111.3 6 7.7 Leisure Suit Larry I
.....5.5.. 4 7.0 Leisure Suit Larry II
* .........* 2 10.0 Lemmings
.....3.6.. 3 7.3 Lombard Rally
.2......25 4 7.8 Lotus Esprit Challenge
* .....5..5. 2 7.5 Major Motion
.....522.. 4 6.8 Mean 18
......*... 1 7.0 Mean Streets
........*. 1 9.0 Microleague Baseball
..1...1.33 6 8.0 Midimaze
* ........*. 1 9.0 Missile Command
.....63... 3 6.3 Mission Impossible II
..*....... 1 3.0 Moebius
.*........ 1 2.0 Nine Princes In Amber
.......*.. 1 8.0 Obliterator
.......333 3 9.0 Oids
5......5.. 2 4.5 Oil Imperium
...*...... 1 4.0 Oliver And Compagnie
..11.2121. 8 6.4 Pawn, The
......5..5 2 8.5 Phantasie I
....5....5 2 7.5 Phantasie II
.....3..33 3 8.3 Phantasie III
......*... 1 7.0 Pipemania
.......323 13 9.0 Populous
.......522 4 8.8 Powermonger
......2422 5 8.4 Prince Of Persia
........*. 1 9.0 Pro Tennis Tour
........*. 1 9.0 Questron II
....1133.. 6 6.8 R-Type
...1222... 7 5.7 Return Of The Jedi, The
.......55. 2 8.5 Rick Dangerous 2
.....*.... 1 6.0 Rings Of Zilfin
.11..1211. 7 6.0 Roadwar 2000
......*... 1 7.0 Rocket Ranger
* .......*.. 1 8.0 Rockford
...1123111 10 6.9 Rogue
...5..5... 2 5.5 Rolling Thunder
* ....*..... 1 5.0 Sentry
..3.33.... 3 4.7 Shadow Of The Beast
.....2242. 5 7.6 Shanghai
.....1222. 7 7.7 Silent Service
.....12.33 9 8.6 Simcity
..*....... 1 3.0 Sorcerer Lord
.....72... 4 6.2 Space Harrier II
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* ......*... 1 7.0 Space Quest II
......27.. 7 7.7 Space Quest III
.......522 4 8.8 Speedball II
* ........*. 1 9.0 Star Trek: The Rebel Universe
....12311. 8 6.9 Star Wars
...2.3210. 14 6.3 Starglider
....2242.. 5 6.6 Starglider II
....*..... 1 5.0 Strider II
* ........*. 1 9.0 Stunt Car Racer
...1.212.2 8 7.4 Sundog
....*..... 1 5.0 Super Cars, The
.......*.. 1 8.0 Supremacy
.......*.. 1 8.0 T.V. Sports Football
.........* 1 10.0 Team Yankee
* ........*. 1 9.0 Tennis Cup
22.2...2.. 4 3.8 Terrorpods
...33....3 3 6.3 Tetris
........55 2 9.5 Their Finest Hour: Battle Of Britain
......*... 1 7.0 Third Courier, The
.....413.0 13 7.1 Time Bandit
........*. 1 9.0 Tower Toppler
.......*.. 1 8.0 Toyota Celica G.T.
....5....5 2 7.5 Ultima III
......3..6 3 9.0 Ultima IV
.......333 3 9.0 Ultima V
.....*.... 1 6.0 Ultimate Ride, The
* ......*... 1 7.0 Universe II
.....55... 2 6.5 Wargame Construction Set
.......522 4 8.8 Wayne Gretzky Hockey
........*. 1 9.0 Wrath Of The Daemon
...1.115.1 9 7.4 Xenon
.......46. 5 8.6 Xenon 2
.3..22.1.. 8 4.5 Xevious
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In this list, games have been rated on a scale of 1 to 10, 10 being the best and 1 being the worst. For each game, the total number of votes, the average rating, and the vote distribution are shown. New games are indicated by a "*" before their entry. If a "(C)" appears after the title it means that the game is a CD-ROM or disc system title. If a "(J)" appears after the title it means that the game is currently only available in Japan.

The general guideline for ratings is:

8-10 worth buying at full price
6-7 worth buying at a discount, or if you're particularly interested in this kind of game
3-5 only worth renting
2 only worth playing for free, and only for a few minutes
1 worthless

The vote distribution uses a single character to represent the
percentage of votes for each ranking. The following character codes can
appear:

"." no votes cast "3" 30-39% of the votes "7" 70-79% of the votes
"0" 1-9% of the votes "4" 40-49% of the votes "8" 80-89% of the votes
"1" 10-19% of the votes "5" 50-59% of the votes "9" 90-99% of the votes
"2" 20-29% of the votes "6" 60-69% of the votes "*" 100% of the votes

Please consult the article entitled "ABOUT THE VIDEO GAME RATINGS REPORT"
in the newsgroup rec.games.video for more details, including information
on how to vote.

Questions, comments, problems, and errors should be directed to the list
maintainer at either of the below addresses:
video-request@irss.njit.edu
..!uunet!irss.njit.edu!video-request

--
eric ng
erc@radon.berkeley.edu
..!ucbvax!radon!erc

108. Re: Publishers (II)

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 14:38:20 UTC
From: Jack.W..Wine@f98.n250.z1.FidoNet.Org
Message-ID: <676362366.70@egsgate.FidoNet.Org>
Source record: 231394

In article <1991Jun01.162956.1057@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>
>1)Atari Corp. has finally cleared away the wreckage of the Federated disaster.

Last year's online mags indicated how it significantly depleted Atari of monetary reserves and probably checked ST development for a long time. I think the best time to evaluate Atari's prospects will be fall '91/spring '92,

when they reveal how the ST line will evolve.

The June '91 AtariUser stated that Atari Israel will hire 600 workers, mostly comprised of engineers. Oy, with 600 engineers, Atari must be developing some-
thing!

All the computer companies are struggling thru the recession and Atari seems to be weathering it pretty well. Since becoming downsized, they seem to be more responsive, even with less capital compared to their competitors. I don't know of other top executives participating in online conferences with the public, so it shows Atari is willing to listen. I'm not sure if it would be possible for them to get on an Internet MUD or IRC, but it would be nice.

Jack

109. VIDEO GAME RATINGS BALLOT [ATARI]

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 14:52:51 UTC
From: erc@radon.berkeley.edu
Message-ID: <42308@ucbvax.BERKELEY.EDU>
Source record: 231525
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.st

```
To use this ballot, just hit "R". Once in your editor, insert your game
rating between the word "vote" and the system code and game title. Your
rating must be an integer between 1 and 10. There must be at least one
blank on either side of your rating. Make sure the word vote appears at
the start of each rating.

If you do not want to rate a particular game, just DELETE THAT LINE FROM
THE BALLOT. When you are finished, SAVE THE FILE, and exit the editor.
The votes will be sent to the game rating tabulator.

The general guideline for ratings is:

8-10 worth buying at full price
6-7 worth buying at a discount, or if you're particularly interested
in this kind of game
3-5 only worth renting
2 only worth playing for free, and only for a few minutes
1 worthless

If you want to vote for additional games, just add them at the end, in
a format similar to the existing entries. Be sure to include the system
code right before the title. This code is one of the below:

AL = Atari Lynx AM = Commodore Amiga
GB = Nintendo Game Boy GG = Sega Game Gear
GS = Apple II GS MA = Apple Macintosh
NE = Nintendo NES and Famicom NG = SNK NeoGeo
PC = IBM PC, PS/2, and compatibles SG = Sega Genesis and MegaDrive
SF = Nintendo Super Famicom ST = Atari ST
TG = NEC TurboGrafx-16, TurboExpress,
and PC Engine

Thanks for participating in the rec.games.video ratings poll. (This
text was adapted from Chuck Musciano's rec.arts.movies ballots and John
Leo's rec.games.video ballots.)

PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.
PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.
PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.
PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.
PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.

v--- place your rating right here!
vote Al Blue Lightning
vote Al California Games
vote Al Chip's Challenge
```

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vote Al Electrocop
vote Al Gates Of Zendocon
vote Al Gauntlet III
vote Al Klax
vote Al Ms. Pac-Man
vote Al Paperboy
vote Al Rampage
vote Al Roadblasters
vote Al Robosquash
vote Al Rygar
vote Al Shanghai
vote Al Slime World
vote Al Xenophobe
vote Al Zarlor Mercenary
vote St A Day At The Races
vote St A Mind Forever Voyaging
vote St Airball
vote St Arctic Fox
vote St Arkanoid
vote St Artura
vote St Autoduel
vote St Baal
vote St Barbarian
vote St Bard's Tale I
vote St Batman
vote St Battlehawks 1942
vote St Battlemaster
vote St Battletech
vote St Blasteroids
vote St Block-Out
vote St Blockbuster
vote St Blood Money
vote St Bloodwych
vote St Blue Angels
vote St Breakers
vote St Bubble Bobble
vote St Cadaver
vote St Captain Blood
vote St Captive
vote St Chambers Of Shaolin
vote St Chaos Strikes Back
vote St Chrono Quest 2
vote St Curse Of The Azure Bonds
vote St Cyberball
vote St Demon's Winter
vote St Dogs Of War
vote St Dungeon Master
vote St E-Swat
vote St Empire Strikes Back, The
vote St F-15 Strike Eagle
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vote St F-19 Stealth Fighter
vote St Falcon
vote St Falcon Mission Disk 1
vote St Fiendish Freddy's Big Top O' Fun
vote St Fighter Bomber
vote St Fire Brigade
vote St Flight Simulator
vote St Full Metal Planet
vote St Future Wars
vote St Gauntlet
vote St Geisha
vote St Go Player
vote St Gold Of The Aztecs
vote St Golden Axe
vote St Goldrunner
vote St Gunship
vote St Heroes Of The Lance
vote St Hex
vote St Hippo Backgammon
vote St Hitchiker's Guide To The Galaxy, The
vote St Hoyle's Book Of Games II
vote St Jet
vote St Jinxter
vote St Joust
vote St Jungle Book, The
vote St Klax
vote St Knight Orc
vote St Leisure Suit Larry I
vote St Leisure Suit Larry II
vote St Lemmings
vote St Lombard Rally
vote St Lotus Esprit Challenge
vote St Major Motion
vote St Mean 18
vote St Mean Streets
vote St Microleague Baseball
vote St Midimaze
vote St Missile Command
vote St Mission Impossible II
vote St Moebius
vote St Nine Princes In Amber
vote St Obliterator
vote St Oids
vote St Oil Imperium
vote St Oliver And Compagnie
vote St Pawn, The
vote St Phantasie I
vote St Phantasie II
vote St Phantasie III
vote St Pipemania
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vote St Populous
vote St Powermonger
vote St Prince Of Persia
vote St Pro Tennis Tour
vote St Questron II
vote St R-Type
vote St Return Of The Jedi, The
vote St Rick Dangerous 2
vote St Rings Of Zilfin
vote St Roadwar 2000
vote St Rocket Ranger
vote St Rockford
vote St Rogue
vote St Rolling Thunder
vote St Sentry
vote St Shadow Of The Beast
vote St Shanghai
vote St Silent Service
vote St Simcity
vote St Sorcerer Lord
vote St Space Harrier II
vote St Space Quest II
vote St Space Quest III
vote St Speedball II
vote St Star Trek: The Rebel Universe
vote St Star Wars
vote St Starglider
vote St Starglider II
vote St Strider II
vote St Stunt Car Racer
vote St Sundog
vote St Super Cars, The
vote St Supremacy
vote St T.V. Sports Football
vote St Team Yankee
vote St Tennis Cup
vote St Terrorpods
vote St Tetris
vote St Their Finest Hour: Battle Of Britain
vote St Third Courier, The
vote St Time Bandit
vote St Tower Toppler
vote St Toyota Celica G.T.
vote St Ultima III
vote St Ultima IV
vote St Ultima V
vote St Ultimate Ride, The
vote St Universe II
vote St Wargame Construction Set
vote St Wayne Gretzky Hockey

vote St Wrath Of The Daemon
vote St Xenon
vote St Xenon 2
vote St Xevious
--
eric ng
erc@radon.berkeley.edu
..!ucbvax!radon!erc

110. Re: Publishers (II)

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 15:15:08 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <7839@tekgen.BV.TEK.COM>
Source record: 231526

In article <13309@uhccux.uhcc.Hawaii.Edu> kiki@uhunix1.uhcc.Hawaii.Edu (Jack W. Wine) writes:
>
>The June '91 AtariUser stated that Atari Israel will hire 600 workers, mostly
>comprised of engineers. Oy, with 600 engineers, Atari must be developing some-
>thing!
>

Did you ever hear the one about how many Atari engineers it takes to screw in
a light bulb?

---- ----
/\/\/\ Bob Luneski Diamond Back II Support: boblu@tekgen.BV.TEK.COM /\/\/\
\/\/\/ Oregon Research Associates Genie: B.LUNESKI1 \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Phone: (503) 620-4919 \/\/
\/ Tigard, OR 97224 FAX: (503) 639-6182 \/

111. Reading TOS/DOS formatted disk on a SparcStation

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 15:40:53 UTC
From: M.A.Rahin@lut.ac.uk
Message-ID: <1991Jun04.154053.11570@lut.ac.uk>
Source record: 231466

There must have been some discussions on the above subject. But, as I was not in need, did not keep it then. I need it now, quite desperartely. Could some kind soul please send me detail information (including directions for programs for reading/writing TOS/DOS disks on the SparcStation) directly via e-mail ?

Thanks in advance.

- Rahin

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M.A.Rahin@uk.ac.lut -> from within UK
M.A.Rahin@lut.ac.uk -> from outside UK

112. Re: GNU Make troubles: 2 bombs!

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 15:41:03 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jun4174103@orion.laas.fr>
Source record: 231143

In article <SPA.91May29125415@alfa.fct.unl.pt> spa@fct.unl.pt (Salvador Pinto Abreu) writes:
| ... (using GNU cat from
| cs.uni-sb.de), a lot faster than creating a RAMdisk and using GNU
| Emacs, I'd say...

Thanks to Salvador for directing me to this FTP site. In addition to GNU cat, I found other useful utilities, including a new GNU make version 3.58. My above mentioned problem does *not* happen anymore with this make. I have another problem with this make: it cannot find any of the executables mentioned in my Makefile. Has anyone else this GNU make? Does it use ';' or ',' as PATH separator? Does it require UNIXMODE to be set?

Folks, please don't inundate this FTP site, as their hours are restricted. I'll be uploading to atari.archive a number of the utilities really soon now, once I figure which are recent versions or not. Some have already been posted to USENET.

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

113. GDOS in general

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 17:28:44 UTC
From: wao@cbnewsm.att.com
Message-ID: <1991Jun4.172844.10673@cbnewsm.att.com>
Source record: 231456

I recently started to use OPUS. I would like to use the charting functions but that requires GDOS. Since OPUS is the only program I run which requires GDOS I am unfamiliar with the beast. I do have a copy of GDOS version 1.1 which was included on a Word Flair demo disk. Anyway, I have GDOS but where do I get screen and printer fonts? Also, is there a good GDOS primer out there somewhere?

Thanks in advance
Bill Oswald
aloft!wao

114. Re: Student Discount?

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 18:26:07 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Jun4.182607.8717@jato.jpl.nasa.gov>
Source record: 231534

In article <1991Jun4.013149.4735@news.iastate.edu> tnfw0@isuvax.iastate.edu writes:
>Since someone brought it to mind, I thought I'd ask this somewhere where I can
>get a good answer... Does Atari offer student discounts on ST/TT
>hardware/software?? (Please say yes, but only if it's true!!)
>
> Steven Ourada

Get real.
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

115. Degas -> Gif Format converter?

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 18:35:35 UTC
From: elliottj@tramp.colorado.edu
Message-ID: <1991Jun4.183535.568@colorado.edu>
Source record: 231527

Is there a utility for switching Degas-type picture files into GIF format? I'd like to find such a utility for a friend of mine who has a 1040ST, but I didn't see anything really appropriate on atari.archive.umich.edu. I know that PicSwitch will go from Gif to Degas (or other formats), but I didn't think it went the other way. If someone could mail me with information on where to find such a program, I'd appreciate it.

Jim
elliottj@tramp.colorado.edu

116. Clock Recommendation

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 19:06:05 UTC
From: SYSPMZT@gecrdvm1.crd.ge.com
Message-ID: <91155.150605SYSPMZT@GECRDVM1.BITNET>
Source record: 231535

Can anyone recommend a good clock for a 1040 STe? I once had a cartridge clock that came with a host of desktop utilities. The package didn't work very well, and the clock ran very fast, so I junked it.

Anyone care to share the name/manufacture of a clock that works well?

Thanks,
Phil Z

117. v15INF1: Introduction to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 19:32:37 UTC
From: koreth@twitterpater.eng.sun.com
Message-ID: <14508@exodus.Eng.Sun.COM>
Source record: 231546
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@twitterpater.eng.sun.com (Steven Grimm)
Posting-number: Volume 15, Info 1
Archive-name: intro

This is the first of three introductory articles about comp.binaries.atari.st.
This one describes how to submit binaries to the newsgroup. A companion
article lists all previously-published binaries, and a third article explains
how to retrieve and unpack binaries posted by others.

I am always looking for suggestions on how to improve the usefulness
of the newsgroup, and can be contacted as listed below.

-- Steven Grimm
koreth@twitterpater.eng.sun.com

--------------------

Subject: Submitting binaries for publication

Items intended for posting or queries and problem notes should be sent to
atari-binaries@twitterpater.eng.sun.com. If you are on a UUCP-only site, you
can send them to {backbone}!sun!twitterpater.eng!atari-binaries. Note that
comp.binaries.atari.st is not the correct place to ask general questions
or to ask, "Does anyone have software that does X?" Post such requests to
comp.sys.atari.st or comp.sys.atari.st.tech.

If you want verification of arrival, so say in a cover note, or at the
beginning of your submission, if it is small. I try to verify that a
program works, and if I can't get it to work, I may hold up posting it
for a couple of days. Please note that, except in rare cases, software
without documentation will not be published. The backlog from receipt
to posting varies from one to four weeks depending mostly on the set
of submissions currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two
separately. If I have to separate your sources from your binaries by
hand, your submission will most likely sit on the back burner for a
while.

Please include a description of your program at the top of your article.
Look at old issues of comp.binaries.atari.st for examples of the sorts
of descriptions I'm looking for. I don't write the descriptions at the
tops of the articles; what you see is what the submitters gave me.

Also, as of volume 8, I will only accept binaries packed with an archiver
for which source code is widely available. For the time being, this pretty
```

much means arc, zoo, and lharc. If you want to use a nifty new archiver, make the source code available to the public (posting to comp.sources.atari.st is fine.) I reserve the right to repack binaries with another archiver if the other archiver saves a significant amount of space, or has other advantages.

If you're submitting a demo of a commercial program, or a shareware program, please keep the amount of advertising to an absolute minimum. The net gods become angry when people try to use the net as a free advertising medium, and I'd like to keep comp.binaries.atari.st out of trouble. If you want to solicit orders, do it in a README file or an About... dialog box, not in a message that comes up every time the user does something. In other words, treat the net like a PBS station (apologies to those outside the US.) I will not accept programs which I feel are excessively commercial. I'm aware that commercial demos and shareware are often very useful (to the users on the net,) which is why I allow them at all.

Subject: The structure of comp.binaries.atari.st articles

Each posting in comp.binaries.atari.st is called an "issue"; there are roughly 100 issues to a volume. The division is arbitrary and may vary. There are two types of articles in comp.binaries.atari.st: binaries and "information postings." They can be distinguished by the subject line:

Subject: v15INF2: Index and other info

This first word in the title identifies this as the third info posting of volume six. Similarly, the subject line shown below:

Subject: v15i081: deadwrtr -- Ouija-word processor

identifies this as the 81st binary article in Volume 15. Large programs are broken up into smaller pieces, and have subject lines that look like this:

Subject: v15i041: zx81 -- Timex/Sinclair emulator part04/39

Certain information about the system configuration required to use the program is given on the keywords line.

Keywords: uuencode, 1meg, medium, high

This means that the program requires at least one meg of RAM and runs in medium or high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory.

uuencode - program is uuencoded (UNIX uudecode required to unpack)
uue - program is uuencoded (ST uud required to unpack)
arc - program is archived (arc required to unpack)
zoo - program is a zoo archive (zoo required to unpack)
lharc - program is an lharc archive (lharc required to unpack)
high - high resolution

medium - medium resolution
low - low resolution
1meg - needs 1 meg of RAM

The References: line, if present, points to the previous part of a multi-part program, so that newsreaders (trn, nn, etc.) which can follow threads will recognize a large program as a single thread.

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: jackt@atari.UUCP (Jack Tramiel)
Posting-number: Volume 15, Issue 80
Archive-name: rsn

The "Submitted by" is the author of the program. If you have comments about the binaries published in comp.binaries.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site.

The "Reply-To:" header line in the article's main header points to the submitter, to make commenting about binaries easier.

The second line repeats the volume/issue information for the aide of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this program in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

Since most archive sites run UNIX, articles are given UNIX-style filenames rather than ST-style filenames. I do make an effort to keep filenames to 8 characters or smaller, however.

Subject: Reporting and tracking bugs and patches to postings

Updates to programs are usually announced in comp.sys.atari.st. When large changes are made to a program, the entire thing will be reposted to comp.binaries.atari.st.

To report bugs, contact the person listed in the Submitted-to header. Often there is a contact address in a README file, too. I do not maintain the programs I moderate, so don't send your bug reports to me.

If the program documentation mentions some file that isn't included in the posting (for instance, a font editor's documentation might refer to some sample fonts), contact the submitter, not me. I post articles in their entirety, so if it isn't posted, I probably don't have it.

118. v15INF2: Index of previously-published binaries

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 19:39:15 UTC
From: koreth@twitterpater.eng.sun.com
Message-ID: <14510@exodus.Eng.Sun.COM>
Source record: 231547
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@twitterpater.eng.sun.com (Steven Grimm)
Posting-number: Volume 15, Info 2
Archive-name: Index

Files listed below can be requested from the Atari archive server,
archive-server@twitterpater.eng.sun.com. Send it a mail message containing
the word "help" for information.

Note: When requesting files from the archive server, replace the last "/" in
a file's path with a space, e.g. volume1/turtle part01. You may request
several files from the same directory (volume1/turtle part01 part02 part03).

-- VOLUME 1 --

volume1/intro Introductory information
volume1/arc Archiving software
volume1/uucode En/decoder for net postings
volume1/arcdoc Documentation for v01i002
volume1/tinydu Tiny UNIX "du" clone
volume1/tinyhead Tiny UNIX "head" clone
volume1/turtle/part01 Hard disk backup utility
volume1/turtle/part02
volume1/turtle/part03
volume1/turtle/part04
volume1/turtle/part05
volume1/turtle/part06
volume1/uniterm/part01 Terminal emulator
volume1/uniterm/part02
volume1/uniterm/part03
volume1/uniterm/part04
volume1/uniterm/part05
volume1/uniterm/part06
volume1/uniterm/part07
volume1/uniterm/part08
volume1/uniterm/part09
volume1/uniterm/part10
volume1/uniterm/part11
volume1/uniterm/part12
volume1/uniterm/part13
volume1/uniterm/part14
volume1/uniterm/part15
volume1/uniterm/part16
volume1/uniterm/part17
volume1/uniterm/part18
```

volume1/darc Archiver for directory trees
volume1/disktbox Assorted disk utilities
volume1/ssdate Date/time setter
volume1/turbodos GEMDOS speed enhancer
volume1/uniterm/new01 New version of UniTerm executable
volume1/uniterm/new02
volume1/uniterm/new03
volume1/uniterm/new04
volume1/uniterm/new05
volume1/stcad 2-D CAD program
volume1/pkunarc Fast de-archiver
volume1/more Text file pager
volume1/sheet14/part01 Spreadsheet
volume1/sheet14/part02
volume1/sheet14/part03
volume1/sheet14/part04
volume1/sheet14/part05
volume1/sheet14/part06
volume1/sheet14/part07
volume1/stiram Ramdisk and other items
volume1/hexcalc Calculator
volume1/uw/part01 Unix Windows client program (terminal)
volume1/uw/part02
volume1/uw/part03
volume1/uw/part04
volume1/icone Desktop icon editor
volume1/cache Disk cache
volume1/idle12 Screen-saver
volume1/fixdfnts Fonts for comp.sources.atari.st posting
volume1/unixtkit/part01 Unix utilities for ST
volume1/unixtkit/part02
volume1/unixtkit/part03
volume1/unixtkit/part04
volume1/unixtkit/part05
volume1/unixtkit/part06
volume1/unixtkit/part07
volume1/unixtkit/part08
volume1/unixtkit/part09
volume1/unixtkit/part10
volume1/unixtkit/part11
volume1/unixtkit/part12
volume1/unixtkit/part13
volume1/unixtkit/part14
volume1/flip Disk utility (use backs of floppies)
volume1/gnome/part01 Mini EMACS clone
volume1/gnome/part02
volume1/gnome/part03
volume1/gnome/part04
volume1/zmdm/part01 Terminal emulator and file transfer program
volume1/zmdm/part02

volume1/zmdm/part03
volume1/zmdm/part04
volume1/lutils Reset-proof ramdisk and disk cache
volume1/hinstall/part01 Hard disk autobooter
volume1/hinstall/part02
volume1/hinstall/part03
volume1/mjc20/part01 Mark Johnson C compiler version 2.0
volume1/mjc20/part02
volume1/mjc20/part03
volume1/mjc20/part04
volume1/mjc20/part05
volume1/mjc20/part06
volume1/mjc20/part07
volume1/mjc20/part08
volume1/mjc20/part09
volume1/mjc20/part10
volume1/stdcat/part01 Disk catalogging system
volume1/stdcat/part02
volume1/stdcat/part03
volume1/stdcat/part04
volume1/vkiller/part01 Floppy virus killer
volume1/vkiller/part02
volume1/vkiller/part03

-- VOLUME 2 --

volume2/intro Introduction to comp.binaries.atari.st
volume2/Index Index of volume 1
volume2/stlist/part01 List of ST software titles
volume2/stlist/part02
volume2/stlist/part03
volume2/stlist/part04
volume2/stlist/part05
volume2/stlist/part06
volume2/stlist/part07
volume2/stlist/part08
volume2/abcd/part01 Alphabet game for preschoolers
volume2/abcd/part02
volume2/abcd/part03
volume2/arc521/part01 File archive and compress utility
volume2/arc521/part02
volume2/rsctoc/part01 Convert .RSC files to .C source
volume2/rsctoc/part02
volume2/1stw2ps/part01 Convert FirstWord to Postscript
volume2/1stw2ps/part02
volume2/1stw2ps/part03
volume2/icone2 Customize desktop icons (old ROMs)
volume2/animatic/part01 Demo of animation editor
volume2/animatic/part02
volume2/animatic/part03
volume2/animatic/part04

volume2/varlint C syntax checker
volume2/dcache Configurable disk cache
volume2/bubble/part01 Game: guide a bubble across a cave
volume2/bubble/part02
volume2/mg2a/part01 Emacs clone
volume2/mg2a/part02
volume2/mg2a/part03
volume2/mg2a/part04
volume2/mg2a/part05
volume2/startgem GEM autobooter for Mega ST ROMs
volume2/ccprint C source beautifier
volume2/flip27 Double-sided disk copier
volume2/poplib Shared libraries; popup menu example
volume2/arc521b Archiver (fixes bugs in 5.21)
volume2/hacman Game: chomp the dots, avoid the ghosts
volume2/unarc Fast unarchiver
volume2/scroll Fast screen scroller
volume2/asprite/part01 Sprite editor
volume2/asprite/part02
volume2/hdscan/part01 Hard disk utility program
volume2/hdscan/part02
volume2/hdscan/part03
volume2/diskscan/part01 Floppy disk organizer
volume2/diskscan/part02
volume2/diskscan/part03
volume2/break Exit programs with a keypress
volume2/monofont New monochrome font
volume2/arcgsh/part01 GEM shell for ARC
volume2/arcgsh/part02
volume2/astrocal/part01 Astronomical calendar generator
volume2/astrocal/part02
volume2/boggle/part01 Game: find words in a grid of letters
volume2/boggle/part02
volume2/frstprnt Print out First Word documents
volume2/afmt Disk formatter
volume2/cribbage/part01 The game of cribbage
volume2/cribbage/part02
volume2/timecode Determine 68000 code speed
volume2/staccato/part01 Music program
volume2/staccato/part02
volume2/staccato/part03
volume2/staccato/part04
volume2/staccato/part05
volume2/staccato/part06
volume2/spell/part01 Spelling checker
volume2/spell/part02
volume2/umoria/part01 Dungeon exploration game
volume2/umoria/part02
volume2/umoria/part03
volume2/umoria/part04

volume2/umoria/part05
volume2/umoria/part06
volume2/umoria/part07
volume2/umoria/part08
volume2/umoria/part09
volume2/umoria/part10
volume2/umoria/part11
volume2/umoria/part12
volume2/umoria/part13
volume2/umoria/part14
volume2/umoria/part15
volume2/fontedit/part01 Monochrome font editor
volume2/fontedit/part02
volume2/demo3d/part01 Demo of 3-D graphics routines
volume2/demo3d/part02
volume2/datefile Change timestamp on files
volume2/astro15/part01 Astronomical calendar generator
volume2/astro15/part02
volume2/astro15/part03
volume2/dcopy197 DCopy 1.97 - multipurpose disk utility
volume2/quix Game: fill up 75% of the board
volume2/booz ZOO archive extractor
volume2/dcopy302/part01 DCopy 3.02: multipurpose disk utility
volume2/dcopy302/part02
volume2/texshell GEM shell for TeX

-- VOLUME 3 --

volume3/intro Introductory information
volume3/nethack2.3/part01 Dungeon exploration game
volume3/nethack2.3/part02
volume3/nethack2.3/part03
volume3/nethack2.3/part04
volume3/nethack2.3/part05
volume3/nethack2.3/part06
volume3/nethack2.3/part07
volume3/nethack2.3/part08
volume3/nethack2.3/part09
volume3/nethack2.3/part10
volume3/nethack2.3/part11
volume3/nethack2.3/part12
volume3/nethack2.3/part13
volume3/nethack2.3/part14
volume3/starchrt/part01 Star chart plotter
volume3/starchrt/part02
volume3/starchrt/part03
volume3/starchrt/part04
volume3/starchrt/part05
volume3/starchrt/part06
volume3/starchrt/part07
volume3/starchrt/part08

volume3/starchrt/part09
volume3/sttar Unix-style TAR utility
volume3/chekbook/part01 Checkbook manager
volume3/chekbook/part02
volume3/filespy Text file viewer
volume3/astro18/part01 Version 1.8 of astronomy program
volume3/astro18/part02
volume3/astro18/part03
volume3/d110edit D110 (MIDI synth) patch editor
volume3/shadopat.11/part01 Patch for Double-Click "shadow" program
volume3/shadopat.11/part02
volume3/shadopat.11/part03
volume3/shadopat.11/part04
volume3/dcfrmt30 DC Floppy Formatter 3.0
volume3/dcfrmt30 DC Format disk formatter v3.0
volume3/fsck Filesystem consistency check/repair
volume3/risk/part01 Game: take over the world
volume3/risk/part02
volume3/risk/part03
volume3/risk/part04
volume3/dcstuf09 DC Stuffer -- load more than 6 desk accs
volume3/nlqps2 Near-letter-quality printing (w/ font editor)
volume3/gstlink Faster linker for GST object files
volume3/arcgsh14/part01 Version 1.4 of graphical shell for ARC
volume3/arcgsh14/part02
volume3/vkill2/part01 New version of virus killer
volume3/vkill2/part02
volume3/vkill2/part03
volume3/tess Game: Beyond the Tesseract (adventure game)
volume3/mx2v230/part01 Multitasking kernel with utilities
volume3/mx2v230/part02
volume3/mx2v230/part03
volume3/mx2v230/part04
volume3/mx2v230/part05
volume3/gulam/part01 Command line interpreter and editor
volume3/gulam/part02
volume3/gulam/part03
volume3/gulam/part04
volume3/newword/part01 Desk accessory text editor
volume3/newword/part02
volume3/newword/part03
volume3/leolife The game of Life
volume3/limiter Limit uppermost hard disk device letter
volume3/sel_prog Miniature shell for launching programs
volume3/stdcat40/part01 Version 4.0 of disk catalogging system
volume3/stdcat40/part02
volume3/stdcat40/part03
volume3/gulam405/part01 Version 1.03.04.05 of GULAM shell
volume3/gulam405/part02
volume3/gulam405/part03

volume3/gulam405/part04
volume3/gulam405/part05
volume3/passm Logic circuit (PAL) assembler
volume3/sc_bin/part01 Sozoban C compiler binaries
volume3/sc_bin/part02
volume3/sc_bin/part03
volume3/sc_bin/part04
volume3/sc_bin/part05
volume3/sc_bin/part06
volume3/sc_bin/part07
volume3/dlibs12/part01 Library routines for Sozobon/Alcyon C
volume3/dlibs12/part02
volume3/dlibs12/part03
volume3/dlibs12/part04
volume3/gemfast GEM bindings for Alcyon C [v 1.2 in volume 5]
volume3/turtle30/part01 Version 3.00 of TURTLE hard-disk backup utility
volume3/turtle30/part02
volume3/turtle30/part03
volume3/turtle30/part04
volume3/turtle30/part05
volume3/turtle30/part06
volume3/turtle30/part07
volume3/jeflife Another game of LIFE
volume3/sort UNIX-style "sort" utility
volume3/1stprn16 FirstPrint 1.6 -- print FirstWord documents
volume3/shar Create shell archives a la sources group
volume3/keyfix Fix Gulam binary for non-American keyboards
volume3/bsdiff BSD-style diff (file difference) utility

-- VOLUME 4 --

volume4/metafont/part01 Font generation system
volume4/metafont/part02
volume4/metafont/part03
volume4/metafont/part04
volume4/metafont/part05
volume4/metafont/part06
volume4/cm_mf/part01 Font descriptions for metafont
volume4/cm_mf/part02
volume4/cm_mf/part03
volume4/cm_mf/part04
volume4/cm_mf/part05
volume4/cm_mf/part06
volume4/cm_mf/part07
volume4/cm_mf/part08
volume4/cm_mf/part09
volume4/cm_mf/part10
volume4/cm_mf/part11
volume4/cm_mf/part12
volume4/gfpkutil/part01 Utilities for manipulating Metafont files
volume4/gfpkutil/part02

volume4/gfpkutil/part03
volume4/gfpkutil/part04
volume4/uw/part01 Unix Windows windowing terminal software
volume4/uw/part02
volume4/gemfst11 GEMFAST (GEM bindings for C) v1.1 [1.2 in vol5]
volume4/mouspeed Mouse accelerator
volume4/sed GNU sed (stream editor)
volume4/ckermit/part01 File transfer/terminal program
volume4/ckermit/part02
volume4/ckermit/part03
volume4/ckermit/part04
volume4/ckermit/part05
volume4/micromix.ii/part01 Sound and graphics demo
volume4/micromix.ii/part02
volume4/micromix.ii/part03
volume4/micromix.ii/part04
volume4/micromix.ii/part05
volume4/micromix.ii/part06
volume4/micromix.ii/part07
volume4/micromix.ii/part08
volume4/micromix.ii/part09
volume4/micromix.ii/part10
volume4/micromix.ii/part11
volume4/micromix.ii/part12
volume4/micromix.ii/part13
volume4/micromix.ii/part14
volume4/micromix.ii/part15
volume4/micromix.ii/part16
volume4/mf_files/part01 Missing fonts from cm_mf
volume4/mf_files/part02
volume4/quikview Fast text file viewer/screen dumper
volume4/sokoban/part01 Game: slide blocks into proper positions
volume4/sokoban/part02
volume4/lambda/part01 Lambda-calculus interpreter
volume4/lambda/part02
volume4/lambda/part03
volume4/lambda/part04
volume4/lambda/part05
volume4/cpboot Copy boot sectors between floppy formats
volume4/du List disk usage in directory tree
volume4/fplib10 Floating point routines for Sozobon C
volume4/larn12/part01 Game: Find the magic potion in the dungeon
volume4/larn12/part02
volume4/larn12/part03
volume4/larn12/part04
volume4/larn12/part05
volume4/mouser Prevent mouse from entering menu bar
volume4/prtset Set up printer
volume4/quikinf Change DESKTOP.INF parameters w/o rebooting
volume4/quikfind Find files on your disks

volume4/giffer Monochrome GIF picture-file viewer
volume4/elan1v5/part01 Educational language system
volume4/elan1v5/part02
volume4/elan1v5/part03
volume4/elan1v5/part04
volume4/elan1v5/part05
volume4/elan1v5/part06
volume4/elan1v5/part07
volume4/elan1v5/part08
volume4/quikdex Rate system speed
volume4/quikinf1.1 DESKTOP.INF editor, version 1.1
volume4/zoo/part01 Superior archiving/compression system
volume4/zoo/part02
volume4/zoo/part03
volume4/zoo/part04
volume4/nutshell Get back to a shell from a GEM prog
volume4/tetris Game: drop blocks into place
volume4/deskset Reread DESKTOP.INF, set up system accordingly
volume4/newfonts/part01 More Metafont font files
volume4/newfonts/part02
volume4/newfonts/part03
volume4/newfonts/part04
volume4/newfonts/part05
volume4/newfonts/part06
volume4/newfonts/part07
volume4/newfonts/part08
volume4/newfonts/part09
volume4/modula2/part01 Modula-2 compiler
volume4/modula2/part02
volume4/modula2/part03
volume4/modula2/part04
volume4/modula2/part05
volume4/modula2/part06
volume4/modula2/part07

-- VOLUME 5 --

volume5/dvist33/part01 New DVI interpreter
volume5/dvist33/part02
volume5/dvist33/part03
volume5/dvist33/part04
volume5/dvist33/part05
volume5/dvist33/part06
volume5/dvist33/part07
volume5/tetrix Game: drop the blocks
volume5/gnugo Game of Go (from GNU)
volume5/mx2doc/part01 Documentation for MX2 kernel
volume5/mx2doc/part02
volume5/printit PrintMaster graphics printer
volume5/viewit View PrintMaster graphics libraries [v2 below]
volume5/which Find programs using PATH env. variable

volume5/matricks/part01 Linear algebra (matrix) tool
volume5/matricks/part02
volume5/matricks/part03
volume5/gemfast12/part01 Version 1.2 of GEM bindings
volume5/gemfast12/part02
volume5/atime89 Set GEMDOS time from keyboard clock
volume5/viewit2 New version of PrintMaster graphics viewer
volume5/degasnap Save screen as DEGAS picture
volume5/noverify Turn off write-verify on disks
volume5/timedrv2 Clock set/drive display
volume5/quickst Speed up text output
volume5/dt Disk toolbox
volume5/quickrun Program selector
volume5/flex/part01 Lexical parser generator (= UNIX "lex")
volume5/flex/part02
volume5/flex/part03
volume5/minit928/part01 Terminal program with IBM-PC emulation
volume5/minit928/part02
volume5/minit928/part03
volume5/minit928/part04
volume5/minibbs/part01 Bulletin-board system
volume5/minibbs/part02
volume5/minibbs/part03
volume5/rsplot/part01 2-D plotting package
volume5/rsplot/part02
volume5/rsplot/part03
volume5/rsplot/part04
volume5/sysconf Boot configuration (AUTO, .ACC, etc.) utility
volume5/decky Connect a DEC keyboard to ST
volume5/quickst.12 Speed up screen output
volume5/quickdex.15 Version 1.5 of benchmarking program
volume5/gawk/part01 GNU awk clone
volume5/gawk/part02
volume5/quikfind.15 Find files on your disks, v1.5
volume5/bigscrn Create a huge virtual screen
volume5/rsflip/part01 Flip-book animation system
volume5/rsflip/part02
volume5/vkiller.220/part01 Version 2.20 of virus-killing system
volume5/vkiller.220/part02
volume5/vkiller.220/part03
volume5/vkiller.220/part04
volume5/flu Virus simulator
volume5/quickinf13 Version 1.3 of DESKTOP.INF editor
volume5/quicklabel Label-printing system
volume5/abe/part01 Another binary-to-ASCII encoder
volume5/abe/part02
volume5/abe/part03
volume5/abe/part04
volume5/filespy.12 Version 1.2 of text-file viewer
volume5/country/part01 Digitized country music

volume5/country/part02
volume5/country/part03
volume5/country/part04
volume5/country/part05
volume5/djreset Reset DeskJet Plus after powerup
volume5/modedit Hardwire an editor into German Modula-2
volume5/ff File finder
volume5/headstrt Boot GEM progs from AUTO folder
volume5/ratehd Rate hard disk speed
volume5/overscan Software driver for increased screen size
volume5/quickrun2 Run programs from a menu, version 2
volume5/folded/part01 Folding text editor
volume5/folded/part02
volume5/fmc Force media change on floppy writes
volume5/packer Make executables smaller
volume5/rename Rename disk files (text in German)
volume5/formdial Speed up dialog boxes
volume5/gnuemacs/part01 Full GNU emacs port
volume5/gnuemacs/part02
volume5/gnuemacs/part03
volume5/gnuemacs/part04
volume5/gnuemacs/part05
volume5/gnuemacs/part06
volume5/gnuemacs/part07
volume5/gnuemacs/part08
volume5/gnuemacs/part09
volume5/gnuemacs/part10
volume5/gnuemacs/part11
volume5/gnuemacs/part12
volume5/gnuemacs/part13
volume5/gnuemacs/part14
volume5/gnuemacs/part15
volume5/gnuemacs/part16
volume5/gnuemacs/part17
volume5/gnuemacs/part18
volume5/gnuemacs/part19
volume5/gnuemacs/part20
volume5/gnuemacs/part21

-- VOLUME 6 --

volume6/gnutar GNU's version of UNIX 'tar' utility
volume6/postmort Verbose post-bomb analysis program
volume6/crunch Another executable compression program
volume6/coloremu Color emulator for monochrome screens
volume6/bible/part01 Bible concordance program (keyword search)
volume6/bible/part02
volume6/bible/part03
volume6/bible/part04
volume6/bible/part05
volume6/bible/part06

volume6/environ Set environment variables from AUTO folder
volume6/viruskil Virus killer
volume6/1stprint Version 1.82 of FirstWord printing program
volume6/lharc Another version of arc
volume6/opus/part01 Spreadsheet program
volume6/opus/part02
volume6/opus/part03
volume6/opus/part04
volume6/opus/part05
volume6/opus/part06
volume6/opus/part07
volume6/opus/part08
volume6/opus/part09
volume6/zoo201g/part01 Version 2.01g of ZOO archiver
volume6/zoo201g/part02
volume6/zoo201g/part03
volume6/bstat/part01 Statistics in GFA BASIC
volume6/bstat/part02
volume6/bstat/part03
volume6/bstat/part04
volume6/bstat/part05
volume6/bstat/part06
volume6/bstat/part07
volume6/bstat/part08
volume6/bstat/part09
volume6/bstat/part10
volume6/bstat/part11
volume6/stdcat43/part01 Disk catalog program, version 4.3
volume6/stdcat43/part02
volume6/stdcat43/part03
volume6/flshcard Flashcard program for kids
volume6/gulaminf/part01 Documentation for gulam
volume6/gulaminf/part02
volume6/zoopolicy New copyright policy for Zoo
volume6/timedrv3 Display time and drive in corner of screen
volume6/boot Warm or cold boot from software
volume6/lharc2 New version of LHARC archiver
volume6/minit929/part01 Terminal program
volume6/minit929/part02
volume6/minit929/part03
volume6/greed Strategy game (more like a puzzle)
volume6/minibbs/part01 Bulletin board system
volume6/minibbs/part02
volume6/midinet3 Resident MIDI network notifier for minibbs
volume6/cat Replacement for gulam "cat" command
volume6/ps2form IBM-compatible formatter
volume6/protect Small virus killer/protection utility
volume6/atc/part01 Air traffic controller game
volume6/atc/part02
volume6/ff31 File finder, version 3.1

volume6/norad Earth satellite tracker
volume6/mandel Fast Mandelbrot generator
volume6/turbodmo Demo of Turbo-ST
volume6/opus22/part01 Version 2.2 of Opus spreadsheet
volume6/opus22/part02
volume6/opus22/part03
volume6/opus22/part04
volume6/opus22/part05
volume6/opus22/part06
volume6/opus22/part07
volume6/opus22/part08
volume6/opus22/part09
volume6/lc Multicolumn file lister
volume6/vol109 Change disk volume, other disk stuff
volume6/wo Another file-finder
volume6/gfadiff File difference generator
volume6/modula2/part01 Version 1.4 of German Modula-2 system
volume6/modula2/part02
volume6/modula2/part03
volume6/modula2/part04
volume6/modula2/part05
volume6/modula2/part06
volume6/modula2/part07
volume6/modula2/part08
volume6/modula2/part09
volume6/modula2/part10
volume6/modula2/part11
volume6/modula2/part12
volume6/modula2/part13
volume6/modula2/part14
volume6/modula2/part15
volume6/gem2ps/part01 Convert VDI metafiles to PostScript
volume6/gem2ps/part02
volume6/gem2ps/part03
volume6/gem2ps/part04

-- VOLUME 7 --

volume7/nethack3/part01 Game: Hack and slash your way to the top
volume7/nethack3/part02
volume7/nethack3/part03
volume7/nethack3/part04
volume7/nethack3/part05
volume7/nethack3/part06
volume7/nethack3/part07
volume7/nethack3/part08
volume7/nethack3/part09
volume7/nethack3/part10
volume7/nethack3/part11
volume7/nethack3/part12
volume7/nethack3/part13

volume7/nethack3/part14
volume7/nethack3/part15
volume7/nethack3/part16
volume7/nethack3/part17
volume7/nethack3/part18
volume7/arcgsh21/part01 Graphical Arc/Zoo shell v 2.1
volume7/arcgsh21/part02
volume7/arcgsh21/part03
volume7/shar Create/unpack shell archives
volume7/nolock Disable Caps-Lock key
volume7/showdvi/part01 DVI displayer
volume7/showdvi/part02
volume7/showdvi/part03
volume7/showdvi/part04
volume7/minibbs/part01 Another version of the BBS system
volume7/minibbs/part02
volume7/minibbs/part03
volume7/minit931/part01 Terminal program
volume7/minit931/part02
volume7/minit931/part03
volume7/anamod2/part01 Shareware Modula-2 compiler
volume7/anamod2/part02
volume7/anamod2/part03
volume7/anamod2/part04
volume7/anamod2/part05
volume7/anamod2/part06
volume7/anamod2/part07
volume7/anamod2/part08
volume7/anamod2/part09
volume7/anamod2/part10
volume7/anamod2/part11
volume7/anamod2/part12
volume7/anamod2/part13
volume7/anamod2/part14
volume7/anamod2/part15
volume7/anamod2/part16
volume7/anamod2/part17
volume7/anamod2/part18
volume7/anamod2/part19
volume7/anamod2/part20
volume7/anamod2/part21
volume7/anamod2/part22
volume7/anamod2/part23
volume7/anamod2/part24
volume7/anamod2/part25
volume7/anamod2/part26
volume7/anamod2/part27
volume7/anamod2/part28
volume7/stedt/part01 Text editor
volume7/stedt/part02

volume7/stedt/part03
volume7/stedt/part04
volume7/stedt/part05
volume7/stedt/part06
volume7/stedt/part07
volume7/stedt/part08
volume7/stedt/part09
volume7/stedt/part10
volume7/stedt/part11
volume7/stedt/part12
volume7/stedt/part13
volume7/stedt/part14
volume7/sttetris Graphic version of That Game
volume7/bibtex/part01 Bibliography filter for TeX
volume7/bibtex/part02
volume7/bibtex/part03
volume7/bibtex/part04
volume7/bootedit Edit boot files (AUTO folder, DESKTOP.INF, etc.)
volume7/macfonts/part01 Macintosh fonts in GDOS format
volume7/macfonts/part02
volume7/macfonts/part03
volume7/macfonts/part04
volume7/macfonts/part05
volume7/macfonts/part06
volume7/macfonts/part07
volume7/macfonts/part08
volume7/tetris2 Watch the Soviet blocks fall
volume7/builds09 Create Motorola S-records from .ttp files
volume7/colorca Cellular automata in color
volume7/truchet Produce random Truchet tilings
volume7/miniinfo Information about MiniTerm 9.31
volume7/dvi2slm/part01 DVI filter for SLM804 laser printer
volume7/dvi2slm/part02
volume7/dvi2slm/part03

-- VOLUME 8 --

volume8/truchet Truchet tilings for monochrome screens (REPOST)
volume8/undoub Remove duplicate lines from files
volume8/degadesk Load a DEGAS .P?3 picture onto the desktop
volume8/dvi2dsk/part01 DVI-to-DeskJet filter
volume8/dvi2dsk/part02
volume8/dvi2dsk/part03
volume8/dvifonts/part01 Fonts for dvi2dsk
volume8/dvifonts/part02
volume8/dvifonts/part03
volume8/dvifonts/part04
volume8/dvifonts/part05
volume8/dvifonts/part06
volume8/dvifonts/part07
volume8/dvifonts/part08

volume8/dvifonts/part09
volume8/dvifonts/part10
volume8/dvifonts/part11
volume8/dvifonts/part12
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volume8/dvifonts/part14
volume8/dvifonts/part15
volume8/dvifonts/part16
volume8/dvifonts/part17
volume8/dvifonts/part18
volume8/dvifonts/part19
volume8/dvifonts/part20
volume8/dvifonts/part21
volume8/dvifonts/part22
volume8/dvifonts/part23
volume8/dvifonts/part24
volume8/dvifonts/part25
volume8/dvifonts/part26
volume8/dvifonts/part27
volume8/dvifonts/part28
volume8/letrhead Print letterheads from GEM image files
volume8/minibbs/part01 The next revision of the PD BBS system
volume8/minibbs/part02
volume8/yaff Yet Another File Finder
volume8/strings Find text strings in files
volume8/more Text file viewer
volume8/sozobon1.2/part01 Intermediate release of Sozobon C 1.2
volume8/sozobon1.2/part02
volume8/sozobon1.2/part03
volume8/setup931 Set up miniterm 9.31 easily
volume8/rainbow Utilities to enhance/fix TOS 1.4
volume8/columns Tetrisoid game
volume8/xscheme0.16/part01 Scheme interpreter
volume8/xscheme0.16/part02
volume8/xscheme0.16/part03
volume8/fract/part01 Monochrome Mandelbrot generator
volume8/fract/part02
volume8/uurename Rename binaries parts to work with uud
volume8/sndshow Show pictures and make noise
volume8/minit932/part01 Terminal program
volume8/minit932/part02
volume8/cstat Character frequency counter
volume8/xxed Hex/ASCII file editor
volume8/drachen/part01 Game (mono only)
volume8/drachen/part02
volume8/nroff/part01 Partial clone of UNIX "nroff" formatter
volume8/nroff/part02
volume8/kbext410 Keyboard remapper
volume8/drachen.eng English docs for "drachen"
volume8/dskmap Analyze disks and show a sector map

volume8/depict Convert DEGAS .PI3 files to MacPaint
volume8/inspec Inspect disks/files
volume8/form/part01 Symbolic math package
volume8/form/part02
volume8/form/part03
volume8/form/part04
volume8/form/part05
volume8/form/part06
volume8/form/part07
volume8/form/part08
volume8/form/part09
volume8/form/part10
volume8/form/part11
volume8/form/part12
volume8/form/part13
volume8/form/part14
volume8/form/part15
volume8/form/part16
volume8/form/part17
volume8/patience/part01 Card game (mono only)
volume8/patience/part02
volume8/patience/part03
volume8/mas/part01 Modula-2 algebra system
volume8/mas/part02
volume8/mas/part03
volume8/mas/part04
volume8/mas/part05
volume8/mas/part06
volume8/mas/part07
volume8/mas/part08
volume8/mas/part09
volume8/dgdb/part01 Monochrome game
volume8/dgdb/part02
volume8/formdoc/part01 Documentation for FORM in ASCII
volume8/formdoc/part02
volume8/formdoc/part03
volume8/formdoc/part04
volume8/formdoc/part05
volume8/formdoc/part06

-- VOLUME 9 --

volume9/dhrystone Dhrystone benchmark program
volume9/gemfst13/part01 AES and VDI bindings, v 1.3
volume9/gemfst13/part02
volume9/gemfst13/part03
volume9/quix Game: fill up the screen
volume9/cleo Enhance the TOS get-input-line routine
volume9/tostrace Trace calls to TOS functions
volume9/tosvers Tell version of TOS
volume9/dcshowit Replace the desktop textfile viewer

volume9/mathcalc On-screen calculator program
volume9/flinker Fast linker for GST files
volume9/cardfile/part01 Address/phone database
volume9/cardfile/part02
volume9/cardfile/part03
volume9/lgsel16/part01 Replace GEM's file selector dialog
volume9/lgsel16/part02
volume9/arcshl21/part01 GEM interface to ARC, LHARC
volume9/arcshl21/part02
volume9/unlzh11 Extract files from LHARC archives
volume9/ramtest Memory test tutorial/software
volume9/arc602/part01 ARC archiver, version 6.02
volume9/arc602/part02
volume9/arc602/part03
volume9/arc602/part04
volume9/unlzh12 Extract LZH archives, version 1.2
volume9/duck31 Delay booting from hard disk
volume9/mdisk Fast floppy copying using a ramdisk
volume9/poolfix2 Fix TOS 1.4/1.6 internal memory management bug
volume9/bm Fast file-searcher
volume9/micrortx/part01 Multitasking TOS extensions
volume9/micrortx/part02
volume9/micrortx/part03
volume9/micrortx/part04
volume9/gnuemacs/part01 GNU Emacs version 18.55
volume9/gnuemacs/part02
volume9/gnuemacs/part03
volume9/gnuemacs/part04
volume9/gnuemacs/part05
volume9/gnuemacs/part06
volume9/gnuemacs/part07
volume9/gnuemacs/part08
volume9/gnuemacs/part09
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volume9/gnuemacs/part25
volume9/gnuemacs/part26

volume9/gnuemacs/part27
volume9/gnuemacs/part28
volume9/gnuemacs/part29
volume9/hospital/part01 Virus killer
volume9/hospital/part02
volume9/pyro Screen saver with fireworks
volume9/starstrk Screen saver with moving starfield
volume9/poolfix3 Version 3 of TOS 1.4/1.6 bug fix
volume9/imgcatj/part01 Print several .IMG files to a page
volume9/imgcatj/part02
volume9/lhx10 Extract/list LHARC archives
volume9/kbext414 Keyboard extender
volume9/file/part01 Determine types of files
volume9/file/part02
volume9/mdisk43 A ramdisk that looks like a floppy
volume9/quiklock Prevent unauthorized users from writing to disks
volume9/f77heap Change heapsize of Absoft Fortran programs
volume9/f77link Alternative linker for Absoft Fortran
volume9/splitit Split up and reassemble big files
volume9/wasy/part01 Symbol fonts for Metafont
volume9/wasy/part02
volume9/trees/part01 Fractal "tree" generator
volume9/trees/part02
volume9/trees/part03
volume9/newbell Replace the ST bell with other sounds
volume9/patience.eng/part01 Patch to PATIENCE card game for English-speakers
volume9/patience.eng/part02
volume9/arcgs21c/part01 Version 2.1c of GEM-based ARC shell
volume9/arcgs21c/part02
volume9/mx2net20 Filesystem sharing over MIDI/RS232
volume9/bgif Convert GIF to PI1, PI2, SPU
volume9/tport Transfer files to RAMdisk at boot time
volume9/abc/part01 Friendly interactive programming language
volume9/abc/part02
volume9/abc/part03
volume9/abc/part04
volume9/abc/part05
volume9/abc/part06
volume9/abc/part07
volume9/fft/part01 Perform fast Fourier transforms
volume9/fft/part02

-- VOLUME 10 --

volume10/amoeba.war Multiplayer Life-like game
volume10/abzmon Machine-language monitor
volume10/metaconv Convert EZDraw/UniTerm metafiles to GEM format
volume10/oatbran Screen saver, like 8-bits' attract mode
volume10/vault201/part01 Fast hard disk backup system
volume10/vault201/part02
volume10/vault201/part03

volume10/vault201/part04
volume10/vault201/part05
volume10/vault201/part06
volume10/unlzh14 Extract LHARC files, v 1.4
volume10/neotrash Replacement trashcan for NeoDesk
volume10/vkiller/part01 Virus killer, version 3.11
volume10/vkiller/part02
volume10/vkiller/part03
volume10/dlii024/part01 General-purpose disk fixer
volume10/dlii024/part02
volume10/dlii024/part03
volume10/flu Simulate virus symptoms
volume10/pyrocfg Screen saver with configurable delay
volume10/stblank Scrolling-starfield screen saver
volume10/protect4 Protection from boot-sector viruses
volume10/qst2demo/part01 Demo of QuickST display speeder
volume10/qst2demo/part02
volume10/qst2demo/part03
volume10/szadb Debugger for Sozobon C
volume10/fools/part01 Fools' Lisp (scheme interpreter)
volume10/fools/part02
volume10/fools/part03
volume10/dskmap1.04 Check disk integrity, map out files
volume10/wedit100/part01 Fullscreen editor and command line shell
volume10/wedit100/part02
volume10/wedit100/part03
volume10/wedit100/part04
volume10/wedit100/part05
volume10/wedit100/part06
volume10/wedit100/part07
volume10/vceldemo/part01 Demo of animation system
volume10/vceldemo/part02
volume10/vceldemo/part03
volume10/vceldemo/part04
volume10/vceldemo/part05
volume10/vceldemo/part06
volume10/minit933/part01 Terminal program, version 9.33
volume10/minit933/part02
volume10/protect4 Resident anti-virus tool, v. 4
volume10/lharc113 LHArc archiver, version 1.13
volume10/miniview Better pager for Desktop "show file" function
volume10/sam Disk analyzer
volume10/sre Make gulam run programs at startup
volume10/tempcall Use TEMPUS as the ST-Pascal editor
volume10/jove/part01 Emacs variant, v. 4.9
volume10/jove/part02
volume10/jove/part03
volume10/gemini1.1/part01 Version 1.1 of Gemini desktop (in German)
volume10/gemini1.1/part02
volume10/gemini1.1/part03

volume10/gemini1.1/part04
volume10/gemini1.1/part05
volume10/gemini1.1/part06
volume10/gemini1.1/part07
volume10/gemini1.1/part08
volume10/gemini1.1/part09
volume10/gemini1.1/part10
volume10/gemini1.1/part11
volume10/gemini1.1/part12
volume10/antibomb Replace bombs with a text dialog box
volume10/mastdemo/part01 Demo of command-line shell
volume10/mastdemo/part02
volume10/mastdemo/part03
volume10/mastdemo/part04
volume10/mastdemo/part05
volume10/mastdemo/part06
volume10/mastdemo/part07
volume10/catch Catch control-Z and control-C under Master
volume10/play/part01 Play digitized sounds
volume10/play/part02
volume10/play/part03
volume10/minibbs29.3/part01 Bulletin-board software
volume10/minibbs29.3/part02
volume10/xxed11 Version 1.1 of xxed hex editor
volume10/rsutil/part01 Convert GEM rsc files from PC <-> ST
volume10/rsutil/part02
volume10/rsutil/part03
volume10/rsutil/part04
volume10/rsutil/part05
volume10/rsutil/part06
volume10/nsyscom Trace system calls
volume10/nmentim Put time and date in menu bar
volume10/dcshow11 DC-ShowIt 1.1 -- replace Desktop file viewer
volume10/dcdesk/part01 Demo of DC Desktop -- enhance the GEM desktop
volume10/dcdesk/part02
volume10/dcdesk/part03
volume10/dcdesk/part04
volume10/dcdesk/part05

-- VOLUME 11 --

volume11/mystic Format floppies in the background
volume11/chcache Disk cache
volume11/quickcis/part01 CompuServe navigator
volume11/quickcis/part02
volume11/quickcis/part03
volume11/dcreafix Fix for a bug in Dcreate()
volume11/fgrep GNU fgrep -- search for strings
volume11/desktop1/part01 Change desktop backgrounds
volume11/desktop1/part02
volume11/mkrsc/part01 Resource construction program

volume11/mkrsc/part02
volume11/grep/part01 GNU grep and egrep
volume11/grep/part02
volume11/grep/part03
volume11/xpoolfix Fix a TOS 1.4 bug (NOT an official patch from Atari)
volume11/bomb Explain system errors
volume11/dviatari/part01 DVI previewer
volume11/dviatari/part02
volume11/dviatari/part03
volume11/sunclock A clock program...
volume11/geminiuk/part01 Gemini desktop replacement v 1.1 (English)
volume11/geminiuk/part02
volume11/geminiuk/part03
volume11/geminiuk/part04
volume11/geminiuk/part05
volume11/geminiuk/part06
volume11/mvdist/part01 GEMINI's shells (mupfel and venus)
volume11/mvdist/part02
volume11/mvdist/part03
volume11/mvdist/part04
volume11/altboot Select AUTO-folder programs/accs at bootup
volume11/nsyscom2 See GEMDOS/BIOS/XBIOS calls
volume11/aimps Convert AIM pictures to PostScript
volume11/patchtst Patch Turbo-ST 1.8 to work with DC Desktop
volume11/beep Replace bell with any sampled sound
volume11/click/part01 Replace keyclick with digitized sounds
volume11/click/part02
volume11/mines Game: get across a minefield
volume11/play/part01 Play digitized sounds
volume11/play/part02
volume11/play/part03
volume11/play/part04
volume11/ntplay Listen to Amiga Noisetracker/Soundtracker modules
volume11/belltest Belltest 2.0 -- test NewBell bell sounds
volume11/st_conc Concentration game
volume11/norad/part01 NORAD (satellite tracker) version 2
volume11/norad/part02
volume11/norad/part03
volume11/cmd Command line interpreter
volume11/pstfonts/part01 Three new fonts for PageStream
volume11/pstfonts/part02
volume11/pstfonts/part03
volume11/pstfonts/part04
volume11/pstfonts/part05
volume11/altboot3 Change auto-folder configuration, version 3
volume11/rhokontd Enhanced control panel (in German)
volume11/fastlife Game of life (not really fast)
volume11/sunclock2 Sunclock version 2 (WITH the .RSC file!)
volume11/djon DeskJet reset program
volume11/lharc1.02/part01 LHArc derived from UNIX version

volume11/lharc1.02/part02
volume11/coloremu Low-resolution emulator for mono systems
volume11/mediumem Medium-resolution emulator for mono systems
volume11/monoemu Monochrome emulator for color systems
volume11/meep Utility package for BBS-Express ST
volume11/mines Game of mines for monochrome systems
volume11/plot/part01 Function/data plotting package
volume11/plot/part02
volume11/plot/part03
volume11/dskswtch Load new DESKTOP.INF files without rebooting
volume11/switcher Pick random NeoDesk/DegaDesk pics, NewBell sounds
volume11/monoemu2 Another monochrome emulator
volume11/lgs1.7/part01 Little Green Selector file selector replacement, v. 1.7
volume11/lgs1.7/part02
volume11/dcopy3.6/part01 General disk utility
volume11/dcopy3.6/part02
volume11/stevie3.91/part01 vi editor clone, v. 3.91
volume11/stevie3.91/part02
volume11/stevie3.91/part03
volume11/maze Walk through a maze in 3-D
volume11/siren Sound an alarm to keep you awake
volume11/pinhead PinHead 1.7 -- speed up program loading
volume11/sunclock3 Another version of sunclock
volume11/nroff110/part01 Nroff clone, version 1.10
volume11/nroff110/part02
volume11/nroff110/part03
volume11/nroff110/part04
volume11/pi1tomon Display .PI1 pictures on a mono monitor
volume11/gulwrap Make Gulam work under Gemini
volume11/dublvis Format DS disks that work in SS drives
volume11/nrchbar Generate change bars for nroff files
volume11/sndshow3 Show DEGAS pictures on any kind of monitor
volume11/viewpic2 View a DEGAS picture on any monitor
volume11/mspeed Tiny mouse accelerator
volume11/rt_move Move files with right mouse button (TOS 1.4)
volume11/xmore Configurable "more" for various file types
volume11/mutate Disk sector editor
volume11/xxxx Insert numbers into files

-- VOLUME 12 --

volume12/arcgsh3/part01 Graphical shell for arc, lharc, zoo, shar
volume12/arcgsh3/part02
volume12/arcgsh3/part03
volume12/arcgsh3/part04
volume12/cat2asc Convert STDCAT43 catalogs to pretty ASCII form
volume12/arcgsh31/part01 Graphical shell for zoo, arc, lharc, etc.
volume12/arcgsh31/part02
volume12/arcgsh31/part03
volume12/arcgsh31/part04
volume12/mshadow Convert disks into files for modem transmission

volume12/showdvi1.0/part01 Show DVI files onscreen
volume12/showdvi1.0/part02
volume12/showdvi1.0/part03
volume12/showdvi1.0/part04
volume12/showdvi1.0/part05
volume12/tortoise Helper for TURTLE under TOS 1.4
volume12/stturing Two-dimensional Turing machine
volume12/format Versatile floppy formatter
volume12/chcache34 Cold Hard disk cache, version 3.4
volume12/mercury/part01 UUCP package w/ mail and news support
volume12/mercury/part02
volume12/mercury/part03
volume12/mercury/part04
volume12/mercury/part05
volume12/mercury/part06
volume12/mercury/part07
volume12/mercury/part08
volume12/mercury/part09
volume12/mercury/part10
volume12/mercury/part11
volume12/mercury/part12
volume12/mercury/part13
volume12/mercury/part14
volume12/hdwboot Wait for hard disk to come online
volume12/mint06/part01 UNIXlike multitasking system
volume12/mint06/part02
volume12/mint06/part03
volume12/mint06/part04
volume12/mint06/part05
volume12/mint06/part06
volume12/mint06/part07
volume12/mint06/part08
volume12/mint06/part09
volume12/mint06/part10
volume12/elvis/part01 vi clone
volume12/elvis/part02
volume12/elvis/part03
volume12/elvis/part04
volume12/meep60 Enhanced menu system for BBS Express
volume12/mapmem Show info about XBRA vector chains
volume12/steplay Play SoundTracker modules in stereo on STE
volume12/player Play SoundTracker modules on a regular ST
volume12/packice Shrink executable programs
volume12/dirsort Change directory ordering
volume12/rhoconte Enhanced control panel (in English)
volume12/sysmon/part01 System monitor program
volume12/sysmon/part02
volume12/sysmon/part03
volume12/sysmon/part04
volume12/bgacc Desk acc. to run background jobs under MiNT

volume12/32kcolor Instructions for modifying ST to show 32768 colors
volume12/fcat Fast "cat" for Gulam
volume12/arcgsh32/part01 Graphical arc/zoo/lharc/etc. shell, 3.2
volume12/arcgsh32/part02
volume12/arcgsh32/part03
volume12/arcgsh32/part04
volume12/fcat11 Fast "cat" for Gulam
volume12/cdecl/part01 Generate C declarations
volume12/cdecl/part02
volume12/djstuff DeskJet configuration utilities
volume12/n_fat Cache FAT sectors in RAM
volume12/eplay20 STe sound sample player
volume12/etext Filter ASCII files into PageStream format
volume12/lifeuniv GEM-based game of Life
volume12/pfx LHArc-compatible executable shrinker
volume12/stblank1.31 Screen-blanking desk accessory
volume12/sbj Blackjack game for multiple players
volume12/timedrv5 Time/drive display + screen saver
volume12/settdfix Fix bug in date-setting program in PC Ditto II
volume12/xlisp2-1/part01 LISP interpreter, v 2.1
volume12/xlisp2-1/part02
volume12/xlisp2-1/part03
volume12/hd_falc5 Boot Falcon from a hard disk
volume12/hdiskcht Show a chart of free disk space
volume12/ptywin/part01 PTY driver for Micro RTX
volume12/ptywin/part02
volume12/lgs_18b/part01 Little Green Selector (replaces GEM file selector)
volume12/lgs_18b/part02
volume12/pinhed18 Speed up program loading, v 1.8
volume12/perfpich Pitch training for MIDI users
volume12/edisk21 Resetproof, resizable RAMdisk
volume12/easytext/part01 Demo of Easy Text desktop publishing system
volume12/easytext/part02
volume12/easytext/part03
volume12/gnum4/part01 GNU "m4" macro processor, v 0.50
volume12/gnum4/part02

-- VOLUME 13 --

volume13/minibbs25/part01 Bulletin board system, v 2.5
volume13/minibbs25/part02
volume13/mkrsc/part01 Resource construction program
volume13/mkrsc/part02
volume13/arcgsh35/part01 Graphical shell for arc/zoo/lharc, v 3.5
volume13/arcgsh35/part02
volume13/arcgsh35/part03
volume13/arcgsh35/part04
volume13/arcgsh35/part05
volume13/cdecl-p1 Generate C declarations, patchlevel 1
volume13/specstuf/part01 Utilities for use with Spectre
volume13/specstuf/part02

volume13/zoobooy Graphic shell for zoo and uue/uud
volume13/mgif GIF viewer for monochrome STs
volume13/gawk211/part01 GNU awk, version 2.11
volume13/gawk211/part02
volume13/gawk211/part03
volume13/gawk211/part04
volume13/printcms Print 132-column VM/CMS listings on Epson FX printer
volume13/auto Three AUTO-folder utilities
volume13/xlharc12/part01 Another version of lharc (based on UNIX lharc 0.03)
volume13/xlharc12/part02
volume13/mapmem2 Show system stats, XBRA vectors
volume13/motasm/part01 Motorola assemblers for 68xx processors
volume13/motasm/part02
volume13/motasm/part03
volume13/maxidisk Resetproof, autocompressing RAMdisk
volume13/lhcatch Make Yoshi's lharc work with ARCshell
volume13/killdrv Add/remove drives from TOS's drive list
volume13/szadb12/part01 Sozobon adb debugger, v 1.2
volume13/szadb12/part02
volume13/mclock Corner clock for mono systems
volume13/minibbs2312/part01 Version 23/12 of MiniBBS
volume13/minibbs2312/part02
volume13/minibbs2312/part03
volume13/mousercv Mouse Recover -- fix missing/mangled mouse pointer
volume13/clikfix Fix TOS 1.4 scrollbar problem
volume13/prolog68.07/part01 Prolog interpreter, v 0.7
volume13/prolog68.07/part02
volume13/prolog68.07/part03
volume13/prolog68.07/part04
volume13/prolog68.07/part05
volume13/mgif11 GIF viewer for mono systems, v 1.1
volume13/dx7lib/part01 Sound library and utilities for Yamaha DX7
volume13/dx7lib/part02
volume13/nlight Show I/O to any disk by flashing floppy light
volume13/nship Parks AHDI-compatible hard disks
volume13/less97/part01 file pager for MiNT
volume13/less97/part02
volume13/less97/part03
volume13/pathalias/part01 Build UUCP paths file from maps
volume13/pathalias/part02
volume13/altbt40e Change AUTO folder/DESKTOP.INF setup at boot time
volume13/10401990 1990 1040 tax form template for LDW Power
volume13/dcmshift Right mouse button activates shift, ctrl, or alt
volume13/rsctoasm Convert .RSC files to assembly source
volume13/dcmaxtrk Tell which tracks a floppy can reach
volume13/lhcatch2 Make ArcShell work with LHarc 1.13xx
volume13/lzh11316 LHarc version 1.13.16
volume13/dvi2tty Plain text dvi previewer
volume13/mercury/part01 Mercury UUCP: mail/news package
volume13/mercury/part02

volume13/mercury/part03
volume13/mercury/part04
volume13/mercury/part05
volume13/mercury/part06
volume13/mercury/part07
volume13/mercury/part08
volume13/mercury/part09
volume13/mercury/part10
volume13/mercury/part11
volume13/nroff110p4/part01 Nroff clone, version 1.10 patchlevel 4
volume13/nroff110p4/part02
volume13/nroff110p4/part03
volume13/nroff110p4/part04
volume13/man Read online manual pages
volume13/manpg14 Pager for reading online manual pages
volume13/manpg141 New manpager executable (requires manpg14)
volume13/dfsuite Three disk utilities
volume13/reset Cold or warm boot via software
volume13/wbplot/part01 2-D plotting package
volume13/wbplot/part02
volume13/umoria522/part01 UMoria single player dungeon adventure, v5.22
volume13/umoria522/part02
volume13/umoria522/part03
volume13/umoria522/part04
volume13/umoria522/part05
volume13/umoria522/part06
volume13/umoria522/part07
volume13/umoria522/part08
volume13/umoria522/part09
volume13/umoria522/part10
volume13/diff115/part01 GNU diff, version 1.15
volume13/diff115/part02
volume13/rcs5ap2/part01 Revision Control System version 5
volume13/rcs5ap2/part02
volume13/rcs5ap2/part03
volume13/rcs5ap2/part04
volume13/rcs5ap2/part05
volume13/rcs5ap2/part06
volume13/rcs5ap2/part07
volume13/rcs5ap2/part08
volume13/rcs5ap2/part09
volume13/rcs5ap2/part10

-- VOLUME 14 --

volume14/sysinfo Show system information
volume14/rdy_ste Reset-proof RAMdisk, STE compatible
volume14/geniscan Software to read from GeniScan scanner
volume14/formdoit Dialog box enhancements
volume14/tee Copy stdin to stdout as well as a file
volume14/orctool/part01 Clones of various UNIX utilities

volume14/orctool/part02
volume14/docs-p4a/part01 Docs for nroff 1.10p4
volume14/docs-p4a/part02
volume14/dcdirdmp Dump a directory listing to screen/file/printer
volume14/makemenu Generate menu bars from a text file
volume14/tr Transform characters (UNIX utility clone)
volume14/wc wc(1) character/word/line counting filter
volume14/chedit/part01 Font editor for mono 8x16 fonts (with sample fonts)
volume14/chedit/part02
volume14/cal47 Calendar/event scheduler accessory
volume14/ndskmgr Disk utility desk accessory
volume14/frmdit11 Dialog box enhancements, v 1.1
volume14/chekbook/part01 Checkbook balancer
volume14/chekbook/part02
volume14/mcf Accessory to change directories
volume14/wedit11/part01 Shell + fullscreen editor, v 1.1
volume14/wedit11/part02
volume14/wedit11/part03
volume14/wedit11/part04
volume14/wedit11/part05
volume14/wedit11/part06
volume14/icon_v8/part01 Icon language interpreter, v 8.0
volume14/icon_v8/part02
volume14/icon_v8/part03
volume14/icon_v8/part04
volume14/icon_v8/part05
volume14/icon_v8/part06
volume14/idol/part01 Object-oriented extension to icon_v8
volume14/idol/part02
volume14/idol/part03
volume14/frmdit12 Dialog box enhancements, v1.2
volume14/dfsuite2 Disk utilities
volume14/mntutil8/part01 Utilities for use under MiNT
volume14/mntutil8/part02
volume14/mntutil8/part03
volume14/pompey Executable/disk packer
volume14/trakst Play/Edit/Make SoundTracker modules on standard ST
volume1936684398/trakste Play/Edit/Make SoundTracker modules on STE (with STEREO PCM
sound)
volume14/gmni121.uk/part01 Gemini desktop replacement v 1.2.1 (English)
volume14/gmni121.uk/part02
volume14/gmni121.uk/part03
volume14/gmni121.uk/part04
volume14/gmni121.uk/part05
volume14/gmni121.uk/part06
volume14/gmni121.uk/part07
volume14/gmni121.uk/part08
volume14/gmni121.uk/part09
volume14/gmni121.uk/part10
volume14/gmni121.uk/part11

volume14/gmni121.uk/part12
volume14/gmni121.uk/part13
volume14/gmni121.uk/part14
volume14/gmni121.uk/part15
volume14/cli/part01 Command-line shell (docs in German)
volume14/cli/part02
volume14/cli/part03
volume14/vkiller/part01 Virus eliminator, version 3.84
volume14/vkiller/part02
volume14/turtle/part01 Hard disk backup utility, version 3.20
volume14/turtle/part02
volume14/qroff Simple text formatter
volume14/gemview/part01 Picture-viewing accessory
volume14/gemview/part02
volume14/gemview/part03
volume14/atzenta2/part01 Phone/address catalog + calendar
volume14/atzenta2/part02
volume14/atzenta2/part03
volume14/atzenta2/part04
volume14/stree102/part01 Directory searching and listing accessory
volume14/stree102/part02
volume14/dctopper Bring window under cursor to top
volume14/dc_bhelp Cause help key to act like backspace
volume14/dclickme Game to test your mouse skills
volume14/dcmstick Use a joystick to move the mouse cursor
volume14/dcflight Light floppy light when any disk is accessed
volume14/dcinvert Invert the screen when the bell sounds
volume14/dc_crc Check file integrity via CRC
volume14/dc_ff Send formfeeds to the printer at any time
volume14/dc_fkeys Keyboard macros from function keys
volume14/dcshohex View file or memory in hex/ASCII
volume14/dclefty Switch mouse buttons for left-handed use
volume14/only_ste/part01 STE sound demo
volume14/only_ste/part02
volume14/only_ste/part03
volume14/only_ste/part04
volume14/only_ste/part05
volume14/only_ste/part06
volume14/only_ste/part07
volume14/only_ste/part08
volume14/only_ste/part09
volume14/only_ste/part10
volume14/only_ste/part11
volume14/only_ste/part12
volume14/only_ste/part13
volume14/only_ste/part14
volume14/only_ste/part15
volume14/only_ste/part16
volume14/only_ste/part17
volume14/only_ste/part18

```
volume14/only_ste/part19
volume14/only_ste/part20
volume14/only_ste/part21
volume14/only_ste/part22
volume14/only_ste/part23
volume14/only_ste/part24
volume14/only_ste/part25
volume14/only_ste/part26
```

119. v15INF3: Unpacking binaries (and retrieving old ones)

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 19:43:00 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <14511@exodus.Eng.Sun.COM>
Source record: 231545
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 15, Info 3
Archive-name: unpack.cooked

HOW TO USE COMP.BINARIES.ATARI.ST

by Steven Grimm

Last update: June 4, 1991

_1. _W_h_a_t _a_r_e _b_i_n_a_r_i_e_s?

Binaries are files that contain information other than normal text. Usually, a binary that is posted to the net will contain executable (program) files. Binaries are distinct from _s_o_u_r_c_e_s, which are the human-readable text files that are interpreted by a computer and used to produce binaries. Sources can be modified with relatively little effort, and are usually pretty easy to read. Binaries are not intended to be viewed by a human.

_1._1. _U_u_e_n_c_o_d_i_n_g

The programs which transfer network news messages (and electronic mail) are not always capable of handling a pure binary file. They are designed to handle textual messages, and the odd symbols and characters in a binary cause them to become confused, and often to mangle the binaries. To avoid this problem, a method called _u_u_e_n_c_o_d_i_n_g is used. Uuencoding translates a binary file into text characters, so that the news and mail transport programs won't mess up. The disadvantages are that uuencoded files are about 30% bigger than the raw binary files they represent, and that you have to go through one extra step to get the binaries to work on your computer.

_1._2. _A_r_c_h_i_v_e_s _o_r "_a_r_c _f_i_l_e_s"

Usually, a program will need more than one file to work properly. The extra files might be data files, help files, or maybe some instructions for the user. In order to easily package multiple files together in one binary file, a program called "arc" (short for "archiver") is used. Arc also compresses all the files as it packages them, so that the arcfile take up less disk space (and takes less time to download!) than it would if its contents were just thrown

together.

To confuse matters even more, two new archive programs called "zoo" and "lharc" can also be used to achieve the same effect. Zoo is superior to arc in some respects, slightly inferior in others, as is lharc. Unfortunately, you can't unpack a zoo archive with arc or lharc, or vice versa (arc and lharc are similarly incompatible with each

other.)

_1._3. _U_S_E_N_E_T _a_r_t_i_c_l_e_s

The USENET has groups designed especially for transmission of binary files. They are usually called something like "comp.binaries.x," where x is the type of machine that the programs will run on. For Atari ST owners, the group to watch is comp.binaries.atari.st. Most of the binaries groups (including the Atari binaries group) are _m_o_d_e_r_a_t_e_d, which means that you can't send a program directly to everyone on the network. Instead, you send it to someone in charge of the group (the _m_o_d_e_r_a_t_o_r), who makes sure that your program works and contains the proper documentation (or that the lack of documentation is announced), and that it's in the correct format to be sent out to the rest of the USENET.

One of the restrictions of the USENET is that articles can only be a certain length. If a binary is longer than that, it must be split up into several parts, each no longer than 45000 bytes or so. This introduces yet another obstacle to people who want to transform the articles into a useful form, but it can't really be helped until the USENET starts running much more advanced news transmission software. Also, some particularly long programs may be posted over the course of several days; otherwise the net would be overloaded with lots of huge messages, and people would complain.

USENET binaries are grouped into _v_o_l_u_m_e_s, each containing about 100 articles. This is to make life easier for people who are trying to keep track of which articles have been posted. When a new volume is started, the moderator will usually post introductory articles, including a list of previously published articles.

_2. _H_o_w _d_o _I _g_e_t _b_i_n_a_r_i_e_s?

There are two ways to get binaries: first, by reading the USENET newsgroup comp.binaries.atari.st; you will see new articles within a week (usually much less) of the time

they were sent out by the moderator. If, for some reason, your site doesn't receive comp.binaries.atari.st, or if you want to look through previously posted articles, site twitterpater.eng.sun.com has all the binaries stored in its archives.

The other way to get binaries is to request them from twitterpater's archive server. The archive server is a program that intercepts incoming mail messages and looks for commands inside them. You can tell it to list the available binaries, give you help, or send whichever files you're interested in. The requested files will be mailed to you.

Using Binaries -3-

One thing to be careful of is that multi-part postings aren't placed in the archives until all their parts have been sent out to the USENET at large. This is to prevent people from requesting all 99 parts of a program the first day it appears, thus overloading the net and defeating the purpose of piece-by-piece posting.

To find out more about the archive server, send a mail message containing the word "help" to archive-server@twitterpater.eng.sun.com. Talk to an administrator at your site if that mail address doesn't work. If you don't get any response from the archive server within a few days, something may be wrong; mail archive-manager@twitterpater.eng.sun.com to report the problem.

There are other archive sites, too, such as terminator.cc.umich.edu; they contain most of the comp.binaries.atari.st software as well as some additional programs that have not appeared on the newsgroup. Some sites, such as terminator, also offer something called "anonymous ftp" if you're on the Internet. Say "ftp terminator.cc.umich.edu", and if you connect, use "anonymous" for a username, and your username for a password. See the ftp documentation at your site for more information. A recent, but possibly incorrect, list of alternate archive sites appears at the end of this article. Please send me mail if you know of any that aren't mentioned here, or if my list is incorrect. Note that twitterpater does not offer anonymous ftp, as it's on a network that's segregated from the Internet.

Twitterpater also offers an "auto-index" service, for people who don't have access to the USENET groups. If you request autoindex service, you will receive copies of the archive-server's index files for the binaries and sources groups whenever new files are added. Note that if your site gets comp.binaries.atari.st, requesting autoindex is point-

less and a waste of net bandwidth. Send mail to autoindex-request@twitterpater.eng.sun.com if you'd like to sign up.

_3. _H_o_w _d_o _I _d_e_c_o_d_e _t_h_e _b_i_n_a_r_i_e_s?

As stated above, turning binaries from USENET articles into a more useful form can be a multi-step process. At the least, you will need the uudecode program; it is standard software on most UNIX|- systems and is available in a couple of forms on the Atari. Versions for other operating systems do exist, and can certainly be written with little effort. Arc is available for UNIX and other operating systems, but is not standard software. In any case, you will want at least arc on your Atari.

_____
|- UNIX is a trademark of Bell Laboratories.

A version of uudecode written in ST BASIC is available in twitterpater's archives (see above). It is in volume 1 of the comp.sources.atari.st directory (note that that's _s_o_u_r_c_e_s and not binaries). Once you have that, you should get the files "arc," "arcdoc," and "uucode" from volume 1 of the binaries directory. They contain the arc program mentioned earlier, its documentation, and a much better, faster version of the uudecode program.

Use the BASIC program to uudecode the two encoded files; then use arc to unpack the better version of uudecode. (Arc is documented in "arcdoc.") Note that if you're reading news/receiving mail on a computer (such as a UNIX system) that already has uudecode, you can skip most of this; you will probably just want to uudecode arc there, then download it (using kermit, xmodem, or your favorite transfer protocol - consult your site's administrator and your Atari communication package's documentation for more information. Remember to use binary mode when downloading arc files!)

So far, everything has been small enough to fit in one piece, but you will almost certainly want to try something larger eventually. The Atari "uud" program (whose source code, also suitable for compilation on UNIX systems, is available in the sources archive) is capable of easily decoding multi-part uuencoded files. Near the top of each part (except the first) will be a line like

begin part c foobar.uac

Rename each file (except part 1, which can be named "part01" or just about anything else) to the name at the end of this "begin" line, in this case "foobar.uac". Then run

uud on the file containing part 1; it contains instructions to cause uud to look for the other parts. If you have a text editor or a UNIX style cat program, you can just stick all the parts together in order and run uud on the resulting (big) file; it will try to go on in the first file if it can't find the next part in a separate file. Note that uud won't warn you if it's overwriting an existing file, so don't give any of the parts the same name as the file that's being extracted from them!

On UNIX systems, you can also say (for instance) "cat part* | uud -" without renaming anything.

If you don't have uud or would prefer to decode your binaries on your larger news computer, the procedure is somewhat more complex. Plain vanilla uudecode doesn't know about multi-part uuencoded files, so you have to fool it into thinking that everything is in one part. First, stick all the parts together (using cat on UNIX). Edit the

resulting file. Now remove all the extraneous lines of text in between the parts -- this includes mail headers, any text, lines of the form "include foobar.uad," "table" lines and the lists of characters following them, and "begin" lines other than the one at the beginning of part 1. Once you have converted all the parts into a big uuencoded mass (with no blank lines!), the regular uudecode program will work.

Obviously, this is something of a hassle, and the recommended procedure is to try to install uud on your large computer. You'll usually want to minimize the amount of data you have to send to your Atari, since you'll most likely be downloading it at a relatively low speed, and the uudecoded .arc file is the smallest thing you can download.

Zoo is available from the archives. It is simple to use; refer to the documentation included in zoobin.arc (yes, you need to use arc to extract zoo!) for more information. The uudecoding process is the same for zoo and arc files. Lharc is also available.

Most archives contain documentation; refer to the instructions in a specific program for usage information and the like. If you have problems with a particular program, send mail to the submitter (listed near the top of each part.) The moderator doesn't have time to become very familiar with all the programs that are posted, so the submitter will probably be much more helpful.

_4. _L_i_s_t _o_f _a_r_c_h_i_v_e _s_i_t_e_s

Note: I have not verified these, so this list may be
wrong. Mail servers usually respond to the word "help"
alone in a mail message. Some of the sites listed below may
not contain full archives of comp.binaries.atari.st, and
some may have other files.

Address Type Comments
D'l |1752u 0'
wuarchive.wustl.edu ftp,nfs
ux.acss.umn.edu ftp TeX, GNU
atari.archive.umich.edu ftp Mail server may also exist
him1.cc.umich.edu ftp cd to pc7: directory
dsrgsun.ces.cwru.edu ftp GNU and Minix archives also
xanth.cs.odu.edu ftp
slug.pws.bull.com ftp comp.sources.atari.st only
archive-server@
twitterpater.eng.sun.com mail Official archives
archive@softvax.radc.af.mil mail
unido!archive-server mail European archives
st_requests@
n6vbg.hamavnet.com mail Dialup access at (714) 989-4276
marks%mgse@rex.cs.tulane.edu uucp Ask your site administrator

120. LJ2 Fonts

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 21:42:37 UTC
From: lunnon@qut.edu.au
Message-ID: <1991Jun4.164237.29832@qut.edu.au>
Source record: 231516

Any one know any PCL fonts available in the Public domain , if so can somebody pleeaassee tell me where to get them ?? I feel I have searched the world to no avail :-(

BOB
R.Lunnon@qut.edu.au

PS For those readers that don't know PCL is the printer language for the HP Laserjet :-)

121. GDOS in general

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 22:28:44 UTC
From: william.a.oswald@f98.n250.z1.FidoNet.Org
Message-ID: <676362150.53@egsgate.FidoNet.Org>
Source record: 231256

I recently started to use OPUS. I would like to use the charting functions but that requires GDOS. Since OPUS is the only program I run which requires GDOS I am unfamiliar with the beast. I do have a copy of GDOS version 1.1 which was included on a Word Flair demo disk. Anyway, I have GDOS but where do I get screen and printer fonts? Also, is there a good GDOS primer out there somewhere?

Thanks in advance
Bill Oswald
aloft!wao

122. SF314 and GCR (not quite working)

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 22:38:53 UTC
From: hong@tove.cs.umd.edu
Message-ID: <35235@mimsy.umd.edu>
Source record: 231536

Some more things for sale:

1) SF314, very little used, $75
2) Specter GCR, not quite working, last time I check, it will boot magic format fine, but cannot read mac disk. You may get it fixed easily, I don't know. No mac rom, $60, sold as is.

Sze Hong
hong@tove.umd.edu

123. Current Notes/Dave Small query

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 23:15:59 UTC
From: wilmott@utopia.rutgers.edu
Message-ID: <Jun.4.19.15.50.1991.2146@utopia.rutgers.edu>
Source record: 231548
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I was just reading through the latest issue of Current Notes, specifically the article by Dave Small. I thought it was a very good article; very daring of him to write it, and it definitely made me stop and think about the topic...

Anyway, my quick question for those of you who have read the article and might [think they] know the answer - what company, and which early 80's 8-bit programmers was Dave talking about specifically? I have been around the Atari community for 10 years, so I probably will recognize the names, but I can't think of who they might be offhand.

Please limit any replies to this message to e-mail rather than posting...I do not wish to stir up a lot of muck within the newsgroups. Thanks.

-Ray

(wilmott@utopia.rutgers.edu)

124. .Z File ext

Newsgroup: comp.sys.atari.st
Date: 1991-06-04 23:42:10 UTC
From: NCOYNE@ESOC.BITNET
Message-ID: <91156.001139NCOYNE@ESOC.BITNET>
Source record: 231549

```
Hi
Some of the text type files I have retrived from terminator have .Z file
extentions on them. How do I get rid of these file extensions to be able to rea
d the file.
please help me if you can
thanks
Nick Coyne
NCOYNE@ESOC.BITNET
```

125. Re: Hardware Project: RAM disk

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 00:06:23 UTC
From: AAron@sun.soe.clarkson.edu
Message-ID: <9106050006.AA23495@sun.soe.clarkson.edu>
Source record: 231544

es2a+@andrew.cmu.edu (Eric Stuyvesant):

> working on this? I'm sort of surprised that there are no commercial
> SCSI RAMdisks on the market. Or am I missing them? Any comments are

A while ago I saw a huge solid state SCSI (Ram) drive, and it was
quite expensive...
Sorry, don't remember any details.

> -Eric Stuyvesant

126. Looking for only_ste demo on floppy

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 01:52:42 UTC
From: i1661471@water.fit.qut.edu.au
Message-ID: <1408@grapevine.EBay.Sun.COM>
Source record: 231451

I can't unpack the only_ste demo because I only have a floppy drive. Can someone mail me a floppy with the demo already installed?

Reply to i1661471@water.fit.qut.edu.au.

127. Reading IBM and ST disks.

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 01:53:02 UTC
From: johnsonc@topaz.ucq.edu.au
Message-ID: <1991Jun5.105751.7503@topaz.ucq.edu.au>
Source record: 231550

I remember hearing that START magazine had published information on how to make disks formatted on the ST (?) so that they can be read on IBM compatibles as well as the ST. This was supposed to be done by altering three bytes somewhere on the disk. Do any of the readers know of this information? I tried looking back through what issues I have of START but couldn't find the info and am afraid that it is in an issue I have not bought.

What sectors/bytes have to be changed?

=-=-=-

128. 'only_ste.lzh'

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 02:34:38 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Jun5.023438.220@lsuc.on.ca>
Source record: 231543

Well, today I finally got a chance to try out this demo kit.
Having verified the file I uploaded it to a local BBS in its original
form. I thought about adding a documentation file, but changed
my mind. It needs one, but frankly I was just too tired at the time.

The music is indeed *very* good. So is the overall finish of the
package. The only thing I don't like about that is the concept of the
packaging as an autobooting disk in an MSA file.

But I'm a bit worried about the comments I've been hearing
about this demo. I don't want to sound overly negative about this,
but with all the enthusiasm of the postings, I'm wondering if
somebody might end up showing this around expecting to impress
some heavy duty "stereo nut", or a really hip musician who has
a few thousand tied up in Yamaha and Roland, or even some of
the other brands of computers. Don't think you're going to impress
an Amiga owner or even an old Apple II owner who has a good music
card -- say, 1982 vintage. 8 bit resolution is 8 bit resolution and
though this demo is really good, it's not going to "blow [anybody]
away" who is really experienced in the field. It shows aliasing at
times and even clipping, and the dynamic range is generally flat.
That's not the fault of the programmers. It's simply the limits of
the hardware showing themselves.

Guys, it's *really good*! In fact, it may well be the best we'll
ever see on the STE as it now stands and indeed it's about as good
as anything I've heard on the Amigas and Tandy MS-DOS boxes. But
it's not better. . . .
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

129. SM124 mono monitor for sale, great cond. $100/b.o.?

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 02:50:05 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <42972@cup.portal.com>
Source record: 231537
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

```
Atari monochrome monitor, model SM124. Great condition.
Original packaging included.

$100/best offer.

Bryan_Jones_Woodworth@cup.portal.com
```

130. Re: Publishers (II)

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 04:50:16 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0b6j9ns@pfunk.hanse.de>
Source record: 231541

In <42924@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>
>Europe may be a different story, but in the U.S.A, Atari=dead.

So we have to hope, that ATARI Europe could go on with it's line, even
if ATARI USA has broke down. When looking at the facts, you would believe,
that Europe's division could sell ST's even if the mothercompany has gone.
But could the mother permit this to it's child. Looking backwards I see,
that ATARI Europe always had to ask the US division to do anything new,
isn't it ?

Bye.....Michael

--

listen to the coolest !	Michael Kistenmacher / blackbox
Music from the Galaxy !	2000 Hamburg 61 / Schippelsweg 64
!!! P-Funk !!!	West Germany / ++ 49 40 552 37 66

131. Re: More than 4 Meg ??

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 08:33:28 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3153@odin.cs.hw.ac.uk>
Source record: 231464

In article <1991Jun4.112631.10649@cs.nott.ac.uk> dpg@cs.nott.ac.uk
(Dave Gymer) writes:
> ... I believe, that the MMU in the STe can
>only handle .25 and 1 meg SIPPS/SIMMS, and these are arranged in two banks,
>which must contain the same amount (hence, memory configurations can only
>be .5 meg, 1 meg, 2 meg, 2.5 meg, and 4 meg). I too have a four meg STe.
^^^^^^^

Nope. TOS 1.6 has a screwed up memory sizer that assumes that if two banks of
RAM exist then both banks are the same size. I don't know if this is a bug
in the true sense or malicious crippling but it is sad.

BTW, a bank is two SIMMs since memory access is on a word basis.

512K = 2 x 256K SIMMs
1Mb = 4 x 256K SIMMs
2Mb = 2 x 1Mb SIMMs
2.5Mb = 2 x 1Mb SIMMs + 2 x 256K SIMMs (Not with TOS 1.6)
4Mb = 4 x 1Mb SIMMs

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

132. Re: Questions on Desktop/Environment

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 08:42:17 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3155@odin.cs.hw.ac.uk>
Source record: 231465

In article <BAMMI.91Jun4135526@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:
>In article <3101@odin.cs.hw.ac.uk> neil@cs.hw.ac.uk (I, Neil Forsyth) wrote:
>> BTW: Atari UK say this is 'OK' to talk about.
>> ......
>> At $28 offset from the start of the structure $4f2 points to is a pointer to
>> the process ID of the current process. This is actually its basepage.
>
>but atariUSA says that this is an "undocumented" variable and you
>cannot rely on it to exist in the future. i too want it for gdb and
>agree it is very useful.

The Rainbow TOS release notes say:-
"Here is the procedure which will return the address of the variable
_run (what I described) no matter what ROM you have ..."

So Atari US are being rather inconsistant here.
I think Atari might mean that it should only be used as a process ID and the fact that it is the basepage pointer should not be relied on.

>apratt??

APRATT??

>bang: uunet!cadence!bammi jwahar r. bammi
>domain: bammi@cadence.com
>GEnie: J.Bammi
>CIS: 71515,155

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 TOS release notes!" !
+---+

133. Re: lharc

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 08:49:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <4214@hh.maus.de>
Source record: 231337

```
TJ>I find that the newer versions of lharc don't seem to be compatable with the
TJ>unix lharc... the version I use is very slow, its like v1.1 or something l
TJ>that (i think it says its based on v1.13c or something) anyways, try an old
TJ>it will probablly work for you (and be horribly slow, but thats another stor
TJ>Tad
```

With LHarc you have to specify the version-number, because we have many
different versions and some authors working on their own versions.
"The newer version" means nothing but "any version".

MauTau V 2.2c - Tanz ist der senkrechte Ausdruck eines horizontalen Verlangens.
(Net)

134. Re: Atari TT

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 09:57:34 UTC
From: hvaalde@cs.vu.nl
Message-ID: <10153@star.cs.vu.nl>
Source record: 231438

apratt@atari.UUCP (Allan Pratt) writes:

>You can buy a 2MB ST RAM add-on card, for a total of 4MB of ST RAM. There
>may one day be an 8MB ST RAM add-on card, resulting in a total of 10MB
>of ST RAM.

>You can buy a 4MB TT RAM add-on card. It may be that, with some work, you
>can make this address 16MB of TT RAM. In future (now?) you can buy 16MB of
>TT RAM from Atari -- I'm just not sure.

Since where on the subject now. Is there a legal way to find out
the begin and end adresses of the ST-RAM and the same for TT_RAM
And for the ROM?

I want to write a routine that as some 32 bit number as input and
assuming that it is an address it determines if it is ROM, ST_RAM or TT_RAM
or just JUNK and if it lies in the system part of RAM or in the TPA part.

any info appreciated?

Harold van Aalderen (hvaalde@cs.vu.nl)

135. Re: Hard disk booting

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 10:12:55 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jun5121255@orion.laas.fr>
Source record: 231142

A long time ago with my 1040 St and my SH204 I had the same problem of having a new ACC completely crash my system. Unfortunately at that time, I did not have some sort of boot manager to rename ACCs and AUTO programs. I booted the machine and waited a few seconds while it charged the AUTO folder. I then quickly turned off the hard disk and then back on again. GEM came up without my normal ACCs loaded. I deleted the offending file. Of course, I do *not* recommend to anyone to do this technique!! Furthermore, I found better: boot off a floppy that contains AHDI.PRG. Then one just opens up C: and fixes whatever one wants.

Cheers,
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

136. Re: More than 4 Meg ??

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 10:36:32 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jun5113632@ghiggins.hpl.hp.com>
Source record: 231459

```
++ Question is, what would you do with more than 4 meg on an ST running TOS (or
++ MiNT). I've yet to exhaust 4 meg (even with GCC, MGR, and BASH. Emacs coming
++ soon... :-)

Try CScheme --- it takes 2.5 Mb (itself!) just to see the intro text. If you
actually want to *do* anything (even in 4Mb) you have to forget about MGR, et
al. and run it direct from the DeskTop (gasp).

Graham
======

----------------------------------------------------------------------
Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554
----------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
----------------------------------------------------------------------
```

137. Re: G++ for ST, where again?

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 10:51:41 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jun5115141@ghiggins.hpl.hp.com>
Source record: 231460

```
++ A few weeks ago, somebody announced G++ 1.39 (and gcc 1.39) for
++ the ST. It was available from an FTP site in Germany (where else? :-),
++ I think. Anybody remember where it was??
++ Viele Thanks in advance

Jan Timm posted:

>> There is a port of g++ version 1.39 (and gcc 1.39 too) on ftp.thp.koeln.de,
>> (134.95.64.1).

Graham
======

----------------------------------------------------------------------
Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554
----------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
----------------------------------------------------------------------
```

138. Re: Degas -> Gif Format converter?

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 11:10:40 UTC
From: marc@sequoia.cray.com
Message-ID: <032030.17362@timbuk.cray.com>
Source record: 231457

In article <1991Jun4.183535.568@colorado.edu>, elliottj@tramp.colorado.edu (Jim Elliott) writes:
>
> Is there a utility for switching Degas-type picture files into
> GIF format? I'd like to find such a utility for a friend of mine who has
> a 1040ST, but I didn't see anything really appropriate on atari.archive.
> umich.edu. I know that PicSwitch will go from Gif to Degas (or other
> formats), but I didn't think it went the other way. If someone could mail
> me with information on where to find such a program, I'd appreciate it.

Take a look in the printing/pbm directory at atari.archive: the pbm-bin.zoo file contains a zillion programs to convert from graphics format A to format B. PIx and GIF are mentioned, so there should be a path between them.

> Jim
> elliottj@tramp.colorado.edu

Cheers,

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

139. Re: .Z File ext

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 11:10:46 UTC
From: marc@sequoia.cray.com
Message-ID: <032547.17465@timbuk.cray.com>
Source record: 231458

In article <91156.001139NCOYNE@ESOC.BITNET>, <NCOYNE@ESOC.BITNET> writes:
> Hi
> Some of the text type files I have retrived from terminator have .Z file
> extentions on them. How do I get rid of these file extensions to be able to rea
> d the file.
> please help me if you can
> thanks
> Nick Coyne
> NCOYNE@ESOC.BITNET

These are files compressed with UN*X compress(1); uncompress with uncompress(1).
There is an ST version of compress - you'd use compress -d to uncompress.

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

140. Re: G++ for ST, where again?

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 11:56:12 UTC
From: ZVD007@DMSWWU1C.BITNET
Message-ID: <91156.132128ZVD007@DMSWWU1C.BITNET>
Source record: 231452

```
In article <1991Jun4.085639.6298@nlsca.uucp>, frans@nlsca.uucp (Frans Meijer)
says:
>A few weeks ago, somebody announced G++ 1.39 (and gcc 1.39) for
>the ST. It was available from an FTP site in Germany (where else? :-),
>I think. Anybody remember where it was??
>Viele Thanks in advance

I know only the ethernet adress of that node, I cant remember the name:
it was 134.95.64.1, its somewhere in koeln in germany
The stuff is in atari/gnu/g++/cs, but it has no debugger :-(

U.Kuehn
```

141. Re: Atari HD hostadapters/drivers.

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 12:52:54 UTC
From: mbaker@ucs.adelaide.edu.au
Message-ID: <3562@sirius.ucs.adelaide.edu.au>
Source record: 231455

From article <meulenbr.676019481@cstw163>, by meulenbr@cst.prl.philips.nl (Frans Meulenbroeks):
> Ok. Since Claus is too polite to promote his own software.

A true net.gentleman!

> If you can read German, be sure to get the book and the software.
> It is definitely worth every pfennig. If you want a good
> set of disk utilities, and you do know something about disks,
> you might also get the book, just for the software.

This sounds great - Here in Oz I have nowhere to get it (I can read German like a martian can kiss, not well, but I grok it.) - any o/seas addresses I can write to? (Claus?)

> I think the software is very, very good. You won't really need
> the book to use the software, but it explains several things
> in some more detail. A good buy for around $ 50,-- (if you
> can find it of course).

Dare I ask, does he use english in his s/w?? :)

> Frans Meulenbroeks (meulenbr@prl.philips.nl)
> Centre for Software Technology

Frans, I notice (gasp) that you work for Philips... I have this thing called a PTS-6000. If the name rings a bell, can you email me?? tnx.

Matthew

142. Re: More than 4 Meg ??

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 13:16:19 UTC
From: spa@fct.unl.pt
Message-ID: <SPA.91Jun5131619@alfa.fct.unl.pt>
Source record: 231453

dpg@cs.nott.ac.uk (Dave Gymer) writes:

[...]

Question is, what would you do with more than 4 meg on an ST running TOS (or MiNT). I've yet to exhaust 4 meg (even with GCC, MGR, and BASH. Emacs coming soon... :-)

Aha! Once you start using Emacs you'll know what to do with more than 4M. Besides, it would come in handy for use with Minix.
--
-- Salvador Pinto Abreu spa@fct.unl.pt
Universidade Nova de Lisboa, PORTUGAL

143. Re: LOGO

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 13:42:25 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1991Jun5.134225.7733@digi.lonestar.org>
Source record: 231463

In article <1991Jun04.054518.27602@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>Does any one know if its posible to get Ataries Logo to work with Tos 1.4/1.6
>I do get a out of Memory when I try to load a Logo Program/File,
>Note: The software does load up on a 1040 ST with Tos 1.4.
>Are there any patches to make this work?

I posted this question on GEnie about a year ago when I got TOS 1.4 put in my 1040ST. One of the ST wizards (one of the CodeHeads or one of the Double-Click boys, I don't remember for sure) came up with the answer:

****
* Trick LOGO by loading a RAM disk first (such as SI_RAM which is an *
* accessory), then load LOGO, then remove the RAM disk. The memory is*
* freed up and LOGO will then successfully load/save programs & files.*
****

Apparently, LOGO under TOS 1.4 uses (or at least thinks that it uses) all available memory when it loads. I haven't programmed in years but I would think it would be a simple matter to patch LOGO to correct this. (HINT, HINT to Atari. Or better yet, why not release an updated version of Logo to take advantage of the new machines? :-)

R.C.G.

144. Re: Reading IBM and ST disks.

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 14:32:47 UTC
From: mathew@mantis.co.uk
Message-ID: <cXo3322w164w@mantis.co.uk>
Source record: 231467

johnsonc@topaz.ucq.edu.au writes:
> I remember hearing that START magazine had published information on how
> to make disks formatted on the ST (?) so that they can be read on IBM
> compatibles as well as the ST. This was supposed to be done by altering
> three bytes somewhere on the disk. Do any of the readers know of this
> information?

The best solution is to get TOS 1.4 or later, or a copy of Neodesk, or a copy of DC Format. All three will format IBM-readable disks with no problem.

There are also countless other PD utilities to make pre-1.4 ST disks PC-readable.

Alternatively, just format the disks on the PC.

mathew

145. Looking for a Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 15:14:06 UTC
From: ronw@cbnewsk.att.com
Message-ID: <1991Jun5.151406.18408@cbnewsk.att.com>
Source record: 231454

Does anyone have a Spectre GCR you want to sell? I'd be interested in one with or without ROMS.

Ron Wolenty
inuxy!wolenty

146. Re: G++ for ST, where again?

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 15:23:34 UTC
From: adrian@cs.UAlberta.CA
Message-ID: <adrian.676135414@steele-lk>
Source record: 231462

gjh@hplb.hpl.hp.com (Graham Higgins) writes:

>Jan Timm posted:

>>> There is a port of g++ version 1.39 (and gcc 1.39 too) on ftp.thp.koeln.de,
>>> (134.95.64.1).

I have tried repeatedly over the last week to ftp to this site, but it
is unresponsive. Does anyone know of another site which might have the
same stuff?

Alternately, could some kind soul who has a working connection to the
uni-koeln site upload the stuff to atari.archive?

Thanks...
--
"The short answer is: you can't. | Adrian Ashley in Edmonton, Alberta, Canada
The long answer is: you cannot." | work: adrian@cs.ualberta.ca
-Rahul Dhesi | home: secret!adrian@dragos.uucp

147. Re: More than 4 Meg ??

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 15:36:32 UTC
From: Graham.Higgins@f98.n250.z1.FidoNet.Org
Message-ID: <676362388.65@egsgate.FidoNet.Org>
Source record: 231392

++ Question is, what would you do with more than 4 meg on an ST running TOS
(or
++ MiNT). I've yet to exhaust 4 meg (even with GCC, MGR, and BASH. Emacs
coming
++ soon... :-)

Try CScheme --- it takes 2.5 Mb (itself!) just to see the intro text. If you actually want to *do* anything (even in 4Mb) you have to forget about MGR, et al. and run it direct from the DeskTop (gasp).

Graham
======

Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554

Disclaimer: My opinions above are exactly that, mine and opinions.
---

148. Re: G++ for ST, where again?

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 15:51:41 UTC
From: Graham.Higgins@f98.n250.z1.FidoNet.Org
Message-ID: <676362409.0@egsgate.FidoNet.Org>
Source record: 231389

```
++ A few weeks ago, somebody announced G++ 1.39 (and gcc 1.39) for
++ the ST. It was available from an FTP site in Germany (where else? :-),
++ I think. Anybody remember where it was??
++ Viele Thanks in advance

Jan Timm posted:

>> There is a port of g++ version 1.39 (and gcc 1.39 too) on
ftp.thp.koeln.de,
>> (134.95.64.1).

Graham
======

----------------------------------------------------------------------
Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554
----------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
----------------------------------------------------------------------
```

149. Re: Degas -> Gif Format converter?

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 16:10:40 UTC
From: Marc.Bouron@f98.n250.z1.FidoNet.Org
Message-ID: <676362130.3@egsgate.FidoNet.Org>
Source record: 231260

In article <1991Jun4.183535.568@colorado.edu>, elliottj@tramp.colorado.edu
(Jim Elliott) writes:
>
> Is there a utility for switching Degas-type picture files into
> GIF format? I'd like to find such a utility for a friend of mine who has
> a 1040ST, but I didn't see anything really appropriate on atari.archive.
> umich.edu. I know that PicSwitch will go from Gif to Degas (or other
> formats), but I didn't think it went the other way. If someone could mail
> me with information on where to find such a program, I'd appreciate it.

Take a look in the printing/pbm directory at atari.archive: the pbm-bin.zoo
file
contains a zillion programs to convert from graphics format A to format B.
PIx
and GIF are mentioned, so there should be a path between them.

> Jim
> elliottj@tramp.colorado.edu

Cheers,

[M][a][r][c]

###
marc@sequoia.cray.com # . .
#
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
#
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
#
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
#
...!ukc!crayuk!M.Bouron (UUCP)
#
###

150. Re: .Z File ext

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 16:10:46 UTC
From: Marc.Bouron@f98.n250.z1.FidoNet.Org
Message-ID: <676362130.4@egsgate.FidoNet.Org>
Source record: 231254

In article <91156.001139NCOYNE@ESOC.BITNET>, <NCOYNE@ESOC.BITNET> writes:
> Hi
> Some of the text type files I have retrived from terminator have .Z file
> extentions on them. How do I get rid of these file extensions to be able to
rea
> d the file.
> please help me if you can
> thanks
> Nick Coyne
> NCOYNE@ESOC.BITNET

These are files compressed with UN*X compress(1); uncompress with
uncompress(1).
There is an ST version of compress - you'd use compress -d to uncompress.

[M][a][r][c]

###
marc@sequoia.cray.com # . .
#
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
#
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
#
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
#
...!ukc!crayuk!M.Bouron (UUCP)
#
###

151. Re: More than 4 Meg ??

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 16:27:35 UTC
From: SYSPMZT@gecrdvm1.crd.ge.com
Message-ID: <91156.122735SYSPMZT@GECRDVM1.BITNET>
Source record: 231468

In article <1991Jun4.112631.10649@cs.nott.ac.uk>, dpg@cs.nott.ac.uk (Dave Gymer) says:
>
>
>Question is, what would you do with more than 4 meg on an ST running TOS (or >MiNT). I've yet to exhaust 4 meg (even with GCC, MGR, and BASH. Emacs coming >soon... :-)
>--

Question used to be 'what would you do with more than 128K?'

I'm running Neodesk, a 512K Ram disk, Ed_Hak, Neo_Desk CLI, Dr. T's KCS Omega Level II with Tiger, MT32, FB01, and TX81Z patch editors, Song Editor and Copyist loaded. Soon I'll be running XOR with modules for a CZ1 and a Korg 707. Rumor has it (been meaning to look into the doc) that I can run *any* GEM program from in Dr. T's multi-programming environment, so that I can get to Degas and my backgammon program (got to have a little fun sometimes). I'm also planning to retry DCSTUFFER (had a problem with an old version of MACCEL3) so that I can load Breakout (yeah, I know it's silly) and Othello. And maybe I'll even try Cal50 again, though it was doing very strange things last time I tried (but that was also under the old MACCEL3). And I haven't even started working with samples...

Incidentally, I keep the machine booted 24 hours (long load time to get just what I'm using now going, let alone what I'm planning).

So I'm planning to use up my 4 meg in the not so distant future. Jeez, give a user a few meg and they want a gig...

Phil Z

152. Re: LOGO

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 16:50:00 UTC
From: adamd@rhi.hi.is
Message-ID: <3228@krafla.rhi.hi.is>
Source record: 231476

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

>Does any one know if its posible to get Ataries Logo to work with Tos 1.4/1.6
>I do get a out of Memory when I try to load a Logo Program/File,

It doesn't work either with TOS 1.2. This would seem to be why Atari removed it from the ST language disk. It is possible to run LOGO.PRG and edit with it, but it falls over itself soon after starting to run a LOGO program. I guess it relies on internal GEM variables in TOS 1.0.

>Are there any patches to make this work ?

I am also interested in finding these.

--
Adam David
(adamd@rhi.hi.is)

153. Re: G++ for ST, where again?

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 16:50:23 UTC
From: Ulrich.Kuehn@f98.n250.z1.FidoNet.Org
Message-ID: <676362108.46@egsgate.FidoNet.Org>
Source record: 231259

In article <1991Jun4.085639.6298@nlsca.uucp>, frans@nlsca.uucp (Frans Meijer) says:
>A few weeks ago, somebody announced G++ 1.39 (and gcc 1.39) for
>the ST. It was available from an FTP site in Germany (where else? :-),
>I think. Anybody remember where it was??
>Viele Thanks in advance

I know only the ethernet adress of that node, I cant remember the name:
it was 134.95.64.1, its somewhere in koeln in germany
The stuff is in atari/gnu/g++/cs, but it has no debugger :-(

U.Kuehn

154. Re: Publishers (II)

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 17:10:38 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5283@syma.sussex.ac.uk>
Source record: 231487

From article <7839@tekgen.BV.TEK.COM>, by boblu@tekgen.BV.TEK.COM (Robert Luneski):
>
> Did you ever hear the one about how many Atari engineers it takes to screw in
> a light bulb?

I thought that registered developers were not allowed to reveal such
confidential and commercially sensitive information! :-)

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: .. 685865

155. Color monitor replacement?

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 17:21:59 UTC
From: dbrooks@osf.org
Message-ID: <22549@paperboy.OSF.ORG>
Source record: 231470

Well, my venerable 1986 Goldstar ST color monitor just became terminally
tired. My dealer wants $230 for a new one. Of course, I haven't been
paying attention: is this a fair price? Any pointers to mail order?
--
David Brooks dbrooks@osf.org
Systems Engineering, OSF uunet!osf.org!dbrooks

156. Re: FSM-GDOS...When? How?

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 17:25:29 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5284@syma.sussex.ac.uk>
Source record: 231488
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From article <1991May31.191105.13736@lonex.radc.af.mil>, by longj@lonex.radc.af.mil (Jeffrey K. Long):
> I have been trying to get GDOS drivers for my HP Deskjet for "ever"
> it seems, and now have given up the search (No, I haven't ordered one from
> Migraph, please read rest of note) to await the arrival of FSM-GDOS.
>
> Questions:
> 1) When will it be relesed ?

On past performance: much later than you want, later than you expect, and a bit later than you'd dared to guess when, taking into account past performance, you were being most pessimistic.

>
> 2) Who will handle distribution (Atari Directly, or through dealers, mail
> order, ...)?

No doubt this will differ from country to country, and Atari UK will try to handle it themselves, then spend a year trying to decide whether to sell it or give it away (based on their treatment of the Epson emulator for the SLM804 and the time it took them to release the presentation graphics program Hyperchart. By the way, Atari UK still sells v1.0 of the Epson emulator, whereas Atari USA gives away v1.31. I know which I use, and I'm sorry I bought the UK product).

> 3) What will it cost, and will it include (as I have heard rumoured) drivers
> for most printers including the HP DeskJet (original version)?

See above. It would, of course, be sensible to include Deskjet drivers, but if space is tight on the disk, then an SMM124 (Atari dot matrix printer, if I've remembered the number correctly) driver might win out.

> 4) Can I get it now by buying Goldeaf's Wordflair II?

I don't know, but I bet a) they'd like to bundle it, and b) the Tramiels won't let them even though the software engineers have had it ready for a while.

> 5) Will this guy ever run out of questions? Why ask why? Why is the sky blue....

On the last question, read 'The Cuckoo's Egg'. Some professor once asked Cliff Stoll the same question in an astronomy exam and had him sweating for hours over the answer.

Wouldn't it be nice if Atari were to prove me wrong on 1-4 above?

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: .. 685865

157. Wanted: Hard Disk or DS Floppy

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 17:41:21 UTC
From: kurrer@stockholm
Message-ID: <1991Jun5.174121.2862@ux1.cso.uiuc.edu>
Source record: 231469

I would like to buy a
-Hard disk drive or an
-external DS Floppy disk drive
for the Atari ST.

Any offers, also for other peripherals and software (no games), would be
welcome.

Christian Kurrer
217-244-6914 (w)
217-332-2788 (h)
kurrer@lisboa.ks.uiuc.edu

158. Re: My stupidity

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 17:47:28 UTC
From: plinio@turing.seas.ucla.edu
Message-ID: <3019@lee.SEAS.UCLA.EDU>
Source record: 231471

In article <16582@helios.TAMU.EDU> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
...
>I have a problem though. The sozobon files have directory names that
>I want to keep. If I use the novice "zoo -extract" command, all of the
>files are retrieved without pathname. I looked at the man pages and
>tried the followin command:
>
> zoo {x}[//] d:\term\download\sozobon1.zoo

I think the equivalent novice command for extracting full pathnames is

zoo -restore yourzoofile.zoo

By now, of course, you have probably figured out how to use x//...

plin
--
----- ---- --- -- ------ ---- --- -- - - - plinio@seas.ucla.edu
PAra-NOia will DEStroy-YAAaaa...

159. Re: Atari HD hostadapters/drivers.

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 17:52:54 UTC
From: Matthew.Baker@f98.n250.z1.FidoNet.Org
Message-ID: <676362150.16@egsgate.FidoNet.Org>
Source record: 231382

From article <meulenbr.676019481@cstw163>, by meulenbr@cst.prl.philips.nl
(Frans Meulenbroeks):
> Ok. Since Claus is too polite to promote his own software.

A true net.gentleman!

> If you can read German, be sure to get the book and the software.
> It is definitely worth every pfennig. If you want a good
> set of disk utilities, and you do know something about disks,
> you might also get the book, just for the software.

This sounds great - Here in Oz I have nowhere to get it (I can read German
like a martian can kiss, not well, but I grok it.) - any o/seas addresses
I can write to? (Claus?)

> I think the software is very, very good. You won't really need
> the book to use the software, but it explains several things
> in some more detail. A good buy for around $ 50,-- (if you
> can find it of course).

Dare I ask, does he use english in his s/w?? :)

> Frans Meulenbroeks (meulenbr@prl.philips.nl)
> Centre for Software Technology

Frans, I notice (gasp) that you work for Philips... I have this thing
called a PTS-6000. If the name rings a bell, can you email me?? tnx.

Matthew

160. Umich atari

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 18:07:51 UTC
From: miked@syscon.rn.com
Message-ID: <1991Jun5.180751.4838@syscon.rn.com>
Source record: 231473

Anyone know what happened to atari@atari.archive.umich.edu server?
I have gotten no reponse to requests in about 2 months.

161. Re: More than 4 Meg ??

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 18:16:19 UTC
From: Salvador.Pinto.Abreu@f98.n250.z1.FidoNet.Org
Message-ID: <676362130.29@egsgate.FidoNet.Org>
Source record: 231384

dpg@cs.nott.ac.uk (Dave Gymer) writes:

[...]

Question is, what would you do with more than 4 meg on an ST running TOS
(or
MiNT). I've yet to exhaust 4 meg (even with GCC, MGR, and BASH. Emacs
coming
soon... :-)

Aha! Once you start using Emacs you'll know what to do with more than
4M. Besides, it would come in handy for use with Minix.
--
-- Salvador Pinto Abreu spa@fct.unl.pt
Universidade Nova de Lisboa, PORTUGAL

162. Hard-drive on a 520ST?

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 18:17:58 UTC
From: lch3e@holmes.acc.Virginia.EDU
Message-ID: <1991Jun5.181758.4095@murdoch.acc.Virginia.EDU>
Source record: 231461

Can a hard-drive (spec. Megafile 30) be used with a stock 520ST?
Will there be enough memory left to run WordPerfect? Timeworks DTP?

Why are the Megafile 30's being sold off so cheap right now? I know
they're discontinued; but is there anything wrong with them? Are
they upgradeable?

lch3e@holmes.acc.virginia.edu

163. Re: Color monitor replacement?

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 18:34:33 UTC
From: lch3e@holmes.acc.Virginia.EDU
Message-ID: <1991Jun5.183433.4611@murdoch.acc.Virginia.EDU>
Source record: 231475

Definitely by all means and most assuredly buy the Magnavox 1CM135
monitor instead of the SC1224. It has 97% as good a picture; but can
also work with IBM clones (CGA), AND has a VCR input jack, so can double
as a TV (thru the vcr); a very very GOOD tv (very high resolution).

It also has the sound running off a separate RCA jack. This can be
routed to the stereo instead of the TV, greatly increasing the ST's
sound quality.

Costs about $300 (your dealer friend may be less) + a custom cable
(cable available from Redmond Cable, Redmond, WA.)
Good luck!

164. Re: LOGO

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 18:42:25 UTC
From: Roy.Gosewehr@f98.n250.z1.FidoNet.Org
Message-ID: <676362172.50@egsgate.FidoNet.Org>
Source record: 231252

In article <1991Jun04.054518.27602@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>Does any one know if its posible to get Ataries Logo to work with Tos 1.4/1.6
>I do get a out of Memory when I try to load a Logo Program/File,
>Note: The software does load up on a 1040 ST with Tos 1.4.
>Are there any patches to make this work?

I posted this question on GEnie about a year ago when I got TOS 1.4 put in my 1040ST. One of the ST wizards (one of the CodeHeads or one of the Double-Click boys, I don't remember for sure) came up with the answer:

****
* Trick LOGO by loading a RAM disk first (such as SI_RAM which is an *
* accessory), then load LOGO, then remove the RAM disk. The memory is*
* freed up and LOGO will then successfully load/save programs & files.*
****

Apparently, LOGO under TOS 1.4 uses (or at least thinks that it uses) all available memory when it loads. I haven't programmed in years but I would think it would be a simple matter to patch LOGO to correct this. (HINT, HINT to Atari. Or better yet, why not release an updated version of Logo to take advantage of the new machines? :-)

R.C.G.

165. USENET Mail Order

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 19:38:41 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <scHHr1y00VID44kmsv@andrew.cmu.edu>
Source record: 231474

Well:
It is finished... . Reprinted below is the opening letter from my catalogue. So as not to rankle anyone, the actual catalogue will not be posted here, at least not by me. I hope that this letter is acceptable. I don't see any reason for it not being so. I apologize to anyone who gets upset though. I post it here, as I have not yet finished compiling my mailing list yet. I have all your names, but I need to get them into a format with which I can do a group mailing, so I do not have to send each one out by hand. ASAP, though. If anyone else wants on, send me e-mail, and I will sort you out from the flood and put you one the list. Man, this is getting time consuming for a hobby! :(
Anyway, so here it is:
O.K.:
Hi out there. I just finished the damn news brief, and unlike my original intent, it did turn out to be a catalogue. I am not one to call a spade anything other than what it is, so, this is the Damn Catalogue. Why that title. It took me hours (days) of boring tedious work, strained my eyes, and almost drove me nuts. I compared prices with the ratail, and with "real" mail order houses, to try to get you folks the best deals I could muster. I spent eons staring at increadibly small type, went through vials of eye drops, and I learned some things. #1. ComputAbility has really good prices. #2. Damn, the mail order folks have low margins! Sometimes I was not able to go lower, othertimes, I even have to pay more than them! I do think that in general you will find that this is a good service for you, with the lowest prices you can get. Why else would I do it? Well, here are the specifics. Everyone seems to want me to start this as a real business, do it full time or something, hire staff, etc. There have been lots of calls for accepting credit cards, shipping overseas, doing periferal stuff, like music equipment, and other big time requests. Remember the spirit of this, though! I am a socialist! :) I have no intention of going into the retail business, as I find it immensly boring. This is not my job, but a favour. I saw how dealers were dropping like flies, how there were no more big glossy magazines in which the mailorder houses could advertise, and generally a complete inability for many of you to get Atari stuff, and I saw a chance to help out, with some connections I had made back when I WAS concidering being an Atari dealer. But this is just a hobby. I can not make the promises of the big folks, I can not provide as timely of a response. But I WILL TRY to do my BEST. So... I am looking into the possibility of accepting credit cards, but at the moment, it will have to be money order, cash or personal check (I am not responsible if you send cash of course :( ). I will see about overseas shipping, but I will have to talk to my bank about how it would be arranged, all that stuff about checks drawn on US funds and such, but I

think I can work it out by the end of next week, if I get the time. Now, shipping will cost $3.00 for most software orders, regardless of quantity. So if you buy 15 things, it's still $3.00. I would prefer it if you did buy in groups, as the prices of many things, especially of the games are such that I may take a loss on many single purchases with small orders. I can do this sometimes, if there are a lot of multiple orders. This is because I have to order a minimum amount not to be charged an additional fee. So, if one person orders a lot, or several folks order less, I'll be O.K.. Here's keeping my fingers crossed. On hardware, it will depend on the weight, as I refuse to do some sorta percentage thing, and make money on the shipping too. The only one who will make out from the shipping is UPS, or Fed Ex (yes, I will next day air, for a bit more!). What is this handling charge BS anyway? Shouldn't that be included in your prices? Why profit twice, except to make your prices seem lower? This has always irked me. Anyway, I'll have to see about overseas shipping rates. If there is something that you want that is not here, I can probably get it. This is by no means a comprehensive list (what, you think I'm nuts?) and so just e-mail me if you want something else. My real time number is (412) 422-3983 if you need to have it. What you want me to get an 800 number too. Man you DO think I'm crazy! (But it would be sorta cool to have my own 800 number though. Hmmm... .) O.K., lastly, I have not gotten the new edition of my pricelist, never mind typos, so some of these prices could be wrong. I doubt anything will go up. If anything, they will go down. I think just about all of it is right, though. But if something seems just too crazy, like DEGAS Elite for 15,000.00, then drop me a line, and I'll fix it, and give you the real price. And if someone is selling it for less, tell me, and I'll look into it. So, with no further ado, here it is:

love ya all
-mark-

166. System for Sale

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 20:06:21 UTC
From: fer9483@tesla.njit.edu
Message-ID: <1991Jun5.160621.1@tesla.njit.edu>
Source record: 231407

My friend has the following for sale:

520 St computer
External DS Drive
Color Monitor
Atari 20 Meg Hard Drive

-He does not read the newsgroup, and my account expires in a few days. If interested CALL HIM at 908-276-5447 - His name is Mike.

167. Re: GDOS in general

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 20:13:08 UTC
From: marc@sequoia.cray.com
Message-ID: <113026.591@timbuk.cray.com>
Source record: 231477

Look in atari/programming/gdos.arc at atari.archive for a `GDOS Primer'.

[M][a][r][c]


```
###############################################################################
# # marc@sequoia.cray.com # . . #
# Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_ #
# Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_) #
# +44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | | #
# # ...!ukc!crayuk!M.Bouron (UUCP) # #
###############################################################################
```

168. Re: G++ for ST, where again?

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 20:23:34 UTC
From: Adrian.Ashley@f98.n250.z1.FidoNet.Org
Message-ID: <676362172.59@egsgate.FidoNet.Org>
Source record: 231257

gjh@hplb.hpl.hp.com (Graham Higgins) writes:

>Jan Timm posted:

>>> There is a port of g++ version 1.39 (and gcc 1.39 too) on
ftp.thp.koeln.de,
>>> (134.95.64.1).

I have tried repeatedly over the last week to ftp to this site, but it
is unresponsive. Does anyone know of another site which might have the
same stuff?

Alternately, could some kind soul who has a working connection to the
uni-koeln site upload the stuff to atari.archive?

Thanks...
--
"The short answer is: you can't. | Adrian Ashley in Edmonton, Alberta,
Canada
The long answer is: you cannot." | work: adrian@cs.ualberta.ca
-Rahul Dhesi | home: secret!adrian@dragos.uucp

169. Re: G++ for ST, where again?

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 21:37:22 UTC
From: ro@thp.uni-koeln.de
Message-ID: <RO.91Jun5213722@sun9.thp.uni-koeln.de>
Source record: 231472

In article <GJH.91Jun5115141@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:

> ++ A few weeks ago, somebody announced G++ 1.39 (and gcc 1.39) for
> ++ the ST. It was available from an FTP site in Germany (where else? :-),
> ++ I think. Anybody remember where it was??
> ++ Viele Thanks in advance
>
> Jan Timm posted:
>
> >> There is a port of g++ version 1.39 (and gcc 1.39 too) on ftp.thp.koeln.de,
> >> (134.95.64.1).

Christoph Strunk's port of gcc 1.39, g++ 1.39.0 and libg++ 1.39.0 is on

ftp.thp.Uni-Koeln.DE [134.95.64.1]

~ftp/pub/atari/gnu/g++/cs

(If this doesn't work you can try ftp.Uni-Koeln.DE [134.95.80.1]:/thp/atari.)

Hope this helps.

Rainer

--

Rainer Orth, Institute of Theoretical Physics, University of Cologne

Internet: ro@thp.Uni-Koeln.DE

170. Re: More than 4 Meg ??

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 21:54:09 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5794@wucc.waseda.ac.jp>
Source record: 231482

SLM804, the laser printer, barely runs on a MEGA2. 4 mb is simply not enough
if you have other program in memory.
Tsuji

P.S.
I think adding a fast disk (say 900 Kilo bytes/sec) is cost effective than
adding two or four megabytes of memory above 4 mb on my old Mega4.

171. Re: More than 4 Meg ??

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 22:26:30 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Jun5.222630.24777@jato.jpl.nasa.gov>
Source record: 231481

```
In article <3153@odin.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <1991Jun4.112631.10649@cs.nott.ac.uk> dpg@cs.nott.ac.uk
>(Dave Gymer) writes:
>> ... I believe, that the MMU in the STe can
>>only handle .25 and 1 meg SIPPS/SIMMS, and these are arranged in two banks,
>>which must contain the same amount (hence, memory configurations can only
>>be .5 meg, 1 meg, 2 meg, 2.5 meg, and 4 meg). I too have a four meg STe.
> ^^^^^^^
>
>Nope. TOS 1.6 has a screwed up memory sizer that assumes that if two banks of
>RAM exist then both banks are the same size. I don't know if this is a bug
>in the true sense or malicious crippling but it is sad.
>
>BTW, a bank is two SIMMs since memory access is on a word basis.
>
> 512K = 2 x 256K SIMMs
> 1Mb = 4 x 256K SIMMs
> 2Mb = 2 x 1Mb SIMMs
> 2.5Mb = 2 x 1Mb SIMMs + 2 x 256K SIMMs (Not with TOS 1.6)
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
I heard this works on TOS 1.6 if you put the 256k SIMMs as the first bank
and the 1M SIMMs as the second bank. But I could be wrong. If you're
having trouble, though, it's trivial to try it the other way.
> 4Mb = 4 x 1Mb SIMMs
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp
```

172. TC array bug... (was: Re: Reli

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 22:31:00 UTC
From: Martin_Koehling@do.maus.de
Message-ID: <2609@do.maus.de>
Source record: 231336

Juergen Lock nox @ jelal.north.de wrote:
<a1465268@jelal.north.de>

JL>From article <2330@do.maus.de>, by Martin_Koehling@do.maus.de (Martin
JL>Koehling):
JL>>
JL>> Juergen Lock nox @ jelal.north.de:
JL>> <a5434559@jelal.north.de>
JL>>>[description of zoo/TC array index bug deleted]
JL>> The bug was fixed in Turbo C version 2.00.
JL>
JL> hmm, sure? i know someone who i'm sure has some version >= 2.00
JL>and he had to do this same [(long) foo] thing to get `compress'
JL>running. i know that 'cause i was it who told him the `trick'... :-)

I'm rather sure; I tested several cases which were compiled into
16-Bit-Code by the 1.x compiler: the 2.0 compiler generated the correct
code for 32 bit indexing.
But of course there could still be some bug lurking...

JL>> It wasn't really a bug but a "design restriction" - it made programs both
JL>> smaller and faster (it's even mentioned somewhere in the manual!).
JL>
JL> not in my manual (TC 1.1 that is). and besides, what does ANSI
JL>say about this?

I got it mixed up - it's not in the 1.0/1.1 manual but in the accompanying
README file!

And since it is documented, it can't be a bug - it must be a feature! ;-))
(But of course you're right: from an ANSI point of view the compiler is
"broken" since it violates the "model" of the C language.)

The funny thing is: in version 2.0, they moved this info from the README
file into the printed manual; at the same time, they fixed the problem!

JL>> The new compiler uses only 16 bits for array addressing if and only if it
JL>is
JL>> sure that the array addressed is smaller than 32 KBytes.
JL>
JL> ummm... how can it be sure when i, for example calloc()ed the thing?

It's simple: it can't be sure - and so of course it will not use 16 bit
("short") addressing! :-)
As far as I know, the compiler uses "short" addressing only on arrays<=32KB
if they are declared in the same module, and _never_ on poiners...

Martin

173. Re: gcr

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 22:36:18 UTC
From: marclaan@neabbs.UUCP
Message-ID: <678555@neabbs.UUCP>
Source record: 231305

>can GCR run Sys 7
We didn't succeed in running Sys 7.0 on ST (1040 witch 2.5 meg Ram).
Even in the most minimal configurations we got a 'not enough
memory'-alert. We notified GBS by fax, but didn't get reponse yet.
On our Mac Plus evrything runs fine. In both cases we used the golden
master CD-ROM-version of System 7 (i.e. the US version) on our
European systems.

174. Where to find those round connectors.

Newsgroup: comp.sys.atari.st
Date: 1991-06-05 23:28:43 UTC
From: gathings@duncan.cs.utk.edu
Message-ID: <1991Jun5.232843.13230@cs.utk.edu>
Source record: 231483

I was wondering if anyone knew of a wholesaler that sold the round connectors that are used on the atari ST system. If here are any Ideas, please reply,

Golando

175. Re: Reading IBM and ST disks.

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 01:21:46 UTC
From: johnsonc@topaz.ucq.edu.au
Message-ID: <1991Jun6.101858.7513@topaz.ucq.edu.au>
Source record: 231484

In article <cXo3322w164w@mantis.co.uk>, mathew@mantis.co.uk (Giving C News a *HUG*) writes:

> The best solution is to get TOS 1.4 or later, or a copy of Neodesk, or a copy
> of DC Format. All three will format IBM-readable disks with no problem.
>
> There are also countless other PD utilities to make pre-1.4 ST disks
> PC-readable.
>
> Alternatively, just format the disks on the PC.
>
>
> mathew
>
>

Thanks to everyone who replied to my previous posting. So far I had been formatting on the PC but it was getting tiresome when I had to keep running out to the campus just to format another dozen or so disks. The information is very useful.

Steve, thanks for the information on the bytes to be changed. I'll try it as soon as possible.

=-=-=-

176. MultiGEM

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 01:48:19 UTC
From: seldin@antares.concordia.ca
Message-ID: <403@daily-planet.concordia.ca>
Source record: 231486

I have just seen an ad in a catalog from E. Arthur Brown for
MultiGEM, which is said to be a multitasking system for the ST.
Does anybody know anything about it? In particular:

1. How good is it? Will it run, for example, dvist and unix
windows? Will it permit a background kermit transfer via unix
windows or uniterm?

2. How does it compare to MiNT?

3. Does it run on a TT? If not, is there a version for the TT?

Please send me e-mail, and I will summarize to the net. Thank you.

--
Jonathan P. Seldin
Department of Mathematics seldin@alcor.concordia.ca
Concordia University, Montreal seldin@vax2.concordia.ca

177. Re: Reading IBM and ST disks.

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 06:00:06 UTC
From: revpk@cellar.UUCP
Message-ID: <VuV435w164w@cellar.UUCP>
Source record: 231495

johnsonc@topaz.ucq.edu.au writes:

>
>
> I remember hearing that START magazine had published information on how
> to make disks formatted on the ST (?) so that they can be read on IBM
> compatibles as well as the ST. This was supposed to be done by altering
> three bytes somewhere on the disk. Do any of the readers know of this
> information? I tried looking back through what issues I have of START but
> couldn't find the info and am afraid that it is in an issue I have not
> bought.
>
> What sectors/bytes have to be changed?
>
>
> =-=-=-=

178. Re: Where to find those round connectors.

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 06:16:44 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Jun6.061644.29111@jato.jpl.nasa.gov>
Source record: 231485

In article <1991Jun5.232843.13230@cs.utk.edu> gathings@duncan.cs.utk.edu (Golando Gathings) writes:
>
>I was wondering if anyone knew of a wholesaler that sold the
>round connectors that are used on the atari ST system. If here
>are any Ideas, please reply,
>
>Golando

Try Best Electronics in San Jose, CA. They specialize in such kinds of accessories for Atari 8-bit and ST computers. I don't have their address or phone handy, but the appropriate information operator would have it. Try 408/555-1212 or 415/555-1212.
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

179. Re: Help for texdr179.lzh at terminator.cc.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 09:57:52 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jun6115752@orion.laas.fr>
Source record: 231148

In article <24910@lanl.gov> wxh@lanl.gov (William Harvey) writes:
| Could someone please extract the following files from texdr179.zlh at
| terminator.cc.umich.edu and send them to me in arc format, not lzh.
| My unix machine doesn't like the leading slashes in the lzh archive.

Concerning this request, I just uploaded to atari.archive a version of
texdr179.lzh repacked without the leading "/" since I am sure that
others might have the same problem. I also had very much difficulty
in extracting from the original file. Arrgh!! ;-{

| Many thanks.
|
| P.S. A plea to quit using these brain-damaged lzh/laharc programs!
| Use arc602.

This part I do not understand: the request for arc602. I believe that
it still does not run on Unix machines. Correct me if I'm wrong.

Cheers,
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

180. Spectrum 512

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 10:07:36 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.676202856.larserio@kvart.ifi.uio.no>
Source record: 231491

Anyone who know how I can make my Spectrum 512 work on my MEGA STE
It dooesn't work on standard STE's either...

Who distributes Spectrum 512 these days ?
The old adress and fax-number to Electric distribution doesn't work :-(

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

181. Re: More than 4 Meg ??

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 10:47:06 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991Jun6.104706.24529@cs.nott.ac.uk>
Source record: 231498

In article <GJH.91Jun5113632@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:
>[stuff about 'what to do with >4meg' deleted]
>Try CScheme --- it takes 2.5 Mb (itself!) just to see the intro text. If you
>actually want to *do* anything (even in 4Mb) you have to forget about MGR, et
>al. and run it direct from the DeskTop (gasp).

I think GNU SmallTalk is similar. It does seem strange that Atari limited the machine like this. Surely it wouldn't have been much more work to allow the MMU to address the full 16 meg that the 68k can? At least it's better than the Amiga A500 (1 meg max!).
--
/* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
+* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
+* Olivier's Law: "Experience is something you don't get *+
*-------------------------- until just after you need it." */

182. New version of BASH 1.05 for MiNT

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 11:03:56 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991Jun6.110356.24886@cs.nott.ac.uk>
Source record: 231499

I've just finished a new version of MiNT-BASH 1.05. Question is, do people want me to post the binary to atari.archive or will the diffs (from the original (but patched) distribution) suffice?

The new version has the follow advantages over Eric Smith's original port:

o It's about 30k smaller (not much :-( )
o It doesn't die if given a 14 char filename (Minix partition)
o You can now put a hostname in PS1/PS2 prompts (I call my machine tiny68)
o It doesn't appear to suffer from the bug afflicting both BASH and ksh which causes them to send themselves SIGSTOP at a random point in time. (I haven't found the bug, though.)

If anyone wants any other particular features, nows the time to say so. :-)
--
/* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
+* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
+* Olivier's Law: "Experience is something you don't get *+
*------------------------- until just after you need it." */

183. LINE F

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 11:12:52 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1991Jun06.111252.22862@cs.ruu.nl>
Source record: 231306

Are there possibilities to change parts of the AES (for
example to change the window manager- make windows faster,
give them a nicer (X-like) look..)? How (uniformly) is AES
programmed on STs/TTs? Are there (of course, undocumented)'
fixed functions for the internal line F calls, and are they
still used in the TT/ 68030-68882 ?
(I guess this is all a large dream, for I've never seen
any programs do this without replacing the ENTIRE AES, but
if someone has any hints, I'd be most grateful to hear them.)

--

____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

184. Re: Spectrum 512

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 12:31:23 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun06.123123.21070@actrix.gen.nz>
Source record: 231401

In article <CMM.0.90.2.676202856.larserio@kvart.ifi.uio.no> larserio@ifi.uio.no writes:
> Anyone who know how I can make my Spectrum 512 work on my MEGA STE
> It dooesn't work on standard STE's either...
>
> Who distributes Spectrum 512 these days ?
> The old adress and fax-number to Electric distribution doesn't work :-(
>
> Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
> Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
> __________/ _____________________/ ____/ / Klubben, user association

Well you could try the firm that makes it, Trio Engineering,,
But I think that Spectrum was replaced with Unispec, now Unispec II,
if I remember,
It has the option to copy other sceens to Unispec (Sectrum), can run as
a ACC.
I would like to find out my self if they are still supporting the
Atari computers, ?.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

185. Re: Booting in 50Hz mode

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 12:41:30 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jun6.124130.14365@mailer.cc.fsu.edu>
Source record: 231497

In article <2773461@MVB.SAIC.COM>, steveg@cseic.saic.com (Stephen Harold Goldstein) writes:
>I'm trying to view a couple of demos from the archives at umich, and
>am having some problems - they seem to load fine, but
>the screen starts 'rolling' immediately - I assume I need to put my system
>in 50Hz mode, but the following 'fixes' also from the archives ALSO make the
>screen roll (before the demos load): hertz.arc, swaphz.arc, 50hzboot.prg
>
>I've got a Mega 4 running U.S. TOS 1.4. Any suggestions?

You need to adjust your color monitor. I had to when I first bought my machine, and have not had to since (so you should not have to do it every time you switch Hz). However, others have stated that they did not have as much success. It does not hurt to try though. There are a couple of marked plastic pot screws embeded in the back of the monitor. Find the v-hold one and turn (ONLY use a plastic TV screwdriver, and be careful).

>Stephen Goldstein steveg@cseic.saic.com
>My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
>Disclaimer: That's not what I said.

Wow, me too. I bought my first computer in 1979, and it was a 16k Atari 800. Best damn computer they made (I still miss the keyboard feel).

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

186. Re: Reading IBM and ST disks.

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 12:59:08 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jun6.125908.14635@mailer.cc.fsu.edu>
Source record: 231402

In article <1991Jun5.105751.7503@topaz.ucq.edu.au>, johnsonc@topaz.ucq.edu.au writes:
>I remember hearing that START magazine had published information on how
>to make disks formatted on the ST (?) so that they can be read on IBM
>compatibles as well as the ST. This was supposed to be done by altering
>three bytes somewhere on the disk. Do any of the readers know of this
>information? I tried looking back through what issues I have of START but
>couldn't find the info and am afraid that it is in an issue I have not
>bought.

A much easier way is to use a formatter that does it for you. Most programs
that offer formatting do (including the hardcoded one in TOS 1.4). For a
quick solution, ps2form.tos from atari.archive.umich.edu works for me. It
will format disks so they can be read by any IBM compat (including the ps/2,
which for some reason has more trouble that others). I have been using it
for about 3 years with no problems. Also, Neodesk 3.0 formats to IBM specs,
as does (I think) Universal Item Selector III.
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

187. Man w/ pipe

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 14:06:33 UTC
From: S_DINGLER@iravcl.ira.uka.de
Message-ID: <1991Jun6.131017.12110@ira.uka.de>
Source record: 231500

Hi folks!

I wonder if anyone knows who the man smoking a pipe is. You know, the one you find in the ATARI-ST charset with the codes 28-31 or so. Is he just a little joke or a special person or what ?
Please write followups, no mail.

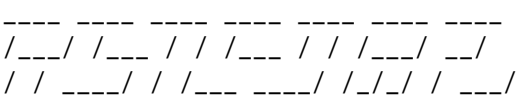
188. ps files

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 15:12:32 UTC
From: csw93@seq1.keele.ac.uk
Message-ID: <19380.9106061351@uk.ac.keele.seq1>
Source record: 231404

Does anyone know of a way to convert a picture format (Degas for example) to postscript format? I have looked through atari.archive but have found nothing. Perhaps I'm missing it, but could someone point out where I can get hold of something like this please? Thanks for any help you can give.

--

email: csw93@uk.ac.kl.seq1



189. Black Cauldron Wanted!

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 15:14:39 UTC
From: whitcomb@aurs01.uucp
Message-ID: <59905@aurs01.UUCP>
Source record: 231489

Does anyone have a copy of the game Black Cauldron that
they wish to unload, or know where I can still purchase
a copy? I've just started re-reading the Prydain
Chronicles by Lloyd Alexander, and thought it would be
fun to play the game after reading the book.

Thanks!

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems, Raleigh, NC Delphi: JBWHIT

190. Re: More than 4 Meg ??

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 15:16:54 UTC
From: camm@els.ee.man.ac.uk
Message-ID: <2642@m1.cs.man.ac.uk>
Source record: 231441

In article <1991Jun5.222630.24777@jato.jpl.nasa.gov> vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes:
>In article <3153@odin.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>>In article <1991Jun4.112631.10649@cs.nott.ac.uk> dpg@cs.nott.ac.uk
>>(Dave Gymer) writes:
>>> ... I believe, that the MMU in the STe can
>>>only handle .25 and 1 meg SIPPS/SIMMS, and these are arranged in two banks,
>>>which must contain the same amount (hence, memory configurations can only
>>>be .5 meg, 1 meg, 2 meg, 2.5 meg, and 4 meg). I too have a four meg STe.
>> ^^^^^^^
>>
>>Nope. TOS 1.6 has a screwed up memory sizer that assumes that if two banks of
>>RAM exist then both banks are the same size. I don't know if this is a bug
>>in the true sense or malicious crippling but it is sad.
>>
>>BTW, a bank is two SIMMs since memory access is on a word basis.
>>
>> 512K = 2 x 256K SIMMs
>> 1Mb = 4 x 256K SIMMs
>> 2Mb = 2 x 1Mb SIMMs
>> 2.5Mb = 2 x 1Mb SIMMs + 2 x 256K SIMMs (Not with TOS 1.6)
> ^^^^^^^

Cheers,

Ian

--
Ian Camm | JANET: camm@uk.ac.man.ee.els
Dept. of Electrical Engineering | ARPA: camm@els.ee.man.ac.uk
University of Manchester, England | UUCP: ...!!ukc!man.ee.els!camm
Disclaimer: If you think I need one make it up yourself.

191. Re: More than 4 Meg ??

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 15:21:36 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun06.152136.3627@actrix.gen.nz>
Source record: 231405

In article <1991Jun6.104706.24529@cs.nott.ac.uk> dpg@cs.nott.ac.uk (Dave Gymer) writes:
> In article <GJH.91Jun5113632@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:
> >[stuff about 'what to do with >4meg' deleted]
> >Try CScheme --- it takes 2.5 Mb (itself!) just to see the intro text. If you
> >actually want to *do* anything (even in 4Mb) you have to forget about MGR, et
> >al. and run it direct from the DeskTop (gasp).
>
> I think GNU SmallTalk is similar. It does seem strange that Atari limited the
> machine like this. Surely it wouldn't have been much more work to allow the
> MMU to address the full 16 meg that the 68k can? At least it's better than
> the Amiga A500 (1 meg max!).
> --
> /* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
> +* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
> +* Olivier's Law: "Experience is something you don't get *+
> *------------------------- until just after you need it." */

There was some thing posted here , was it last year from a German
chap, that could bank switch the rams to give , was it 6-8 megs, but I
could be wrong, I could still have the Posing stuck on a follopy some where,
if I remember gave details on how to do it.
but a still can't see how you can refresh the rams.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

192. Re: G++ for ST, where again?

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 15:58:05 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jun6165805@ghiggins.hpl.hp.com>
Source record: 231412

```
++ I have tried repeatedly over the last week to ftp to this site, but it
++ is unresponsive.

Just another depressing instance of "It's not what you know, but who you know

;-)

++ Alternately, could some kind soul who has a working connection to the
++ uni-koeln site upload the stuff to atari.archive?

Done. It's on atari.archive, in ~ftp/atari/gnustuff/g++139.lzh. along with
inc++.lzh. I haven't managed to track the lib++ down yet though.

Graham
======

----------------------------------------------------------------------
Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554
----------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
----------------------------------------------------------------------
```

193. Re: Man w/ pipe

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 16:15:45 UTC
From: bemo@spacsun.rice.edu
Message-ID: <1991Jun6.161545.14157@rice.edu>
Source record: 231406

In article <1991Jun6.131017.12110@ira.uka.de>, S_DINGLER@iravcl.ira.uka.de (|S| Florian Dingler) writes:
|> Hi folks!
|>
|> I wonder if anyone knows who the man smoking a pipe is. You know, the one you
|> find in the ATARI-ST charset with the codes 28-31 or so. Is he just a little
|> joke or a special person or what ?
|> Please write followups, no mail.

Hey buddy, that's Bob Dobbs, leader of the Church of the Sub-Genius.
Slack off! Quit your job! Send your money to Bob!!

Repeat after me...
Bob...
Bob...
Bob...
Bob...
Bob...
Bob...
Bob...
Bob...
Bob...
Bob...
Bob...
Bob...
--

Brian D. Moore | Homebrewing -- the only sport exclusively for
Space Physics and Astronomy | anal-retentive alcoholics.
Rice University, Houston TX | Relax -- have a home brew.
---

194. Requirements for g++

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 16:39:27 UTC
From: marc@sequoia.cray.com
Message-ID: <104150.26002@timbuk.cray.com>
Source record: 231408

Hi People,

Simple question time: do I need gcc if I want to use g++? Having forked out the dosh on Lattice C v5 (pretty goo, BTW) I'd rather not have to get another C compiler :-)

Cheers,

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

195. Re: Hard-drive on a 520ST?

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 16:47:15 UTC
From: SYSPMZT@gecrdvm1.crd.ge.com
Message-ID: <91157.124715SYSPMZT@GECRDVM1.BITNET>
Source record: 231490

In article <1991Jun5.181758.4095@murdoch.acc.Virginia.EDU>,
lch3e@holmes.acc.Virginia.EDU (Lauren C. Howard) says:
>
>Can a hard-drive (spec. Megafile 30) be used with a stock 520ST?
>Will there be enough memory left to run WordPerfect? Timeworks DTP?
>
>Why are the Megafile 30's being sold off so cheap right now? I know
>they're discontinued; but is there anything wrong with them? Are
>they upgradeable?
>
I can't answer most of the questions, but having been in the market for
a hard drive recently, I can tell you that every dealer I've talked to
about the Megafile 30 has had the same response: "They're really slow.
Most of my customers can't deal with anything this slow."

Mind that they're dealers with non-Atari drives to sell, but it became
the expected response whenever I talked to one of them. I found a
49M 28ns drive from Carter Graphics for $414 that I'm waiting for now.
Atari's Megafile was $365 at most places that would touch them. Seemed
like a simple choice to me.

Phil Z

196. `pretty goo' ???

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 16:47:36 UTC
From: marc@sequoia.cray.com
Message-ID: <105440.26458@timbuk.cray.com>
Source record: 231409

Does this guy have serious finger trouble, or what? I meant to say
`pretty good too'. And it's only Thursday...

[M][a][r][c]

197. Re: Booting in 50Hz mode

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 17:11:26 UTC
From: klassa@asdsun.larc.nasa.gov
Message-ID: <1991Jun6.171126.26027@news.larc.nasa.gov>
Source record: 231410
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jun6.124130.14365@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>In article <2773461@MVB.SAIC.COM>, steveg@cseic.saic.com (Stephen Harold Goldstein)
writes:

... stuff deleted ...

>You need to adjust your color monitor.
>Find the
>v-hold one and turn (ONLY use a plastic TV screwdriver, and be careful).

... stuff deleted ...

>--
> ---------------------------------+-------------------------------------
> Mickey R. Boyd | "Kirk to Enterprise. All clear
> FSU Computer Science | down here. Beam down
> Technical Support Group | yeoman Rand and a six-pack . ."
> email: boyd@fsucs.cs.fsu.edu |
> ---------------------------------+-------------------------------------

When I bought my ST (in '87), I was disappointed by the quality of the color
monitor I received (I'd seen a friend's ST & color monitor -- one of the
original ones that was nice and crisp). Soon thereafter, I took the back off
of the monitor & proceeded to adjust every pot in sight, hoping that I could
get it to look like my friend's. Needless to say, I got everything all out of
whack... I managed to get it looking decent again, but have always wondered
if it's adjusted the way it should be. Can anyone offer suggestions on how
to check my adjustments -- rules of thumb, and the like? Perhaps a color bar
program... That sort of thing...

Thanks in advance...
John Klassa
CS Graduate Student, College of William and Mary
klassa@asdsun.larc.nasa.gov

198. Re: Re: Man w/ pipe

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 17:25:00 UTC
From: steve@thelake.mn.org
Message-ID: <A1663047366@thelake.mn.org>
Source record: 231415

[In article <1991Jun6.131017.12110@ira.uka.de>,
S_DINGLER@iravcl.ira.uka.de (|S| Florian Dingler) writes ...]

> I wonder if anyone knows who the man smoking a pipe is. You know, the one you
> find in the ATARI-ST charset with the codes 28-31 or so. Is he just a little
> joke or a special person or what ?
> Please write followups, no mail.

Bob is indeed a special person, being the revered icon of the Church of the
Sub-Genius.

Speaking of cutting some slack, I flipped through the cable television
channels the other night and caught the last minute or two of a half-hour
Bob special. I don't know what channel it was; we have too many to keep
track of.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

199. Re: Color monitor replacement?

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 17:28:35 UTC
From: scale@abode.ttank.com
Message-ID: <1991Jun6.172835.1559@abode.ttank.com>
Source record: 231421

Hi David,
$230 is a very fair price for a brand new monitor! By all
means, get the new monitor. Bye.....

Luis

200. Re: lharc

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 17:51:38 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <6856@vela.acs.oakland.edu>
Source record: 231413

Thomas_Quester@hh.maus.de (Thomas Quester) writes:

>I have fixed that problem in LZH 1.13.20

>Alle vier Jahre ist ein Maikaeferjahr und alle vier Jahre ein Schaltjahr.
>(Net)

Why doesn't someone send a copy to atari.archive.umich.edu? Or send me
a copy at swood@terminator.cc.umich.edu and I will see that it is sent to
the proper location.

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

201. Re: LOGO

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 17:54:02 UTC
From: jan@janhh.hanse.de
Message-ID: <1558.06.91@janhh.hanse.de>
Source record: 231492

Roger Sheppard asked:
>Does any one know if its posible to get Ataries Logo to work with Tos 1.4/1.6
>I do get a out of Memory when I try to load a Logo Program/File,
>Note: The software does load up on a 1040 ST with Tos 1.4.
>Are there any patches to make this work?

I just took a look at it and I guess I found the problem:

For some stupid reason LOGO tries repeatedly to allocate all
available memory until malloc(-1) returns zero. After that it
does it's Mfree().

To solve the problem you have to apply the following patch using
some kind of a disk utility.

The patch starts at offset $5C (relative to he beginning of the file).

original: $4eb9, $0001, $2fec, $4a40, $670c, $2f00, $4eb9, $0001, $2fba,
$588f, $60ea

patched : $4a79, $0001, $2fec, $4e71, $4e71, $4e71, $4a79, $0001, $2fba,
$4e71, $4e71

Maybe this is the rebirth of ST-LOGO... :-)

Happy hacking,
Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

202. Re: Hard-drive on a 520ST?

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 17:55:07 UTC
From: scale@abode.ttank.com
Message-ID: <1991Jun6.175507.1651@abode.ttank.com>
Source record: 231493

Hi Lauren,
Yes, a hard drive such as the Megafile 30 can be used with a "stock" 520ST, although I doubt there would be enough memory left to run either WordPerfect or Publisher ST. You could however run the likes of WordWriter and Publishing Partner. Having a hard drive connected to a 512k ST really restricts which programs you can use; this would be an excellent time to upgrade your computer.
Megafiles are so cheap now, because hard drive prices are at an all-time low; and this is industry wide (not just Atari). There is nothing wrong with the Megafile 30's; low OEM prices of the mechanism and market competition allow the price to be low. Yes, the Megafile 30's are upgradeable; one of the most popular replacement mechanisms for the Megafile 30 is the Mitsubishi MR535. The MR535 (when connected to a RLL controller, like the Megafile 30 has) is a 65m, 25ms hard drive; it simply plugs and mounts in the same place as the Megafile 30's Seagate ST238R mechanism, although you will need different software to format and partition the drive with (such as Supra's Hard Drive Utilities, Diamond Cache would be nice too). I hope this helps, take care. Bye.....

Luis

203. Re: More than 4 Meg ??

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 18:11:49 UTC
From: don@chopin.udel.edu
Message-ID: <17251@chopin.udel.edu>
Source record: 231414

In article <1991Jun6.104706.24529@cs.nott.ac.uk> dpg@cs.nott.ac.uk (Dave Gymer) writes:
>MMU to address the full 16 meg that the 68k can? At least it's better than
>the Amiga A500 (1 meg max!).

There are plenty of third-party expansion devices to take the A500
to as much as 9 megs; you just can't get such devices from Commodore.

--
Gibberish May the Publications Editor, AmigaNetwork
is spoken fork() be Amiga Student On-Campus Consultant, U of D
here. with you. DISCLAIMER: It's all YOUR fault.

204. Using BART for large files

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 18:17:51 UTC
From: cscullio@ncratl.AtlantaGA.NCR.COM
Message-ID: <19141@ncratl.AtlantaGA.NCR.COM>
Source record: 231494

I've been trying to retrieve the file 'printing/gsbin.zoo' with BART, but I never get a response. I've gotten plenty of other files with BART, so I believe I'm using it correctly and I've checked the spelling many times. I think that the fact that this is a large file (605K, according to the Index) may be the problem. Assuming that this file's size is greater than the daily retrieval limit with BART, and that I don't have ftp capability, does anyone have suggestions on how I can get this file?

Thanks.
--
Chris Scullion | NCR Corporation 2651 Satellite Blvd., Duluth, GA 30136 |
| (404)623-7352 | VoicePlus 751-7352 | cscullio@ncratl.AtlantaGA.NCR.COM |

205. Re: My stupidity

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 18:37:36 UTC
From: jgp@fct.unl.pt
Message-ID: <JGP.91Jun6183736@alfa.fct.unl.pt>
Source record: 231428

In article <1991May30.110730.3478@actrix.gen.nz> Alex.Valdez@actrix.gen.nz (Alex Valdez) writes:
In article <16582@helios.TAMU.EDU> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
...
> I have a problem though. The sozobon files have directory names that
> I want to keep. If I use the novice "zoo -extract" command, all of the
> files are retrieved without pathname. I looked at the man pages and
> tried the followin command:
>
> zoo {x}[//] d:\term\download\sozobon1.zoo
>
[...]
Were you trying to run zoo from the desktop and do you have TOS 1.0?
The TOS 1.0 desktop converts all TTP parameters to uppercase. So,
instead of zoo seeing a -x option, it sees -X which it doesn't
understand. Try using a CLI (one that doesn't convert parameters to

Or maybe you could try:
zoo x// d:\term\download\sozobon1.zoo

(i.e., without the {}[]).
if you are using some comand shell, and not the desktop, maybe you
should use / instead of \ in the pathname...
-jp

--
Jose Goncalo Pedro BITNET/Internet: jgp@fct.unl.pt
+---------------------------------+ UUCP: jgp@unl.uucp
| Departamento de Informatica +---------------------------------+
| Universidade Nova de Lisboa 2825 Monte Caparica, PORTUGAL |
+---+

206. Re: lharc

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 18:41:48 UTC
From: rosenkra@convex.com
Message-ID: <1991Jun06.184148.17672@convex.com>
Source record: 231416

In article <4170@hh.maus.de> Thomas_Quester@hh.maus.de (Thomas Quester) writes:
>If you send me a disk and the stamps you'll receive the LZH 1.13.21 or
>a newer version. The bugs you described are fixed at 1.13.20.

months ago i started a debate on the (current) weakness of lharc. since
then, it seems nothing has changed: MANY people still have compatibility
problems (at least 10 articles complaining in the last month). and still
we bicker over pennies (i can get bulk DSDD disks for $0.39US each).

and now we have yet another potentially incompatible version, with a
new version numbering scheme. why can't you guys who write these
versions get together and decide on a standard already? i say "potentially"
incompatible because i have not used it nor read its docs. but where
lharc is concerned, it is safe to expect the worst :-(. and the terminator
guys and steve grimm should be on that "committee", too, so we at least
try for compatibility (already). sheesh...

oh well...

-bill
rosenkra@convex.com
(i NEVER use lharc :-)

BTW: i am pleased to see compressed tar files appearing :-). hint, hint...
the .taz file is the wave of the future! now if only GEMDOS could support
file.tar.Z naming...
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

207. Re: Umich atari

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 18:44:44 UTC
From: ZVD007@DMSWWU1C.BITNET
Message-ID: <91157.183707ZVD007@DMSWWU1C.BITNET>
Source record: 231411

In article <1991Jun5.180751.4838@syscon.rn.com>, miked@syscon.rn.com (Mike DeMetz) says:
>
>Anyone know what happened to atari@atari.archive.umich.edu server?
>I have gotten no reponse to requests in about 2 months.

atari.archive is now at 141.211.164.8

U.Kuehn

208. Re: Man w/ pipe

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 18:54:48 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jun6.185448.23338@mailer.cc.fsu.edu>
Source record: 231419

In article <1991Jun6.131017.12110@ira.uka.de>, S_DINGLER@iravcl.ira.uka.de (|S| Florian Dingler) writes:
>Hi folks!
>
>I wonder if anyone knows who the man smoking a pipe is. You know, the one you
>find in the ATARI-ST charset with the codes 28-31 or so. Is he just a little
>joke or a special person or what ?
>Please write followups, no mail.

Bob, from the Church of the Subgenius. Consult your weirdest bookstore for details.

--

Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---

209. XOR (Was RE: More than 4 Meg?)

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 18:56:50 UTC
From: SYSPMZT@gecrdvm1.crd.ge.com
Message-ID: <91157.145650SYSPMZT@GECRDVM1.BITNET>
Source record: 231417

I can't reply to Ralph Berg, who asked about programming for the Cazio CZ1 with XOR:

XOR is a generic patch editor that runs in Dr. T's KCS Multi-Programming Environment (MPE). It can also be run as a standalone program. As I understand it, XOR uses modules that describes the programming requirements for a given synth, and then uses a generalized interface to allow that programming. Feedback from the synth category was very favorable to XOR over other available packages. I like the idea of going to XOR since it s supports a lot of synths, some of which are not exactly popular models. .

If you're not familiar with Dr. T's, they write a lot of midi software that may not always have the greatest flexibility right off the bat, but are well supported in upgrades, and are reasonably priced. I've stayed with the KCS through 4 upgrades now, and with Tiger and Level II, have an extremely powerful sequencer environment that supports the functioning of many external programs; last night I figured how to initiate other GEM programs from within the KCS so that I don't have to reload my sequencer configuration just to get to my all-important Daleks game...

Phil Z

210. Re: FSM-GDOS...When? How?

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 20:03:36 UTC
From: kawakami@tempest.Berkeley.EDU
Message-ID: <42336@ucbvax.BERKELEY.EDU>
Source record: 231420
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991May31.191105.13736@lonex.radc.af.mil> longj@lonex.radc.af.mil (Jeffrey K. Long) writes:
>Questions:
>1) When will it be relesed ?

According to a letter from Goldleaf, there is less than two weeks before it is released. Seems that Goldlead is just itching to send it out ASAP (after all, they have possibly the only FSM-ready program on the market, thus the new GDOS is a selling point.)

>2) Who will handle distribution (Atari Directly, or through dealers, mail
> order, ...)?

Probably all channels. I would hope that they distribute it in addition to the old GDOS (in software packages.)

>3) What will it cost, and will it include (as I have heard rumoured) drivers
> for most printers including the HP DeskJet (original version)?

Cost? Beats me. It's supposed to include a DJ driver, as well as an HP Laserjet driver and Epson drivers. They'd be stupid to drop any drivers in the package.

>4) Can I get it now by buying Goldeaf's Wordflair II?

No. They are going to charge cost plus shipping and handling when they sell FSM.
>--
>Capt Jeff Long Rome Laboratories, Griffiss AFB, NY
>longj@lonex.radc.af.mil (preferred) Network Design Laboratory
>jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

211. Re: Re: Man w/ pipe

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 20:39:54 UTC
From: SYSPMZT@gecrdvm1.crd.ge.com
Message-ID: <91157.163954SYSPMZT@GECRDVM1.BITNET>
Source record: 231496

In article <A1663047366@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) says:
>
>[In article <1991Jun6.131017.12110@ira.uka.de>,
> S_DINGLER@iravcl.ira.uka.de (|S| Florian Dingler) writes ...]
>
>> I wonder if anyone knows who the man smoking a pipe is. You know, the one
>you
>> find in the ATARI-ST charset with the codes 28-31 or so. Is he just a little
>> joke or a special person or what ?
>> Please write followups, no mail.
>
>Bob is indeed a special person, being the revered icon of the Church of the
>Sub-Genius.
>

Well, now I know why Bob is seen on the dialog box of the ram disk I use.
I'd thought that the programmer was really cool to spend the time drawing
Bob. Now I know that the real cool person is or was hidden inside Atari
while they were developing the machine.

For all the deficiencies of the operating system, at least it offers
slack to all who seek.

Phil Z

212. Re: Man w/ pipe

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 21:16:57 UTC
From: roulston@watserv1.waterloo.edu
Message-ID: <1991Jun6.211657.8566@watserv1.waterloo.edu>
Source record: 231427

In article <1991Jun6.161545.14157@rice.edu> bemo@spacsun.rice.edu (Brian D. Moore) writes:
>In article <1991Jun6.131017.12110@ira.uka.de>, S_DINGLER@iravcl.ira.uka.de (|S| Florian Dingler) writes:
>|> Hi folks!
>|>
>|> I wonder if anyone knows who the man smoking a pipe is. You know, the one you
>|> find in the ATARI-ST charset with the codes 28-31 or so. Is he just a little
>|> joke or a special person or what ?
>|> Please write followups, no mail.
>
> Hey buddy, that's Bob Dobbs, leader of the Church of the Sub-Genius.
>Slack off! Quit your job! Send your money to Bob!!
>

So, how do get a look at the Atari character set anyway?

Please send em the necessary slack.

thanx
james

213. Re: Neophyte question: what's Blitter?

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 22:40:23 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <166531w164w@ersys.edmonton.ab.ca>
Source record: 231403

darkstar@milton.u.washington.edu (Alden Hackmann) writes:

> We are the very new (3 days) owners of an Atari 1040 STe.
> There is a toggle on the options menu for something called Blitter.
> The little manual has no reference to it at all. Can anyone enlighten
> us as to the meaning of this option?
>
If you can select the "Blitter" option, do so. It is a special graphic chip inside the machine that allows it to do Hardware Scrolling. It makes for faster, smoother scrolling. I'm not sure about the other capabilities. It is better than the standard, though, so use it if you can.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< ---------------------------------- >>

214. GIF decompressor in GFA Basic 3.0 (not a viewer)

Newsgroup: comp.sys.atari.st
Date: 1991-06-06 23:31:06 UTC
From: logajan@ns.network.com
Message-ID: <1991Jun6.233106.1575@ns.network.com>
Source record: 231437

```
REM This GFA Basic 3.0 program unpacks the images in GIF files, creating RGB
REM color tables, and an uncompressed image array. Each byte in the image
REM array points into the intensity values in the RGB color tables. This means
REM the image can contain only 256 different colors, but those colors can be
REM selected from a palette of 16.7 million.
REM
REM *THIS IS NOT A COMPLETE PROGRAM* It does not display the GIF images.
REM I leave that up to you to figure out how to do. Good luck. By the way,
REM this is pretty slow. It does run much faster if compiled.
REM
REM Totally original code by John Logajan, June 6, 1991. I don't know what
REM legal status it has, as CompuServe owns GIF, and I've heard rumors that
REM the owners of the LZW compression routines aren't happy with CompuServe.
REM If it was up to me, this code would be released into the public domain.
REM
INPUT "Filename: ",a$
OPEN "I",#1,a$
DIM pcl|(260),prep&(4097),scar|(4097),temp|(4097)
pcp%=VARPTR(pcl|(0))
sig$=""
version$=""
FOR j&=1 TO 3
sig$=sig$+CHR$(INP(#1))
NEXT j&
FOR j&=1 TO 3
version$=version$+CHR$(INP(#1))
NEXT j&
IF sig$="GIF" ! Check for GIF signature.
swidth&=INP(#1)+INP(#1)*256 ! Some sort of screen size
sheight&=INP(#1)+INP(#1)*256 ! neither of which I use.
tmp|=INP(#1)
global!=BTST(tmp|,7) ! Check for Global Color Map.
gpixel&=(tmp| AND 7)+1 ! Global bits per pixel.
gcolres&=(SHR|(tmp|,4) AND 7)+1 ! Color range. I don't use.
gbackground&=INP(#1) ! Background color. I don't use.
tmp|=INP(#1)
IF global! ! We have a Global Color Map.
crange&=SHL(1,gpixel&) ! Color range.
pixel&=gpixel& ! Bits per pixel.
DIM r|(crange&),g|(crange&),b|(crange&) ! RGB color map reserved.
FOR j&=0 TO crange&-1 ! Go gety the map RGB values.
r|(j&)=INP(#1)
g|(j&)=INP(#1)
b|(j&)=INP(#1)
```

```
NEXT j&
ENDIF
REPEAT ! Main Image(s) Loop
sep|=INP(#1)
IF sep|=&H21 ! Throw away any Extension Blocks
tmp|=INP(#1)
DO
bc|=INP(#1)
EXIT IF bc|=0
FOR j&=1 TO bc|
tmp|=INP(#1)
NEXT j&
LOOP
sep|=INP(#1)
ENDIF
IF sep|=&H2C ! Look for Image Descriptor Start
offleft&=INP(#1)+INP(#1)*256 ! Some sort of offset, I don't use.
offtop&=INP(#1)+INP(#1)*256 ! I don't use.
width&=INP(#1)+INP(#1)*256 ! Image width (pixels)
height&=INP(#1)+INP(#1)*256 ! Image height (pixels)
imglen%=width&*height& ! Total pixels in the image.
DIM pic|(imglen%+256) ! Reserve image space + spare room.
pici%=0
tmp|=INP(#1)
uselocal!=BTST(tmp|,7) ! Look for Local Color Map
interlace!=BTST(tmp|,6) ! See if image is interlaced.
lpixel&=(tmp| AND 7)+1 ! Local bits per pixel.
pass|=0
hline&=0
vcol&=0
lstep&=8
IF uselocal! ! We have a Local Color Map
crange&=SHL(1,lpixel&) ! Color range
pixel&=lpixel& ! Bits per pixel
IF NOT global!
DIM r|(crange&),g|(crange&),b|(crange&) ! Reserve room for color map.
ENDIF
FOR j&=0 TO crange&-1 ! Go fill local color map.
r|(j&)=INP(#1)
g|(j&)=INP(#1)
b|(j&)=INP(#1)
NEXT j&
ENDIF
PRINT crange&;" colors."
PRINT width&;" * ";height&
REM
REM This is the LZW decompresser
REM
initcodesize&=INP(#1) ! How many bits in first code.
clearcode&=SHL(1,initcodesize&) ! Now we know the clear code.
```

```
eofcode&=clearcode&+1 ! Now we know the eof code.
firstfree&=clearcode&+2 ! Where to put first incoming code.
FOR j&=0 TO clearcode&-1 ! We put roots into string table.
REM Prep&() entries point to the previous character
prep&(j&)=5000 ! Are roots so we make them too big.
REM scar|() entries are the actual string value at that point
scar|(j&)=j&
NEXT j&
INC initcodesize&
cbp&=0
cpt&=0
lpt&=0
GOSUB codeclear ! Let's get started.
REPEAT ! Do a whole compressed image.
GOSUB getcode ! Get a code.
IF code&=clearcode& ! Always test it for clear code.
GOSUB codeclear
ELSE
IF code&<freecode& ! We have this code.
GOSUB codeout ! Expand it.
prep&(freecode&)=oldcode& ! And save it as next code,
scar|(freecode&)=pscar| ! appending current character.
ELSE ! We don't have this code.
prep&(freecode&)=oldcode& ! So, save it,
scar|(freecode&)=pscar| ! appending previous first character.
GOSUB codeout ! Expand it.
ENDIF
INC freecode& ! Get ready for next.
oldcode&=code& ! Remember last code.
IF freecode&>=maxcode& ! Look out for variable sized codes.
IF codesize&<12 ! Don't go over 12bit limit.
INC codesize& ! Adjust code size up one bit.
maxcode&=SHL(1,codesize&)
readmask&=maxcode&-1
ENDIF
ENDIF
ENDIF
UNTIL code&=eofcode& ! We're out'a here.
sep|=INP(#1)
ENDIF
UNTIL sep|=&H3B ! Look for GIF Terminator
REM
PRINT "Your code goes here."
REM
REM pic|() contains image, one byte per pixel -- pointing into RGB maps.
REM The image data in pic|() is left to right, top to bottom
REM i.e. The first 640 bytes of a 640 pixel wide image make up the first
REM horizontal line, the next 640 bytes make up the second line...
REM width& = number of horizontal pixels (bytes)
REM height& = number of vertical pixels (bytes)
```

```
REM r|() contains the red level values 0-255 intensities.
REM g|() contains the green level values 0-255 intensities.
REM b|() contains the blue level values 0-255 intensities.
REM crange& = the number of entries in each color map.
REM
REM Have fun.
REM
ELSE
PRINT "Not a GIF file."
ENDIF
END
PROCEDURE getcode
REM This routine extracts code bits out of a very long bit stream.
REM cpt&=current byte in the buffer block
REM cbp&=current start bit in the byte
REM codesize&=current code bit width
REM lpt&=last byte in the buffer block
sumb&=codesize&+cbp&
smo%=lpt&-cpt&
REM A 10 bit code can span 3 bytes, so there are many cases to handle.
IF sumb&<=8
IF smo%<1
GOSUB getblock
ENDIF
code&=SHR&(pcl|(cpt&),cbp&) AND readmask&
IF sumb&=8
INC cpt&
cbp&=0
ELSE
cbp&=sumb&
ENDIF
ELSE
IF sumb&<=16
IF smo%<2
GOSUB getblock
ENDIF
code&=SHR&(pcl|(cpt&),cbp&) OR SHL&(pcl|(cpt&+1),8-cbp&) AND readmask&
IF sumb&=16
ADD cpt&,2
cbp&=0
ELSE
INC cpt&
cbp&=sumb&-8
ENDIF
ELSE
IF smo%<3
GOSUB getblock
ENDIF
code&=SHR&(pcl|(cpt&),cbp&) OR SHL&(pcl|(cpt&+1),8-cbp&) OR SHL&(pcl|(cpt&+2),16-cbp&) AND
readmask&
```

```
REM
REM Just in case that line gets truncated in transit, here it is:
REM code&=SHR&(pcl|(cpt&),cbp&) OR SHL&(pcl|(cpt&+1),8-cbp&)
REM OR SHL&(pcl|(cpt&+2),16-cbp&) AND readmask&
REM
ADD cpt&,2
cbp&=sumb&-16
ENDIF
ENDIF
RETURN
PROCEDURE getblock
REM The image date is broken up in blocks less than 256 bytes long in the
REM GIF file. I get one of those blocks whenever I am running short.
smo2&=0
WHILE cpt&<>lpt& ! Move any as yet unused bytes from previous
pcl|(smo2&)=pcl|(cpt&) ! block up to front.
INC smo2&
INC cpt&
WEND
cpt&=0
bc|=INP(#1)
lpt&=bc|+smo%
IF bc|<>0 ! And then stick the new block on behind.
BGET #1,pcp%+smo%,bc|
ENDIF
RETURN
PROCEDURE codeclear
REM This clears the code table. It does this right away, and every 4096
REM codes sent thereafter -- and sometimes sooner.
freecode&=firstfree&
codesize&=initcodesize&
maxcode&=SHL(1,codesize&)
readmask&=maxcode&-1
REPEAT
GOSUB getcode
UNTIL code&<>clearcode&
GOSUB codeout ! We always send the first code out right
oldcode&=code& ! away after a code clear.
RETURN
PROCEDURE codeout
REM This routine expands the code into real image data.
oz&=-1
ooz&=code&
REPEAT ! I have to extract the string backwards
INC oz&
temp|(oz&)=scar|(ooz&)
ooz&=prep&(ooz&)
UNTIL ooz&=5000
pscar|=temp|(oz&)
IF interlace! ! A nitwit interlaced image. Bleech.
```

```
FOR ooz&=oz& TO 0 STEP -1 ! Take the backward string and put it into
IF vcol&=width& ! the picture image, forwards.
vcol&=0
hline&=hline&+lstep& ! Set up the crazy interlace cases.
IF hline&>=height&
INC pass|
IF pass|=1
lstep&=8
hline&=4
ENDIF
IF pass|=2
lstep&=4
hline&=2
ENDIF
IF pass|=3
lstep&=2
hline&=1
ENDIF
IF pass|=4
hline&=height&
ENDIF
ENDIF
pici%=hline&*width& ! I've figured out where it goes.
ENDIF
pic|(pici%)=g|(temp|(ooz&)) ! Now I finally put it there.
INC pici%
INC vcol&
NEXT ooz&
ELSE ! Ah, a seqential image.
FOR ooz&=oz& TO 0 STEP -1 ! Take the backward string and put it
pic|(pici%)=g|(temp|(ooz&)) ! into the picture image, forwards.
INC pici%
NEXT ooz&
ENDIF
RETURN
--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853
```

215. Reading 8-bit disks with an ST

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 00:33:16 UTC
From: revpk@cellar.UUCP
Message-ID: <6DB632w164w@cellar.UUCP>
Source record: 231444

I've got several megs' worth of old and very important text files on floppy disks, leftovers from when I used an 8-bit Atari. Now that I have an ST, I'd really like to be able to bring the text into my new machine and transfer it to 720K floppies.

Can anyone either outline or recommend a way for me to work up a quick transfer system? Is it possible to hitch an old 810 disk drive to an ST, and read ASCII files from it>

Advice-- and especially a solution-- would be greatly appreciated.

```
=========================================================================
Brian Siano, aka [ "Mr. A. Hitler, the old Nazi thing, says
[ Mickey's silly. Imagine that! Well, Mickey is
Rev. Philosopher-King [ going to save Mr. A. Hitler from drowning or
[ something some day. Just wait and see if he
revpk@cellar.UUCP [ doesn't. Then won't Mr. A. Hitler be ashamed!"
[ -- Walt Disney, 1933.
=========================================================================
```

216. Re: More than 4 Meg ??

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 00:42:15 UTC
From: twmanino@taco.cc
Message-ID: <1991Jun7.004215.1721@ncsu.edu>
Source record: 231430

>>Nope. TOS 1.6 has a screwed up memory sizer that assumes that if two banks of
>>RAM exist then both banks are the same size. I don't know if this is a bug
>>in the true sense or malicious crippling but it is sad.
>>
>>BTW, a bank is two SIMMs since memory access is on a word basis.
>>
>> 512K = 2 x 256K SIMMs
>> 1Mb = 4 x 256K SIMMs
>> 2Mb = 2 x 1Mb SIMMs
>> 2.5Mb = 2 x 1Mb SIMMs + 2 x 256K SIMMs (Not with TOS 1.6)
> ^^
>I heard this works on TOS 1.6 if you put the 256k SIMMs as the first bank
>and the 1M SIMMs as the second bank. But I could be wrong. If you're
>having trouble, though, it's trivial to try it the other way.
>> 4Mb = 4 x 1Mb SIMMs

There's a file at atari.archive that fixes the 2.5 meg problem... It's called
SIMMFIX.

You put it in your auto folder. It reprograms the MMU, then does a warmstart.

I get 2 bombs on the first boot attempt, but when the machine resets, it does
just fine. Any subsequent warmstarts just boot right up.

Be sure to read the instructions....

Hope this helps,
Tony
twmanino@eos.ncsu.edu

217. FIX24.PRG + ADDMEM.PRG (need info)

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 02:26:30 UTC
From: adamd@rhi.hi.is
Message-ID: <3230@krafla.rhi.hi.is>
Source record: 231425

I had the honour of seeing the first TT to arrive in Iceland. It has version TOS 3.01 (UK) in it. Fix24 works fine straight up out of ST Computer magazine from Germany, but we cannot get addmem to work because it uses an undocumented memory location in TOS 3.01 (DE) to fiddle with the MPB. The address in the german version is $71E2 but the english version has nothing significant at that address. It is not likely to be a misprint because it is repeated more than once. Can anyone help us with a solution?

For those who don't know what these programs do:
Fix24 installs TT ram immediately above the ST ram.
Addmem lets TOS use the relocated TT ram as fast ST ram.

What are people using for this purpose, and where is it hidden?

--
Adam David.
(adamd@rhi.hi.is)

218. Autobooting Drive C

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 03:01:21 UTC
From: rome@ucscb.ucsc.edu
Message-ID: <16765@darkstar.ucsc.edu>
Source record: 231440

I am borrowing my friend's Mega 2 for the summer and he has an SHS205 hard drive attatched. When I got it, it would boot all of the stuff in the AUTO folder on the C partition (actually, that was the only thing that it would boot, it would not read a floppy at bootup!) I seemed to have messed something up and now it will not boot off the hard drive, I have to boot off a floppy and with all of the utilities, it takes forever. Does anyone know how I can fix the C partition to autoboot again???????

Thanks,
Roman Baker

219. Re: Reading TOS/DOS formatted disk on a SparcStation

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 03:46:31 UTC
From: kgg@zinn.MV.COM
Message-ID: <1372@zinn.MV.COM>
Source record: 231329

In article <1991Jun04.154053.11570@lut.ac.uk> M.A.Rahin@lut.ac.uk (Mohammad A. Rahin) writes that he needs to know how to format, read, and write TOS floppies on a Sparcstation.

I too would benefit from this information.
-- Kenn Goutal

CompuServe: 71117.2572 (PARTI handle: kenn)
GEnie: K.GOUTAL
Internet: kenn@zinn.MV.COM or kenn@rr.MV.COM
[The] PO!NT: kenn
Telepath: kenn
UUCP: ...decvax!zinn!kenn or ...decvax!zinn!rr!kenn

```
+-----------------------------------------------------------+
| Ship and Travel Intermodally -- Commute Electronically! |
+-----------------------------------------------------------+
```

220. How to buy SIMMs for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 05:44:22 UTC
From: kurrer@stockholm
Message-ID: <1991Jun7.054422.261@ux1.cso.uiuc.edu>
Source record: 231448

I plan to buy 4MB of SIMM to boost up an 1986 Atari 1040 ST with 1MB and TOS on ROM. (My Atari is back in Europe and I haven't touched it for a long time.) It would be great if someone could answer some of my questions:

Will any SIMM's do, or are there any size restrictions?

Will any version of the ROM system allow this upgrade? I fear that I have a pretty old version like 1.2 or the like. If I need a newer version of the ROM, where can I get it?

Answers by email or posting welcome.

Christian Kurrer
kurrer@lisboa.ks.uiuc.edu

221. ST/TT: two scsi bus masters

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 06:22:51 UTC
From: meulenbr@cst.prl.philips.nl
Message-ID: <meulenbr.676275771@cstw163>
Source record: 231324

Hi,

I was wondering whether is would be possible to share a hard disk
between two computers.
The disk in question is a disk with a separate host adaptor and an
Adaptec 4000 scsi<->st506 board.
I was wondering if it is possible to share this disk between two
computers. Could this sharing be done on the acsi level, or only
at the scsi level.
If this is hardware-wise possible, could then both computers use
the same disk at the same time, or would that require software
or hardware support which is not present.
If the adaptec has two disks connected, would it then be possible
for each of the computers to use one of the disks.

I know, I can plug the disk to the other system, but I foresee
that I'll have to use both systems for a while, while moving from
the one to the other. Both systems need the same data, so the only
other solution seems to be to do cable juggling each time a
transition between systems is made. I'd rather not do so.

Anyone any experience/knowledge/information??

Thanks,
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Centre for Software Technology

222. TT ram revisited

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 06:31:07 UTC
From: meulenbr@cst.prl.philips.nl
Message-ID: <meulenbr.676276267@cstw163>
Source record: 231323

Hi,

Thanks to all who responded on my TT ram question.
I won't summarize here. Allen Pratt dealt with the question in great
detail. I don't think I should just duplicate that.

I'm left with a few small questions.

Allen says that in the future you can buy 16 MB of TT RAM
from atari. Could I do such an upgrade by myself by just
replacing the 1 MB simms by 4 MB ones, or are there other caveats?

Also I found out that the TT ram is 100ns ram. I do not have any 68030
doc handy, but with a 32 Mhz clock, I think at least one (and very maybe 2)
wait states will be required to access this memory.
Would it be technically feasible to replace this memory with faster
memory, and get rid of this wait state? Will 80 ns be enough to get rid
of the wait state, or should 60 ns be used??

Since, if I'm not mistaken, the 68030 requires at least 3 clock cycles to
do a memory access. So removing a wait cycle would speed up the memory
access from 4 to 3 cycles. which would (in theory) lead to a speed
gain of something like 25 %. Now of course not all cpu activity is
memory access, so perhaps this figure is on the high side, but it seems
to me that a substantial gain could be obtained here.

--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Centre for Software Technology

223. TT HD floppy

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 06:45:55 UTC
From: meulenbr@cst.prl.philips.nl
Message-ID: <meulenbr.676277155@cstw163>
Source record: 231322

I've heard rumours in the past that future TT versions will be equipped
with a HD floppy drive. This leads to the following questions:
- Is this rumour true?

and if so:
- Has there been mentioned anything about the time frame in which this
should occur?
- will it be possible to upgrade current TT's?

Thanks for the info!
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Centre for Software Technology

224. Re: Requirements for g++

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 08:14:00 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jun7091400@ghiggins.hpl.hp.com>
Source record: 231418

```
++ Simple question time: do I need gcc if I want to use g++? Having forked out
++ the dosh on Lattice C v5 (pretty goo, BTW) I'd rather not have to get
++ another C compiler :-)

Doesn't' look like it, but that's just a guess, this is part of the readme from
the koeln.de version of G++

++ Here is a version of G++ 1.39.0 for the Atari ST based on GCC 1.39.
++ You should know a few things about it:
++
++ 1. G++.TTP is the C++ main driver. The *only* difference between GCC.TTP
++ and G++.TTP is that G++ assumes `.c' files to be C++ code while GCC
++ assumes `.c' files to be C code. You will normally use the extension
++ `.cc' for C++ code. In this case there is no need to use G++.TTP;
++ just use the equivalent GCC.TTP.
++
++ 2. When compiling C++ code you should `setenv UNIXMODE=._/LAH' because
++ the GNU C++ lib header files have case-sensitive names, i.e. `String.h'
++ is different from `string.h' !!!
++
++ 3. When linking C++ code (with GCC.TTP or the equivalent G++.TTP) you *must*
++ explicitly specify the `-lg++' linker option.
++
++ 4. A few bugs fixes and extensions were made to the standard GNU C headers,
++ libs, and utilities (like `gcc-ld.ttp'). Do not use other versions
++ of GNU C headers, libs, and utilities.

Graham
======

----------------------------------------------------------------------
Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554
----------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
----------------------------------------------------------------------
```

225. uploaded xcontrol.lzh to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 09:18:31 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jun7111831@orion.laas.fr>
Source record: 231052

I have just uploaded xcontrol.lzh, the new Atari replacement
for control.acc. I belive that it replaces chmelion.acc completely.

I have recovered it from the public "Atari Magazine" BBS (run
by Atari France). It was a self-extracting version. Atari Magazine
claimed that it would work on plain STs and STes. I am here to state
that it does work on both. I have also included maccel3.prg and a few
MegaSTe *.cpx files since they also work on STs and STes (depending
upon the capacity of the machine).

In the case that Atari does not want their release, they are
all dated "Dec 12 1990" so that atari.archive can delete them.

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

226. Re: XTERM.COM, Communications software

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 09:50:02 UTC
From: wolfram@cip-s01.informatik.rwth-aachen.de
Message-ID: <wolfram.676288202@cip-s01>
Source record: 231422

6600hien@ucsbuxa.ucsb.edu (Hien Le) writes:

>Hi! Does anyone know where I can get XTERM.COM

You mean that great little X-Modem terminal prg for the portfolio? I GOT IT!!!
It's on the portfolio in my pocket right beside me... If you are interested
I'll send it to you in uuencoded form, it' just about 4 KB.
Or is there any interest in a public posting?

CU
\/\/olfram

227. Re: communications software

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 09:52:26 UTC
From: wolfram@cip-s01.informatik.rwth-aachen.de
Message-ID: <wolfram.676288346@cip-s01>
Source record: 231423

6600hien@ucsbuxa.ucsb.edu (Hien Le) writes:
>Hello everyone! I've never used a modem before.

Hello Hien,

Any modem will do, try to get one with at least 2400 baud. More will be expensive, less is too slow, but 2400 is just correct.

Communication software is a very simple thing, just reading from RS232 and displaying on screen and reading from keyboard and sending to RS232. So, terminal programs use to give a lot of other features, like RS232 configuration, automatic dialing (most modems can do this so the software simply has to send a string to the modem to dial a number), capturing (writing everyting that was sent and received into a file) and many, many more. My favourite terminal prg is Rufus, a German produkt with a nice user interface and many features. Another one is Uniterm which also gives a lot of features.

Try to get one of these, connect your modem and off you go. It's really easy, all you need is the phone number of a nearby mailbox (BBS). Be sure to set the communication parameters to 8 bits, no parity, 1 stop bit (usually written 8N1), this will do for almost all BBSs. Most BBSs support 2400 baud and are able to determine what speed you are using so there is no need to care about this, even if the BBS supports 9600 baud or something like this.

Have fun!

CU
\/\/olfram

228. Review of LHARC Test Archive Function

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 10:03:59 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jun7120359@orion.laas.fr>
Source record: 231146
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Disclaimer: Errors may have been made in the following discussion. Please excuse me for such. The following says absolutely *nothing* about the capacity of the programs to extract or create LHARC archive files.

I collected as many versions of lharc as I could find on the net. I tested them on orbit.lzh (at atari.archive) as well as a lharcsrc.lzh that Bammi had passed to me. Orbit.lzh starts with an uncompressed member file hiscore.orb, which seems to be troublesome. I would very much appreciate to hear if others have succeeded testing these files where I have failed!

The testing was conducted on a Mega 4 ST under TOS 1.2 with a 1 Mb RAM disk. The *.lzh files were on the RAM disk and the test was performed under Gulam with the archive programs under test on drive A:\

Name & Version	Author	Result	Comments
Lharc 0.40 beta	Jon Webb	21 CRC Errors(1)	Needs *.* file spec.
Lharc (Unix)1.02	B. Shroka	2 Bombs(2)/OK	
Lharc 1.13b	Thomas Questar	No File Found	
Lharc 1.1308	"	"	"
Lharc 1.1309	"	"	"
Lharc 1.1318	"	22 CRC not supp.	Needs -u option(3)
Lzh11319.ttp	"	22 CRC not supp.	Needs -u option(3)
Lhxarc 1.01	Jon Soerensen	22 CRC Errors	
Lha.ttp 1.21	Roger Burrows	OK	
Fastlzh.ttp 2.8	Gary Burke	OK	
unlzh.prg 1.1	John Harris	Fails Uncompressed/OK(4)	
unlzh.prg 1.4	"	Bad CRC Uncomp./OK(4)	
unlzh.prp 1.72	"	OK	

(1) When only 1 result is given it applies to both orbit.lzh and lharcsrc.lzh.
(2) This version does not appreciate uncompressed members in an archive. It is the only one based on PC version 1.13c!
(3) Otherwise, "No File Found."
(4) Test listing truncates long file names. Both these versions used to abort for me when I had TOS 1.0 on a 1040 ST!

I hope that these results might be of use to all.
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph

If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

229. SED for ST?

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 10:09:14 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b6mlze@jonh.wimsey.bc.ca>
Source record: 231424

Does anyone know if there is a sed clone for the ST? If so, where
can I find a copy?

--
John Henders jhenders@jonh.wimsey.bc.ca
MIND over MIDI Productions or ubc.cs!van-bc!jonh!jhenders
Vancouver,B.C

230. G++ from ftp.thp.koeln.de IS AT atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 10:13:17 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jun7111317@ghiggins.hpl.hp.com>
Source record: 231431

```
AT atari.archive.umich.edu
IN ~ftp/atari/gnustuff/g++koeln/
ARE
7696 Jun 7 06:02 FList
1645 Jun 7 05:34 README.G++
425580 Jun 6 03:12 g++-139.lzh
1271 Jun 7 05:34 gnu++.g
116352 Jun 6 03:12 inc++.lzh
291236 Jun 7 05:35 lib++.lzh
-----------------------------------------------
g++-139.lzh =>

38082 Apr 18 11:42 g++.ttp
34279 Apr 9 13:45 g++filt.ttp
830171 Apr 26 09:15 gcc-cc1p.ttp

lib++.lzh =>

6811 Sep 9 1988 lib/bison.hai
15325 Jan 11 23:21 lib/bison.sim
1871 Apr 18 10:57 lib/crt0.o
20884 Feb 25 08:38 lib/flex.ske
2010 Apr 18 10:57 lib/gcrt0.o
25098 Apr 20 1990 lib/gem.olb
24234 Apr 20 1990 lib/gem16.olb
121488 Apr 19 09:12 lib/gnu.olb
121218 Apr 19 09:13 lib/gnu16.olb
313028 Apr 23 11:25 lib/gpp.olb
5666 Apr 20 1990 lib/iio.olb
5606 Apr 20 1990 lib/iio16.olb
30314 Apr 20 1990 lib/pml.olb
30268 Apr 20 1990 lib/pml16.olb
6356 Apr 20 1990 lib/termcap.olb
6382 Apr 20 1990 lib/termcap1.olb

Graham
======

----------------------------------------------------------------
Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554
----------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
```

---

231. Re: Reading 8-bit disks with an ST

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 12:19:08 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jun7.121908.7292@mailer.cc.fsu.edu>
Source record: 231429

In article <6DB632w164w@cellar.UUCP>, revpk@cellar.UUCP (Brian 'Rev P-K' Siano) writes:
>
> I've got several megs' worth of old and very important text files on
>floppy disks, leftovers from when I used an 8-bit Atari. Now that I have an
>ST, I'd really like to be able to bring the text into my new machine and
>transfer it to 720K floppies.
>
> Can anyone either outline or recommend a way for me to work up a
>quick transfer system? Is it possible to hitch an old 810 disk drive to an
>ST, and read ASCII files from it>
>
> Advice-- and especially a solution-- would be greatly appreciated.

I cannot give you a solution, but I can tell you where one is. You need
to get STXformer (the 8-bit emulator), and make a cable. At that point,
you can hook an 810 to your ST and read disks. I don't know the details.

Of course, if you have an 850 you could always direct-connect the two
together and modem them over . . . .

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

232. Re: Umich atari

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 12:34:36 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun07.123436.18023@actrix.gen.nz>
Source record: 231433

In article <91157.183707ZVD007@DMSWWU1C.BITNET> Ulrich Kuehn <ZVD007@DMSWWU1C.BITNET>
writes:
> In article <1991Jun5.180751.4838@syscon.rn.com>, miked@syscon.rn.com (Mike
> DeMetz) says:
> >
> >Anyone know what happened to atari@atari.archive.umich.edu server?
> >I have gotten no reponse to requests in about 2 months.
>
> atari.archive is now at 141.211.164.8
>
> U.Kuehn

Is this not the server for people that don't have FTP access, also
refered to as BART..
how do we now access it when we don't have FTP access ?.

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

233. Re: lharc

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 12:47:26 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun07.124726.19582@actrix.gen.nz>
Source record: 231434

In article <1991Jun06.184148.17672@convex.com> rosenkra@convex.com (William Rosencranz) writes:
> In article <4170@hh.maus.de> Thomas_Quester@hh.maus.de (Thomas Quester) writes:
> >If you send me a disk and the stamps you'll receive the LZH 1.13.21 or
> >a newer version. The bugs you described are fixed at 1.13.20.
>
> months ago i started a debate on the (current) weakness of lharc. since
> then, it seems nothing has changed: MANY people still have compatibility
> problems (at least 10 articles complaining in the last month). and still
> we bicker over pennies (i can get bulk DSDD disks for $0.39US each).
>
> and now we have yet another potentially incompatible version, with a
> new version numbering scheme. why can't you guys who write these
> versions get together and decide on a standard already? i say "potentially"
> incompatible because i have not used it nor read its docs. but where
> lharc is concerned, it is safe to expect the worst :-(. and the terminator
> guys and steve grimm should be on that "committee", too, so we at least
> try for compatibility (already). sheesh...
>
> oh well...
>
> -bill
> rosenkra@convex.com
> (i NEVER use lharc :-)
>
> BTW: i am pleased to see compressed tar files appearing :-). hint, hint...
> the .taz file is the wave of the future! now if only GEMDOS could support
> file.tar.Z naming...
> --
> Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
> Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

Before you rave/rant about some one elses product, you could have at
least tried or tested it out, at least this chap is trying to make
a better LZH, and fixes those compatiblity problems that you are on about,
and did you know that its the fastes LZH to date.

Also note, Arcshell C.F.Johnson (Little Green Footballs) now has
support for it, he has not so far supported the other lzh programs
that you are on about..

So why not give it a try, and then eat your words..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***

*** Kapiti New Zealand.. * like a dying light globe. ! ***

234. Re: Color monitor replacement?

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 12:59:56 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun07.125956.26778@actrix.gen.nz>
Source record: 231435

In article <1991Jun6.172835.1559@abode.ttank.com> scale@abode.ttank.com (Luis Outumuro) writes:
> Hi David,
> $230 is a very fair price for a brand new monitor! By all
> means, get the new monitor. Bye.............
>
> Luis
>

Well from what we have seen here in New Zealand that the New Atari monitor is very pore, it has a dot pitch of 0.42 mm, and with a grey screen.

This is now what your are getting from some of the better TV's..

The First Atari monitor had a 0.38 mm dot pitch with a black screen, the GoldStar has a 0.39 mm dot pitch, but not much of a black sceen.

There was anothere monitor that I have seen in USA Mags but not here, this had a slanted on/off switch

I don't rate the new monitor at all, its a funny thing that the Amiga monitor has had similar changes, its now a 0.42 mm dot pitch with a grey screen.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

235. Re: More than 4 Meg ??

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 13:03:23 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun07.130323.28009@actrix.gen.nz>
Source record: 231436

In article <1991Jun7.004215.1721@ncsu.edu> twmanino@eos.ncsu.edu writes:
> >>Nope. TOS 1.6 has a screwed up memory sizer that assumes that if two banks of
> >>RAM exist then both banks are the same size. I don't know if this is a bug
> >>in the true sense or malicious crippling but it is sad.
> >>
> >>BTW, a bank is two SIMMs since memory access is on a word basis.
> >>
> >> 512K = 2 x 256K SIMMs
> >> 1Mb = 4 x 256K SIMMs
> >> 2Mb = 2 x 1Mb SIMMs
> >> 2.5Mb = 2 x 1Mb SIMMs + 2 x 256K SIMMs (Not with TOS 1.6)
> > ^^
> >I heard this works on TOS 1.6 if you put the 256k SIMMs as the first bank
> >and the 1M SIMMs as the second bank. But I could be wrong. If you're
> >having trouble, though, it's trivial to try it the other way.
> >> 4Mb = 4 x 1Mb SIMMs
>
> There's a file at atari.archive that fixes the 2.5 meg problem... It's called
> SIMMFIX.
>
> You put it in your auto folder. It reprograms the MMU, then does a warmstart.
>
> I get 2 bombs on the first boot attempt, but when the machine resets, it does
> just fine. Any subsequent warmstarts just boot right up.
>
> Be sure to read the instructions....
>
>
> Hope this helps,
> Tony
> twmanino@eos.ncsu.edu

Get Version 2 of simm fix, it states that the problem is with the OS
and not the MMU, I have played with a STE with 2.5 megs and found no
problems ?? and the MMU had the correct bits set in it..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

236. arc602.ttp or unarc.ttp question

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 13:12:53 UTC
From: ralph@prosun.first.gmd.de
Message-ID: <727@bigfoot.first.gmd.de>
Source record: 231432

Hi,

How can I tell arc602.ttp or unarc.ttp to store on
extraction the files into another directory as where
the archiver programms resides???

When I use unarc.ttp with "x c:\tmp\any.arc" the
extracted files will be stored where the unarc program
is called ??

Who has any idea ???

Thanks.

Ralph Berg, Reichenbergerstr.89,
D-1000 Berlin 36, West Germany during day 030/25499151
German National Research Center for Computer Science, FIRST
ralph@prosun.first.gmd.de
---

237. Re: XOR (Was RE: More than 4 Meg?)

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 15:00:07 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <59907@aurs01.UUCP>
Source record: 231318

In article <91157.145650SYSPMZT@GECRDVM1.BITNET> SYSPMZT@gecrdvm1.crd.ge.com writes:
>I can't reply to Ralph Berg, who asked about programming for the Cazio CZ1
>with XOR:
>
>XOR is a generic patch editor that runs in Dr. T's KCS Multi-Programming
>Environment (MPE). It can also be run as a standalone program. As I
>understand it, XOR uses modules that describes the programming requirements
>for a given synth, and then uses a generalized interface to allow that
>programming.

I wouldn't call X-or a "generic" patch editor, because that would
imply that it works for all instruments the same way. Rather, it
is a universal patch editor/librarian which can be used on any MIDI
instrument that has an X-or "profile" written for it. The profile
translates system exclusive messages into parameters that the user
may manipulate directly with sliders, text boxes and envelope windows
on X-or's screen. A program called E-or is included with X-or to
allow you to write your own profiles or customize existing ones to
your needs. If you've ever tried working with a patch editor and
wished you could change the screen layout so that all of your most
often used controllers were in the same area on the screen, this is
for you.

Moreover, X-or lets you connect all of your synthesizers together and
manage them as if they were a single instrument.

The best way to describe X-or is as a total system used to control
and manage MIDI system exclusive data, whether your MIDI machine
is a synth, sampler, effects device, switcher, mixer, preamp or
tape recorder. Any parameter that may be accessed by MIDI can be
controlled by X-or, even if that parameter is unique to your machine.

>Feedback from the synth category was very favorable to XOR
>over other available packages. I like the idea of going to XOR since it
>supports a lot of synths, some of which are not exactly popular models.

Yah, is good. I especially like the fact that I can hack out new
profiles myself, instead of waiting for someone else to do it.

E-mail me if you'd like a copy of the X-or review I posted here a few
months back.

Oh, and Dr.T's on-line support has moved to GEnie. It gives you
access to the wizards, as well as the latest profiles written by
Dr.T's and users.

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems, Raleigh, NC Delphi: JBWHIT

238. Re: Reading 8-bit disks with an ST

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 15:06:10 UTC
From: jmack@b11.ingr.com
Message-ID: <1991Jun7.150610.903@b11.ingr.com>
Source record: 231439

```
In article <6DB632w164w@cellar.UUCP>, revpk@cellar.UUCP (Brian 'Rev P-K' Siano) writes:
> Can anyone either outline or recommend a way for me to work up a
> quick transfer system? Is it possible to hitch an old 810 disk drive to an
> ST, and read ASCII files from it>
>
> Advice-- and especially a solution-- would be greatly appreciated.
>
You can use Derek Mihocka's (sp?) X-Former software. It requires
a special cable to go between the ST's printer port and the 8-bit drive, but
you can then read the 8-bit files into your ST.
```

239. Re: More than 4 Meg ??

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 15:31:00 UTC
From: john@castle.ed.ac.uk
Message-ID: <10896@castle.ed.ac.uk>
Source record: 231443

In article <1991Jun5.222630.24777@jato.jpl.nasa.gov> vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes:
>> 2.5Mb = 2 x 1Mb SIMMs + 2 x 256K SIMMs (Not with TOS 1.6)
> ^^^

240. BART Help File

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 15:43:31 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Jun7.154331.7890@terminator.cc.umich.edu>
Source record: 231446

{There's been a literal ton of mail this week on how to use bart. I hope this will clear up a few questions. Please read it very carefully, and then ask questions. People who don't read it and ask first will be shot. People attempting to subvert the quota system will also be shot. People who watch Viva Las Vegas on the Disneyt Channel this evening will also be shot. But, I digress.... -weiner}

The Terminator Atari Archive Help File

Welcome to BART, Brode's Archive Retrieval Thang, Terminator's Atari mail server. To use the server, send a message to atari@atari.archive.umich.edu. The subject line is ignored. The body of the message should contain, one per line, any of the following commands. Each of the commands sends its output back to you via mail.

"help"
This command tells BART to send you this file.

"index"
This command tells BART to send you the Index. Currently, the index is a listing of all the files int the Atari area. Descriptions of various files can sometimes be found in the Index file of each directory. These must be requested individually with the send command. They are currently incomplete, but it's all we have for now.

"path mail-address"
This command tells BART where to send the requested files. This is useful for specifying a mail path.

"send directory/filename"
This is the command that sends out files from the archive. The server only lets you get files from the ~atari hierarchy so you only have to specify the subdirectories in the atari tree. You can determine the path and filename from the Index file. For example, if you wanted to get arc, you'd send a message with a line in the body that looked like
send archivers/arc.ttp
to get the index file, use
send Index
Binary programs are uuencoded before they are sent out. If you miss parts of a file, rather than re-request the whole thing, you can give BART a comma separated list of the parts you are missing and it will send you

those parts. For example...
send languages/gcc.arc aa,ac,af
This is the only way to get files larger than 400K.
You must request the file by parts until you have the
whole thing. A full part is approximately 30k of data.
Note: BART does not accept wildcards such as ? or *.

"sendb directory/filename"
This is similar to the send command except that it
always uuencodes the files that it sends out. Send
tries to determine whether it is sending a binary
or ascii file and only sends uuencoded messages when
necessary.

While the commands are not case sensitive, the filenames are, so be
careful you are using the correct case before complaining that the server
is broken.

You are limited to 400k and/or 5 files per day. It takes 24 hours from
the time that bart received your last message to clear your quota
records. BART does not queue requests that went over quota and send them
out later. You have to re-request them 24 hours later.

BART tends to ignore your mistakes. You will not receive a message back
if you gave an illegimate command or specified a bad file name. This was
a deliberate design decision. It may not be user friendly, but it keeps
the mail queues short and prevents a couple other nasty things.

Submissions are always welcome. Please mail them to
weiner@atari.archive.umich.edu

Jon Brode -- jon@atari.archive.umich.edu brode@math.lsa.umich.edu
Terminator Atari Archive Moderator
--
Jeff Weiner --- weiner@{{sklyab,felix}.engin, atari.archive}.umich.edu

241. Latest ver. of Prospero-C??

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 15:48:55 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1991Jun7.154855.8242@lonex.radc.af.mil>
Source record: 231442

I have Prospero-C version 1.14. Is there a newer version??

Also, can someone comment on their Developer's tookkit for C?
Is it worth the money? Do you get source code for the libs?

Jeff

--

Capt Jeff Long Rome Laboratories, Griffiss AFB, NY
longj@lonex.radc.af.mil (preferred) Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

242. Re: G++ from ftp.thp.koeln.de IS AT atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 15:49:49 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jun7164949@ghiggins.hpl.hp.com>
Source record: 231301

```
Correction (I have been reorganising the structure and contents of
~ftp/atari/gnustuff)

The G++ code.
------------------------------------------------------------
~ftp/atari/gnustuf/tos/unikoeln/g++:
total 860
-rw-r--r-- 1 gray 7696 Jun 7 06:02 FList
-rw-r--r-- 1 gray 1645 Jun 7 05:34 README.G++
-rw-r--r-- 1 gray 425580 Jun 6 03:12 g++-139.lzh
-rw-r--r-- 1 gray 1271 Jun 7 05:34 gnu++.g
-rw-r--r-- 1 gray 116352 Jun 6 03:12 inc++.lzh
-rw-r--r-- 1 gray 291236 Jun 7 05:35 lib++.lzh

------------------------------------------------------------
Koeln's gcc and support (nm, as, ar, ld, etc).

~ftp/atari/gnustuf/tos/unikoeln/gcc:
total 816
-rw-r--r-- 1 gray 405281 Jun 7 09:20 unikoelnbin.lzh
-rw-r--r-- 1 gray 405835 Jun 7 09:20 unikoelngcc.lzh

------------------------------------------------------------
Some shell utils (cp, rm, mv, etc)

~ftp/atari/gnustuf/tos/unikoeln/shell:
total 216
-rw-r--r-- 1 gray 205006 Jun 7 09:20 unikoelnsh.lzh

When I have leaned how to incant the spell which splits binaries into neat
chunks, I will provide the above split into U**x mail-compatible chunks.

Graham
======

------------------------------------------------------------------------
Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554
------------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
------------------------------------------------------------------------
```

243. Re: G++ from ftp.thp.koeln.de IS AT atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 15:51:33 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jun7165133@ghiggins.hpl.hp.com>
Source record: 231450

```
I'm Sorry, I'll Read That Again ...

that's ~ftp/atari/gnustuff/tos/unikoeln
^
2 fs

(sigh)
```

244. Re: Reading 8-bit disks with an ST

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 16:01:45 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Jun7.160145.1200@oz.plymouth.edu>
Source record: 231449

In article <1991Jun7.121908.7292@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>In article <6DB632w164w@cellar.UUCP>, revpk@cellar.UUCP (Brian 'Rev P-K' Siano) writes:
>>
>> I've got several megs' worth of old and very important text files on
>>floppy disks, leftovers from when I used an 8-bit Atari. Now that I have an
>>ST, I'd really like to be able to bring the text into my new machine and
>>transfer it to 720K floppies.
>>
>> Can anyone either outline or recommend a way for me to work up a
>>quick transfer system? Is it possible to hitch an old 810 disk drive to an
>>ST, and read ASCII files from it>
>>
>> Advice-- and especially a solution-- would be greatly appreciated.
>
>I cannot give you a solution, but I can tell you where one is. You need
>to get STXformer (the 8-bit emulator), and make a cable. At that point,
>you can hook an 810 to your ST and read disks. I don't know the details.
>
>Of course, if you have an 850 you could always direct-connect the two
>together and modem them over . . . .
>
Hello,

It should also be mentioned that there is a fully 8-bit emulator for
the ST. You will find it and more information on the STXformer on Atari.archive
I have yet to find an Xformer cable though so if you have any luck, please get
back to me.

Stephan
--
\/\/\/

245. GNU C v1.39

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 16:05:15 UTC
From: alanh@logitek.co.uk
Message-ID: <alanh.676310715@krypton>
Source record: 231316

Hi,

Could someonebe so kind to upload the GNU C compiler version 1.39 to pdsoft@uk.ac.lancs.pdsoft.

246. Re: Requirements for g++

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 16:21:24 UTC
From: ZVD007@DMSWWU1C.BITNET
Message-ID: <91158.164656ZVD007@DMSWWU1C.BITNET>
Source record: 231445

```
In article <104150.26002@timbuk.cray.com>, marc@sequoia.cray.com (Marc Bouron)
says:
>Simple question time: do I need gcc if I want to use g++? Having forked out e
>th
>dosh on Lattice C v5 (pretty goo, BTW) I'd rather not have to get another C
>compiler :-)

I have both, g++ and gcc, but I think you dont need the c compiler.
You need as minimum:
g++.ttp the compiler driver
gcc-cc1p.ttp the c++ compiler
gcc-cpp.ttp the preprocessor
gcc-as.ttp the assembler, used to assemble the output of the compiler
gcc-ld.ttp the linker
and the libraries ( C and!! C++ ) and the header-files
I hope this helps.

U.Kuehn
```

247. Re: Atari's position in the U.S. Market

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 16:40:06 UTC
From: ritz@msb.com
Message-ID: <1991Jun7.164006.23471@msb.com>
Source record: 231314

In article <42834@cup.portal.com> Metalist@cup.portal.com (Bryan Jones Woodworth) writes:
>Atari's image in America has never been great, has it? Now I hear that STart
>is going bi-monthly?! Ok. But let me ask you out there: Will the Atari
>situation ever IMPROVE? Or will it continue to decline? (You can assume
>this is a rhetorical question.)

Aw, what the hell, my account is expiring soon anyway... :-)

Well, I view Atari from a pessimists' viewpoint so keep that in mind.
Atari's earnings are horrid. The company is in deep debt. Their
products are not selling very well (just read an article that stated
that Portfolio purchases are falling off dramatically too) compared
to the past. With the exception of Portfolio advertising, there
basically is NO ad campaign. Their products are late to market
compared to comparable products from other companies.

What do I think is going to happen? Take a wild guess.

Enjoy all,

Chris

p.s. Putting on my asbestos undies now. :-)
--
-----------------------------------+--
Chris Mauritz |People are strange
ritz@msb.com |when you're a stranger.
Copyright (C) 1991 |The Doors-

248. NVDI

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 16:55:49 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <28665@know.pws.bull.com>
Source record: 231447

Would someone please post info about where I can obtain NVDI, a German pgm to accelerate screen draws on a TT with a TTM195 monitor? Thanks.

249. Re: arc602.ttp or unarc.ttp question

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 17:27:44 UTC
From: steve@thelake.mn.org
Message-ID: <A1668683463@thelake.mn.org>
Source record: 231364

[In article <727@bigfoot.first.gmd.de>,
ralph@prosun.first.gmd.de (Ralph Berg) writes ...]

> How can I tell arc602.ttp or unarc.ttp to store on
> extraction the files into another directory as where
> the archiver programms resides???
>
> When I use unarc.ttp with "x c:\tmp\any.arc" the
> extracted files will be stored where the unarc program
> is called ??

I tried responding via email, but my friendly neighborhood Internet
host said:
550 ralph@prosun.first.gmd.de... Host unknown

Anyway, ARC and UNARC place extracted files into the *current*
directory. If you are running from the GEM Desktop, it's likely that
you have made unarc's or arc's directory the current directory by
topping its window.

Try topping the window where you want the objects to be placed, then
hold down the SHIFT key and double-click on arc.ttp or unarc.ttp in a
background window. That will instruct GEM to run the program without
switching to its directory.

You won't have this problem if you run your archiver from a
command-line shell or special GEM shell.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

250. Re: FSM-GDOS...When? How?

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 17:35:32 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <EcHwDYa00VI=0L_III@andrew.cmu.edu>
Source record: 231304
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I can only add one bit of info. Goldleaf told me the other day that they will offer FSM GDOS to their registered owners of WorldFlairII for their cost from Atari, when it ever sees the light of day. Ie, get WordFlairII if you want FSM GDOS when it comes out.

-mark-

251. Re: gcr

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 17:44:39 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <0cHwM7m00VI=AL_mdK@andrew.cmu.edu>
Source record: 231303

I do not know what is up with Dave, but I got the installer to work just fine.
System 7 wouldn't boot, of course:(

-mark-

252. Re: Umich atari

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 18:16:18 UTC
From: brode@math.lsa.umich.edu
Message-ID: <1991Jun7.181618.3928@math.lsa.umich.edu>
Source record: 231302

In article <1991Jun07.123436.18023@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>Is this not the server for people that don't have FTP access, also
>refered to as BART..

We do both ftp and BART. (Brode's Archive Retrieval Thang)

>how do we now access it when we don't have FTP access ?.

Good question. Send a message to atari@atari.archive.umich.edu. The body of the message should read "help". BART will send you back a help file that explains everything. Send me a message if you have any questions. I may be a bit spotty on Atari software these days, but I believe that I am eminently qualified to answer BART questions.

Jon Brode -- jon@atari.archive.umich.edu brode@math.lsa.umich.edu
Supreme Allied Commander of the Umich Atari Posse

253. Re: arc602.ttp or unarc.ttp question

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 18:49:12 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1991Jun7.184912.5825@d.cs.okstate.edu>
Source record: 231383

In article <727@bigfoot.first.gmd.de> ralph@prosun.first.gmd.de (Ralph Berg) writes:
>
>Hi,
>
>How can I tell arc602.ttp or unarc.ttp to store on
>extraction the files into another directory as where
>the archiver programms resides???
>
>Ralph Berg, Reichenbergerstr.89,
>ralph@prosun.first.gmd.de

To: ralph@prosun.first.gmd.de
Subject: Re: arc602.ttp or unarc.ttp question
Newsgroups: comp.sys.atari.st
In-Reply-To: <727@bigfoot.first.gmd.de>
Organization: Oklahoma State University, Stillwater
Cc:
Bcc:

Easiest way is to use a Shell program (Charles Johnson's ArcShell?)
and set ut up to either create directories or whatever. Other way is
to open the window to your arc program, open a second window to your
desired destination, hold right mouse button down while double clicking on the
arc program (in unselected window). Do what you've been doing at this point.

Most correct way is to enter the command at the .ttp prompt (having done
things the way you've been doing...) "x a:\srcpath\srcfile.arc b:\dstpath*.*"
where a: and b: are the source and dest. drives. and srcpath is the source
files path, srcfile.arc is the arc file, dstpath is the path where you want
to put the files from the archive, and *.* meand extract every file!

Double clicking on arc.ttp and giving the argument "h" (single char) will
usually cause it to tell you how to use it. Good luck.

jc
cummins@unx2.ucc.okstate.edu (or reply... works but is slower.)

254. Re: lharc

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 18:59:57 UTC
From: rosenkra@convex.com
Message-ID: <1991Jun07.185957.19357@convex.com>
Source record: 231309

In article <1991Jun07.124726.19582@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>So why not give it a try, and then eat your words..

you missed my point entirely...

it does NOT matter how good any particular lharc is. this new one may be the greatest thing since sliced bread. the problem is there are at least 3 widely used existing version (more like 4 or 5, i suspect) which ARE INCOMPATIBLE. and there are .lzh file created by one which CAN'T BE UNPACKED BY ANOTHER. THIS is the problem. even archive maintainers (i have heard from one so far) finally see this as a real problem. there is NO STANDARD FILE FORMAT.

and there is no consistent unix/VMS/whatever source available from a single focal point. this is a hacker's tool now. it is NOT a reliable distribution mechanism for information dissemination like arc, zoo, tar, or whatever. i really don't care if it compresses a 5 MB file to 10 bytes in 5 nanoseconds if i (or MANY PEOPLE) can't unpack it.

no need to eat my words until ALL .lzh files everywhere are converted to this new "hot setup". do you see my point now? if this lharc will 100% guarantee that it will unpack ANY file, i will eat my words. also, i don't want to have to get it by disk. it should be posted, source and all. it's not the $$$ involved, it is the standards issue which i rant/rave about. i would pay $100 for it if it could fill the bill as i described AND more importantly, if we collectively adopted it as THE ONE AND ONLY LHARC IN EXISTENCE...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

255. Re: SED for ST?

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 19:30:39 UTC
From: marc@sequoia.cray.com
Message-ID: <113812.4793@timbuk.cray.com>
Source record: 231325

In article <A0b6mlze@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>
> Does anyone know if there is a sed clone for the ST? If so, where
> can I find a copy?
>
> --
> John Henders jhenders@jonh.wimsey.bc.ca
> MIND over MIDI Productions or ubc.cs!van-bc!jonh!jhenders
> Vancouver,B.C
>

Take a look in utilities/sed.arc at atari.archive.

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

256. dealers list continued

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 21:12:54 UTC
From: zeibari@wharton.upenn.edu
Message-ID: <1991Jun7.161254.1@wharton.upenn.edu>
Source record: 231317

Hello All,

This is the list of dealers I have received so far.
They are in NO PARTICULAR ORDER, I just append incoming mail
to the end of this document. I did edit some of your mail messages
to keep it short, you can ask the companies questions as to
what they offer exactly. I am not responsible for the accuracy of the
information listed below and I am not in anyway affiliated with any of
the companies. Hope this helps everyone.

!!!!!!!!!!!!!!THANKS TO ALL THOSE WHO CONTRIBUTED!!!!!!!!!!!!!!!

p.s. These companies are located in the United States or Canada, no
overseas companies listed.

AtariVille in San Antonio, TX. phone: (512)736-1405.
hardware and software

Goldleaf Publishing: (415) 257-3510
software

MicroTyme: 1-800-255-5835
hardware,software,repairs

Toad Computers: (301) 544-6943
hardware,repairs

"The Byte Track", 10971-101 St, Edmonton, Alberta, Canada T5H 2S9
1-800-667-2983 (1-800-MOR BYTE)
(403)-424-0066, FAX: (403)-421-4039
Hardware - mainly hard drives, SCSI units - good prices
other peripherals (mice, modems, other goodies)

IB Computers
2511B West 11th Ave.
Eugene, OR 97402
(503)-485-1424
hard/software, some 8bit support as well.

B+C Computervisions
3257 Kifer Road
Santa Clara, CA 95051
800-969-8810
(408) 749-1003
hardware,software

D&P Computer
800-535-4290

hardware,software

Micro Computer Depot
800-845-3070
hardware,repairs

The Electronic Clinic
301-656-7983
hardware,software,repairs

CompuWare
908-290-2242
hardware,software,repairs

American Techna-Vision
800-551-9995
8-bit hardware,software,repairs

Sideline Software
800-888-9273
software

The ST Connection
303-423-6805
PD/Shareware

Rising Star Computers
800-252-2787
hardware,software

Best Electronics
408-243-6950
parts for ST/8-bits

Computability
(800) 558-0003
hardware,software

L&Y Electronics
13644C Jefferson davis Highway
Woodbridge, VA 22191
(703) 643-1729
Great service from them on my Mega won me over, and they have decent prices
(competitive with mail order)
hardware,software

Software House
Perinton Square Mall, Fairport, NY 14450, 716-223-7658
ST Hardware/Software storefront. Authorized Atari dealer. Authorized
Atari 8-bit & ST service.

ALP Micro systemes,
4535, ave. du Parc, Montreal, Quebec, H2V 4E4,Canada, tel.
514/848-0755. As far as I know, they do not do any mail order

business.

I usually buy from Island Computer and Software in Farmingdale, NY (also in Coram, NY). Sorry, I don't have any other information on how to reach them handy right now. Call directory assistance (516 area code) if you wanna look them up. They are dealers, no mail order as far as I know. They carry Atari computers and software. Also DOS and Amiga.

Butler's Computer Service
206-942-9096 or 622-2559
Hardware,Software,Service

Cave Creek Computers
206-893-0933
Hardware,Software,Service

Xanth Corporation
206-643-9697
Hardware,Software,Service

Hello,
I don't have the phone numbers handy, but two excellent dealers reside in the Fort Worth/Dallas, TEXAS metroplex. These are Computer Discoveries of Dallas and MegaByte Computers. Both are full service, have a strong customer base.

RUN PC
524 W. Laurel #2
Fort Collins, CO80521
(303) 493-5565
M-Sat 10AM - 6 PM
hardware,software also Protfolio and Lynx.

RIO Computers
800-782-9110
hardware,software,repairs

ComputAbility
800-558-0003
hardware,software

Software Discounters of America
800-225-7638
software

San Jose Computer
800-726-8576
hardware,software

Carter Graphics & computers
801-628-6111
Hardware,software

Computer Garden
800-456-5689
software

Warner's
San Diego CA
(619) 224-5090
hardware,software

Compucat systems
(408) 353-1836 Voice 9am-5pm M-F Pacific Time; all other times modem 3/12/24oo
(408) 353-4669 24 hours modem BBS
computers: Atari, Commodore, IBM compatibles. Lots of software and
accessories. Good prices. Great service.
Will go out of their way to get things for you (i.e., that printer cable for
an old model you thought you couldn't get a cable for any longer.)

Mid-Cities Computers/Software
9406 Flower Street
Bellflower, CA 90706
(213) 867-0626 / 867-8994
FAX (213) 920-8933
Full Atari Hardware and Software Dealer and Service center.
Other Dealers in the area include Computer Games + in Orange, CA.

What's This? Inc
103 Queen Street South
Kitchener, Ontario
N2G 1W1
1-(519)-744-6211

Advantage Computers
247 Centennial Parkway North; Unit 11
Hamilton, Ont.
L8E 2X3
(416) 578 - 6966 store
(416) 578 - 7764 fax

JMG Compushoppe
892 Upper James Street
Hamilton, L9C 3A5
(416) 575 - 3200

The Digital Centre
Anthony F. Crecca Prop.
920 Commissionaer's Rd E.
London, Ontario
519-681-2728

Zubair Interfaces, Inc # The company that makes ZRAM:
5243 Paramount Blvd
Lakewood, CA 90712
1-(213)-408-6715 voice
1-(213)-408-6748 fax

Music stores in New York, carrying Atari ST (?)
Manny's 156 W. 48th,NY 212-819-0576
Sam Ash 155 W. 48th,NY 212-719-2299
Alex 164 W. 48th,NY 212-819-0070

The Computer Garden
phone 1-800-456-5689.
Bob (the owner), unpacks and tests every piece of Atari equipment he sells
Bob is a registered Atari repair guy.

JPK The DeskTop Publisher
Box 2444
Humboldt, Sask
Canada SOK 2AO
1-(306)-682-3731

Software Spectrum (aka Compuware)
Matawan, NJ
(908) 290-2242

257. Modem

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 21:27:38 UTC
From: lchd_ltd@uhura.cc.rochester.edu
Message-ID: <14400@ur-cc.UUCP>
Source record: 231311

I came across some advertisement for ST modems and they said AT compatible or haynes compatible. Does that means that these ST modems can be use on IBM PC's also. How about the other way round...can we use a PC's modem on ST?

Please email me straight away if possible.

Thanks.

...
Ling Cherd

258. Music software

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 21:44:07 UTC
From: UD005565@NDSUVM1.BITNET
Message-ID: <91158.164408UD005565@NDSUVM1.BITNET>
Source record: 231326

Does anyone know of any music software that I can get via ftp. I'm mostly interested in editing and printing special arrangements, but would like to look at anything that is available. Bill Martin

259. Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 22:12:18 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <1991Jun7.221328.22663@news.cs.indiana.edu>
Source record: 231307

Does anyone have maps for Chaos Stikes Back that they are willing to mail me?

260. Publishers (III)

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 23:25:16 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Jun7.232516.1961@lsuc.on.ca>
Source record: 231320

I moved the file to my Color Computer 3 and used a hexdump utility
to analyze the data and do what I had to do to make it usable.

It worked. In retrospect, I think I turned it into a
"comma separated value" file and read it into MasterPlan. Or I
might have done something else with it. I can't remember. Whatever
I did, I remember it wasn't a particularly difficult problem. But
I laid out the procedure and theory behind what I did so that people
could see that it was the approach that counted and that there were
a number of tools available for the Atari ST or any other computer
that could do the job.

There were a number of very valuable lessons to be learned.
One valuable lesson was that there is NOT an isolated "Atari ST
world" which either survived or died and held us captive. No, not
any more than there is a Color Computer 3 world, the "death" of
which would make my Color Computer 3 "obsolete". Nor were there
specific tools necessary without which I could not get the job done.
Oh, in certainty, I had to have certain classes of capabilities,
such as an ability to look into a file in a Hex dump presentation
or some other way of seeing the ASCII values and binary values,
and possibly some computer language or other tool to modify or
extract data from the file. Also I had to have the ability to
move the data "cleanly" between the two computers. But any number
of tools could do the job, selectable from those broad classes
of tools.

But the magazine I sent it to didn't want it. They *loved*
the article generally, but they wanted me to rewrite it using the
tools available for the Atari ST specifically. They didn't want
people to know that the *approach* was the key. To show that
methodology was so important as to eclipse the brand of computer
you worked on was, well, "too much truth" for their readers.
I agreed to re-write the story. But time being what it was, I
never got it done. It's a pity. They should have printed my
original story. Maybe later people would not have been running
around with their heads cut off moaning the death of the Atari ST.
It's not dead really, but that's another matter. Anyway, I won't
say which of the magazines it was. But they made a choice a long
time ago. They decided to shovel the brown stuff which was
their version of the "truth" about the Atari ST and computers
and software in general. And for the most part, other "fan magazines"
in the computer industry and even in other industries, are about
as bad. And now they, and many others like them are gone. So what
I think I've seen over the years is that people pretty much get what

they deserve.

It's not likely that I'll ever be a publisher in the professional sense. I've put out "newsletter" in the past, but I'd really rather be writing or drawing, or even researching, than doing the paste-ups and all the other details of publishing. So I'm writing this with the hope that maybe someday someone will make it into the publishing side, and keep it in mind. Maybe you don't have to squeeze the truth through some strained filter after all. Maybe doing so isn't going to help you as much as you think. Maybe in the long run, your magazine might even last longer if you aim for higher standards. And maybe it won't. But then when it's over, at the very least, you will be able to say, "I told the truth."

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

261. Publishers (III)

Newsgroup: comp.sys.atari.st
Date: 1991-06-07 23:31:33 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Jun7.233133.2154@lsuc.on.ca>
Source record: 231321

A long while back when the Atari ST was strong I wrote a magazine article. As is typical for me, it was an unusual article. I started with a datafile which came from MS-DOS (dBASE III) which wasn't being accepted by the programs I had available. To do so I moved the file to my Color Computer 3 and used a hexdump utility to analyze the data and do what I had to do to make it usable.

It worked. In retrospect, I think I turned it into a "comma separated value" file and read it into MasterPlan. Or I might have done something else with it. I can't remember. Whatever I did, I remember it wasn't a particularly difficult problem. But I laid out the procedure and theory behind what I did so that people could see that it was the approach that counted and that there were a number of tools available for the Atari ST or any other computer that could do the job.

There were a number of very valuable lessons to be learned. One valuable lesson was that there is NOT an isolated "Atari ST world" which either survived or died and held us captive. No, not any more than there is a Color Computer 3 world, the "death" of which would make my Color Computer 3 "obsolete". Nor were there specific tools necessary without which I could not get the job done. Oh, in certainty, I had to have certain classes of capabilities, such as an ability to look into a file in a Hex dump presentation or some other way of seeing the ASCII values and binary values, and possibly some computer language or other tool to modify or extract data from the file. Also I had to have the ability to move the data "cleanly" between the two computers. But any number of tools could do the job, selectable from those broad classes of tools.

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and software in general. And for the most part, other "fan magazines" in the computer industry and even in other industries, are about as bad. And now they, and many others like them are gone. So what I think I've seen over the years is that people pretty much get what they deserve.

It's not likely that I'll ever be a publisher in the professional sense. I've put out "newsletter" in the past, but I'd really rather be writing or drawing, or even researching, than doing the paste-ups and all the other details of publishing. So I'm writing this with the hope that maybe someday someone will make it into the publishing side, and keep it in mind. Maybe you don't have to squeeze the truth through some strained filter after all. Maybe doing so isn't going to help you as much as you think. Maybe in the long run, your magazine might even last longer if you aim for higher standards. And maybe it won't. But then when it's over, at the very least, you will be able to say, "I told the truth."

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

262. Re: Man w/ pipe

Newsgroup: comp.sys.atari.st
Date: 1991-06-08 00:08:44 UTC
From: revpk@cellar.UUCP
Message-ID: <0w5737w164w@cellar.UUCP>
Source record: 231310

boyd@nu.cs.fsu.edu (Mickey Boyd) writes:

> In article <1991Jun6.131017.12110@ira.uka.de>, S_DINGLER@iravcl.ira.uka.de (|
> >Hi folks!
> >
> >I wonder if anyone knows who the man smoking a pipe is. You know, the one yo
> >find in the ATARI-ST charset with the codes 28-31 or so. Is he just a little
> >joke or a special person or what ?
> >Please write followups, no mail.
>
> Bob, from the Church of the Subgenius. Consult your weirdest bookstore for
> details.
>
> --
> ---------------------------------+-------------------------------------
> Mickey R. Boyd | "Kirk to Enterprise. All clear
> FSU Computer Science | down here. Beam down
> Technical Support Group | yeoman Rand and a six-pack . ."
> email: boyd@fsucs.cs.fsu.edu |
> ---------------------------------+-------------------------------------

Or, just join the newsgroup alt.slack. Ask there for details.

```
=========================================================================
Brian Siano, aka [ "Mr. A. Hitler, the old Nazi thing, says
[ Mickey's silly. Imagine that! Well, Mickey is
Rev. Philosopher-King [ going to save Mr. A. Hitler from drowning or
[ something some day. Just wait and see if he
revpk@cellar.UUCP [ doesn't. Then won't Mr. A. Hitler be ashamed!"
[ -- Walt Disney, 1933.
=========================================================================
```

263. Re: Reading 8-bit disks with an ST

Newsgroup: comp.sys.atari.st
Date: 1991-06-08 00:24:42 UTC
From: johnsonc@topaz.ucq.edu.au
Message-ID: <1991Jun8.095213.7533@topaz.ucq.edu.au>
Source record: 231319

In article <6DB632w164w@cellar.UUCP>, revpk@cellar.UUCP (Brian 'Rev P-K' Siano) writes:
>
> I've got several megs' worth of old and very important text files on
> floppy disks, leftovers from when I used an 8-bit Atari. Now that I have an
> ST, I'd really like to be able to bring the text into my new machine and
> transfer it to 720K floppies.
>
> Can anyone either outline or recommend a way for me to work up a
> quick transfer system? Is it possible to hitch an old 810 disk drive to an
> ST, and read ASCII files from it>
>
> Advice-- and especially a solution-- would be greatly appreciated.
>
>
> ==
> Brian Siano, aka ["Mr. A. Hitler, the old Nazi thing, says
> [Mickey's silly. Imagine that! Well, Mickey is
> Rev. Philosopher-King [going to save Mr. A. Hitler from drowning or
> [something some day. Just wait and see if he
> revpk@cellar.UUCP [doesn't. Then won't Mr. A. Hitler be ashamed!"
> [-- Walt Disney, 1933.
> ==
--
I've never really tried it yet, Brian, but I recall that ST Writer lets
you call in AtariWriter files via a modem line (?). You would probably
need an 850 interface to do it. I'm sorry but that is all I can offer.
Perhaps someone else would know more about that than I would.

P.S. Could you perhaps tell me how I can contact James Randi?

=-=-=-

264. Re: WANTED: CAD 3-D 2.0 & Computer Eyes/Digispec formats

Newsgroup: comp.sys.atari.st
Date: 1991-06-08 01:16:51 UTC
From: Alex.Valdez@actrix.gen.nz
Message-ID: <1991Jun08.011651.11386@actrix.gen.nz>
Source record: 231313

In article <20097@sdcc6.ucsd.edu> gknauss@sdcc13.ucsd.edu (G. "Maddog" Knauss) writes:
> Does anybody have a listing of the CAD 3-D file format? (And I'm
> still looking for the Computer Eyes 24-bit raw format, as well.) I
> looked at atari.archive, but couldn't find any information... Any
> help will get my first child named after you.
>
> OK, OK. I'm just kidding...
>
> --
> --
> Greg "Maddog" Knauss "Aiee!" gknauss@sdcc13.ucsd.edu
> --

If my memory serves me right, STart published a program (with source)
that converts CAD 3D files to DXF format. I don't have the issue handy
at the moment but I think it must be around two years ago, when I had a
subscription.
--
==========Alex Valdez==========
"Alas sais na naman, oras ng pagdidili-dili...
Isaisip ang mabuti, ang masama'y iwaksi..."

265. Re: gcr

Newsgroup: comp.sys.atari.st
Date: 1991-06-08 01:38:45 UTC
From: Alex.Valdez@actrix.gen.nz
Message-ID: <1991Jun08.013845.11547@actrix.gen.nz>
Source record: 231312

In article <1991Jun2.211051.13430@nntp.hut.fi> s37837k@saha.hut.fi (Jari Lehto) writes:
> In article <1991May31.105652.19252@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
> >can specture gcr use apple system 7?how much memory does the atari need to
> >run it since on a mac it needs mnionimum of 2 megs.?
>
> Spectre (ver. 3.0) is not yet able to use System 7. There are some memory-
> related problems. I tried it with 3840k free and all I got was a bomb.
>
> We are waiting for the magic touch of Gadgeteers here...
>
> * Jari Lehto * 90-387939 * Jari.Lehto@hut.fi * Music, love & *
> * Tenavatie 19 A * 90-382887 * jartsu@vipunen.hut.fi * friendship! *
> * 00760 HELSINKI * 94040/02887 * jartsu@otax.hut.fi * Garlic, beer &*
> * Finland * fax +358 0 8735916 * s37837k@saha.hut.fi * sausage! *

Dave Small was quoted in the latest STReport that he was working on
fixing it and didn't expect too much of a problem.
--
==========Alex Valdez==========
"Alas sais na naman, oras ng pagdidili-dili...
Isaisip ang mabuti, ang masama'y iwaksi..."

266. Mega30 Fan

Newsgroup: comp.sys.atari.st
Date: 1991-06-08 03:06:10 UTC
From: NCOYNE@ESOC.BITNET
Message-ID: <91159.025501NCOYNE@ESOC.BITNET>
Source record: 231315

Hi heres some info my friend provided on the modifications he made to his
Mega file 30

0660103030566
9[.... ....]
Atari Megafile Mods.

If you are slowly going deaf from the noise of your Atari
Megafile, the following might help a bit, but be warned it isn't a
super mod: the fan noise doesn't suddenly stop, just gets reduced
a bit .....
The fan mounting, and the outer case of the Megafile severely
restrict the airflow from the fan. If you take the top off the
Megafile (Park the hard-disk first), you'll find that the fan can
be lifted out, and if you run it with free air flow, it doesn't
make much noise. I cut away the metal mount so it didn't obstruct
the airflow, and also cut away the plastic grill in the Megafile
case, and enlarged the resulting hole so that it didn't obstruct
the airflow. I made up a small wire grill which I screwed to the
outside of the case to stop me poking my fingers in by mistake.

I don't recommend using an internal temperature sensor and
turn the fan off until its needed, because unless you use several
distributed sensors, there is a risk of local 'hotspots'
occurring, which are not detected by the sensors. Incidentally,
without a fan at all, the disk drive gets hot after long use. It
may still work, but this has to shorten its life.....

When I bought my Megafile, it was for use with a 1040ST. The
DMA cable as supplied is obviously intended to be used with the
MegaST range, and will not reach the 1040's DMA connector. I took
the risk, and made up a new screened cable about 1 metre long,
which has been working with no problems for about two years now,
with no errors due to noise, fatal predictions from friends, etc.

I also had a second, external floppy drive, but things where
getting a bit like the early Atari ST days, with cables
everywhere, and my desk wasn't big enough. When I took the top off
the Megafile, I found there was enough room inside to hold the
second floppy. (One of the slimline NEC types with a 5V supply). I
removed the small board carrying the LEDS indicating disk
activity, and cut a hole in the front of the Megafile case to
allow the diskdrive to fit closely, then mounted it inside the
bottom of the case with a couple of small metal brackets, and
mounted the LED board between the drive and the edge of the case
with another bracket.

I was able to fit a 15 pin D-type connector at the rear of
the Megafile case, between the power supply switch and the edge of
the case, outside the metal screen, and connect this to the drive
with a short length of screened cable. (The disk data interface
is standard Shugart). I know a 15 pin 'D' connector isn't
standard, but who else is going to use my drive with another
computer?. Anyway, this was the only connector I could find with
enough pins that would fit in the space....
The +5V for the drive was tapped from the Megafile internal
supply. If the cover is removed, there are 4 (I think) terminals
towards the front right of the power unit. Two are ground, one is
12V and the other is 5V. (Use a test meter !!). The Power unit
can easily supply the low current theses slimline drives need.
Mine has been operating OK for two years now.

The above info was provided by a friend.

NICK COYNE

267. Appending Files with GEMDOS...

Newsgroup: comp.sys.atari.st
Date: 1991-06-08 04:32:23 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <o5g832w164w@ersys.edmonton.ab.ca>
Source record: 231334

Does anyone know how to use the GEMDOS File commands to open a file for a
ppending. I have been trying using Personal Pascal, but that is a weak
spot for the language, so I have decided to try to use the GEMDOS
commands (F_Open, F_Close, F_Seek, etc.) to do the job.

Can anyone help?

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< ---------------------------------- >>

268. And yet more 520ST info wanted

Newsgroup: comp.sys.atari.st
Date: 1991-06-08 04:47:55 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <43082@cup.portal.com>
Source record: 231308

A coupla weeks ago, I got a 520 STfm, and after using it, Ive more questions to ask about it...

I know the memory can be upgraded, people have told me so, and I also opened up the case, and saw an unpopulated bank of memory. What I need to know is the value of the caps that I also need to add, so I can populate this bank with the 256k chips.

On that same note, Ive heard that you can get 4mb of RAM, but I dont quite see how. There are no SIMMs or SIPP sockets to hold the larger memory modules.

Anyways. I found out that the version of TOS I have is 1.0. I guess that this is stored in the ROM. Anyway of upgrading to 1.4? Also, what is the difference between 1.0 and 1.4? Any benifit of upgrading? And since its on my mind :-) Just what does TOS stand for anyways?

Thanx, even tho Im sure that Ive repeated questions thats been asked many times

Billy D'Augustine
Azog-Thoth@cup.portal.com

269. path to Gadgets

Newsgroup: comp.sys.atari.st
Date: 1991-06-08 06:54:13 UTC
From: root@gbs.UUCP
Message-ID: <165@gbs.UUCP>
Source record: 231365

The path taken by this message is the path "back" to us here at Gadgets. Our machine name is "gbs" as a 7-character name ("gadgets") was causing some problems along the line. I'm "dsmall" here, or "root". The machine is an AT&T 3B1 (7300).

The newsfeeds seem to be operating fairly stabley (is that a word?) now.

Anyway, since I can't get to the Well machine as often as I'd like, and this machine is much closer (10 feet vs. 2000 miles), I thought I would mention it. I'm open for GCR, SST, MegaTalk, and automatic weapon discussions (*grin*).

-- thanks, Dave Small

Gadgets by Small / bottlewasher

270. System 7 on the GCR (from dsmall)

Newsgroup: comp.sys.atari.st
Date: 1991-06-08 07:07:31 UTC
From: root@gbs.UUCP
Message-ID: <166@gbs.UUCP>
Source record: 231363

We've tested (and tested, and tested) the final release Sys 7
on the GCR, and nope, it doesn't work yet. I wouldn't sweat
this one too hard; I can recall both systems 6.0.3 and 6.0.5
needing a helping crutch to get them going, too. The problem
seems straightforward and we're working on it, but you never
know if you've got ALL the problems fixed until it runs.

I certainly found the following code fragment creative:

move.l (a7)+,$fffffffe

Near as I can tell, someone wanted the low word off the
current stack long into locations 0 and 1.

nice.

(And yes, I know how many things that breaks...)

Anywho. Back to the salt mines, and I'll let you know when
we have it functioning.

Incidentally, we're seeing reports of some TT's not running
with GCR. Move the GCR to another TT, it runs. One known problem is
putting a monitor on top of the TT; the monitor generates enough interference
in the internal floppy to damp out the disk signal. Solution: move
monitor backwards. Another problem we are hearing reports of, but have
not gotten into the lab yet, is GCR's having cartridge port troubles.
We have no idea what that is (low +5 at cart? Timing changes? You got me...)
but are trying to find a non-working GCR/TT to look at and find out.

If you're curious, the plan at the moment is to add LAN and
internal SCSI drive support to the TT; hopefully this will superset to
generic SCSI support for the TT, so about any Mac SCSI peripheral will
plug in (if you follow the termination rules -- I wonder what Atari did.
Good question, that -- you know, Allan?) However, SST is getting
priority at the moment. We also hope to support LAN (Appletalk/Localtalk,(tm))
on the MegaSTE.

MegaTalk had a production run of PC boards without plated feedthrus.
100% rejects. That slowed things down. SST h/w is done and we're in the
thousand-and-one details of ramping up production; I'm wrapping up some
interesting compatibility software for it, so lots of things that normally
break on 68030's will work.

Anywho, back to the salt mines. (And I hope this post makes it
out; getting this link working through two quirky machines is... interesting.)

-- thanks, Dave Small

Diaper-Changer, Gadgets by Small

"I haven't thought up a witty saying yet."

271. Re: TT ram revisited

Newsgroup: comp.sys.atari.st
Date: 1991-06-08 08:23:23 UTC
From: mbaker@ucs.adelaide.edu.au
Message-ID: <3590@sirius.ucs.adelaide.edu.au>
Source record: 231328

From article <meulenbr.676276267@cstw163>, by meulenbr@cst.prl.philips.nl (Frans Meulenbroeks):
> Hi,

Hi... :)

> Also I found out that the TT ram is 100ns ram. I do not have any 68030
> doc handy, but with a 32 Mhz clock, I think at least one (and very maybe 2)
> wait states will be required to access this memory.
> Would it be technically feasible to replace this memory with faster
> memory, and get rid of this wait state? Will 80 ns be enough to get rid
> of the wait state, or should 60 ns be used??

At the risk of making a fool of myself, I should call to notice the fact that most larger Intel-powered systems use 70 or 80ns DRAMs, with similar clock speeds. Even these chips aren't fast enough to keep up with the CPU. Various techniques are used to ensure that, most of the time, the same DRAM is not read twice in two machine cycles... on the rare occurence that it is, a wait state is inserted... - thus, you get quotes of 0.01 wait states, etc.

> Since, if I'm not mistaken, the 68030 requires at least 3 clock cycles to
> do a memory access. So removing a wait cycle would speed up the memory
> access from 4 to 3 cycles. which would (in theory) lead to a speed
> gain of something like 25 %. Now of course not all cpu activity is
> memory access, so perhaps this figure is on the high side, but it seems
> to me that a substantial gain could be obtained here.

Not being sure of the exact details for the '030, but with the 000 and 010 there are 4 clock cycles between /AS and the first scan for /DTACK. As I said, if the memory architecture is properly designed, in most instances, the memory will be capable of responding immediately.

Any comments from those more familiar with the 030 and the TT's architecture are welcome...

> Frans Meulenbroeks (meulenbr@prl.philips.nl)
> Centre for Software Technology

Matthew

272. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1991-06-08 08:31:15 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1991Jun8.083115.21215@terminator.cc.umich.edu>
Source record: 231327

```
drwxrwxr-x daemon 1024 Jun 1 08:55 .
drwxrwxr-x jon 3072 Jun 1 08:51 ./graphics
-rw-r--r-- weiner 5323 Jun 1 08:51 ./graphics/Index
-rw-r--r-- weiner 81618 Jun 1 08:55 ./Index
-rw-r--r-- weiner 40965 Jun 1 08:55 ./CompInd.Z
drwxrwxr-x daemon 1024 Jun 2 13:45 .
drwxrwxr-x jon 2048 Jun 2 13:44 ./applications
-rw-r--r-- weiner 181 Jun 2 13:44 ./applications/Index
drwxr-xr-x weiner 24 Jun 2 13:43 ./applications/math
-rw-rw-r-- weiner 3857 Jun 2 13:42 ./applications/.index
drwxr-xr-x weiner 24 Jun 2 13:43 ./applications/databases
drwxr-xr-x weiner 24 Jun 2 13:43 ./applications/spreadsheets
drwxr-xr-x weiner 24 Jun 2 13:43 ./applications/persutls
drwxr-xr-x weiner 24 Jun 2 13:43 ./applications/dtp
drwxr-xr-x weiner 24 Jun 2 13:43 ./applications/wordproc
drwxr-xr-x weiner 24 Jun 2 13:43 ./applications/astronomy
drwxr-xr-x weiner 24 Jun 2 13:43 ./applications/other
drwxrwxr-x jon 536 Jun 2 21:46 ./gnustuff
-rw-r--r-- weiner 77912 Jun 2 13:45 ./Index
-rw-r--r-- weiner 39257 Jun 2 13:45 ./CompInd.Z
drwxrwxr-x daemon 1024 Jun 4 22:40 .
drwxrwxr-x weiner 524 Jun 4 06:49 ./utilities/desktop
drwxrwxr-x jon 3072 Jun 4 12:18 ./graphics
-rw-r--r-- weiner 5322 Jun 4 12:19 ./graphics/Index
-rw-r--r-- weiner 72674 Jun 4 12:17 ./graphics/gemview105.lzh
drwxrwxr-x weiner 512 Jun 4 12:20 ./applications/dtp
drwxrwxr-x weiner 512 Jun 4 12:20 ./applications/dtp/fonts
drwxrwxr-x weiner 512 Jun 4 12:27 ./applications/dtp/fonts/calamus
-rw-rw-r-- weiner 82944 Jun 4 12:27 ./applications/dtp/fonts/calamus/chanceri.arc
-rw-rw-r-- weiner 92160 Jun 4 12:27 ./applications/dtp/fonts/calamus/lucifer2.arc
-rw-rw-r-- weiner 68608 Jun 4 12:27 ./applications/dtp/fonts/calamus/tiempo12.arc
drwxrwxr-x weiner 24 Jun 4 12:20 ./applications/dtp/fonts/pagestream
drwxrwxr-x jon 536 Jun 4 12:07 ./gnustuff
drwxr-xr-x swood 512 Jun 4 22:39 ./portfolio/support
drwxrwxr-x jon 1024 Jun 6 03:12 ./gnustuff
-rw-r--r-- gray 425580 Jun 6 03:12 ./gnustuff/g++-139.lzh
-rw-r--r-- gray 116352 Jun 6 03:12 ./gnustuff/inc++.lzh
-rw-r--r-- weiner 5410 Jun 6 07:05 ./graphics/Index
-rw-r--r-- weiner 1111 Jun 6 07:02 ./music/Index
drwxrwxr-x daemon 1024 Jun 7 23:06 .
drwxrwxr-x jon 4096 Jun 7 22:44 ./games
-rw-r--r-- weiner 22086 Jun 7 22:44 ./games/mst.lzh
-rw-rw-r-- weiner 7827 Jun 7 22:45 ./games/Index
lrwxrwxrwx gray 37 Jun 7 11:22 ./games/gnuchess.arc ->
```

```
../gnustuff/tos/othergnu/gnuchess.arc
lrwxrwxrwx gray 34 Jun 7 11:23 ./games/gnugo.arc -> ../gnustuff/tos/othergnu/gnugo.arc
lrwxrwxrwx gray 37 Jun 7 11:24 ./games/gnu-m522.zoo ->
../gnustuff/tos/othergnu/gnu-m522.zoo
drwxrwxr-x jon 1536 Jun 7 22:38 ./archivers
-rw-r--r-- weiner 48094 Jun 7 22:32 ./archivers/lha130.lzh
-rw-r--r-- weiner 17536 Jun 7 22:38 ./archivers/uucode10.arc
-rw-r--r-- weiner 45056 Jun 7 22:38 ./archivers/xlharc12.arc
-rw-r--r-- weiner 2963 Jun 7 22:40 ./archivers/Index
-rw-r--r-- weiner 530081 Jun 7 22:43 ./tex/texdr179.lzh
drwxrwxr-x jon 2048 Jun 7 22:37 ./telecomm
-rw-r--r-- weiner 22656 Jun 7 22:34 ./telecomm/gem_xyz.lzh
-rw-r--r-- weiner 41183 Jun 7 22:34 ./telecomm/xyz201.lzh
-rw-r--r-- weiner 61176 Jun 7 22:34 ./telecomm/zcterm20.arc
-rw-r--r-- weiner 2663 Jun 7 22:38 ./telecomm/Index
drwxrwxr-x weiner 512 Jun 7 22:41 ./applications/dtp/fonts/calamus
-rw-r--r-- weiner 13312 Jun 7 22:41 ./applications/dtp/fonts/calamus/mini_6.arc
-rw-r--r-- weiner 207872 Jun 7 22:32 ./applications/dtp/fonts/calamus/blip.arc
drwxrwxr-x jon 1024 Jun 7 11:12 ./gnustuff
drwxrwxr-x jon 2560 Jun 7 11:12 ./gnustuff/tos
drwxr-xr-x gray 512 Jun 7 07:05 ./gnustuff/tos/updates
drwxr-xr-x gray 512 Jun 7 09:29 ./gnustuff/tos/unikoeln
drwxr-xr-x gray 512 Jun 7 05:57 ./gnustuff/tos/unikoeln/g++
-rw-r--r-- gray 1271 Jun 7 05:34 ./gnustuff/tos/unikoeln/g++/gnu++.g
-rw-r--r-- gray 291236 Jun 7 05:35 ./gnustuff/tos/unikoeln/g++/lib++.lzh
-rw-r--r-- gray 1645 Jun 7 05:34 ./gnustuff/tos/unikoeln/g++/README.G++
-rw-r--r-- gray 7696 Jun 7 06:02 ./gnustuff/tos/unikoeln/g++/FList
drwxr-xr-x gray 512 Jun 7 09:29 ./gnustuff/tos/unikoeln/shell
-rw-r--r-- gray 205006 Jun 7 09:20 ./gnustuff/tos/unikoeln/shell/unikoelnsh.lzh
drwxr-xr-x gray 512 Jun 7 09:29 ./gnustuff/tos/unikoeln/gcc
-rw-r--r-- gray 405835 Jun 7 09:20 ./gnustuff/tos/unikoeln/gcc/unikoelngcc.lzh
-rw-r--r-- gray 405281 Jun 7 09:20 ./gnustuff/tos/unikoeln/gcc/unikoelnbin.lzh
drwxr-xr-x gray 512 Jun 7 07:09 ./gnustuff/tos/gdb
drwxr-xr-x gray 512 Jun 7 07:13 ./gnustuff/tos/documentation
-rw-r--r-- gray 103464 Jun 7 07:10 ./gnustuff/tos/documentation/docs.arc
-rw-r--r-- gray 2072 Jun 7 07:10 ./gnustuff/tos/documentation/gcc-st.aux
-rw-r--r-- gray 120400 Jun 7 07:10 ./gnustuff/tos/documentation/gcc-st.dvi
-rw-r--r-- gray 2815 Jun 7 07:10 ./gnustuff/tos/documentation/gcc-st.log
-rw-r--r-- gray 96526 Jun 7 07:10 ./gnustuff/tos/documentation/gcc-st.tex
-rw-r--r-- gray 1454 Jun 7 07:10 ./gnustuff/tos/documentation/gcc-st.toc
-rw-r--r-- gray 68592 Jun 7 07:10 ./gnustuff/tos/documentation/lib-card.dvi
-rw-r--r-- gray 431 Jun 7 07:10 ./gnustuff/tos/documentation/lib-card.log
-rw-r--r-- gray 58381 Jun 7 07:10 ./gnustuff/tos/documentation/lib-card.tex
-rw-r--r-- gray 74886 Jun 7 07:10 ./gnustuff/tos/documentation/texinfo.tex
drwxr-xr-x gray 512 Jun 7 07:02 ./gnustuff/tos/g++jrd
drwxr-xr-x gray 512 Jun 7 07:01 ./gnustuff/tos/archivers
drwxr-xr-x gray 512 Jun 7 08:35 ./gnustuff/tos/currentgnu
drwxr-xr-x gray 512 Jun 7 08:35 ./gnustuff/tos/currentgnu/diff
drwxr-xr-x gray 512 Jun 7 09:08 ./gnustuff/tos/currentgnu/src
-rw-r--r-- gray 659 Jun 7 11:41 ./gnustuff/tos/currentgnu/src/README.admin
drwxr-xr-x gray 512 Jun 7 08:51 ./gnustuff/tos/currentgnu/bin
```

```
-rw-rw-rw- gray 734664 Jun 7 08:40 ./gnustuff/tos/currentgnu/bin/gcc139bin.zoo
drwxr-xr-x gray 512 Jun 7 07:11 ./gnustuff/tos/oldsources
drwxr-xr-x gray 1024 Jun 7 11:17 ./gnustuff/tos/othergnu
drwxr-xr-x gray 512 Jun 7 08:28 ./gnustuff/tos/othergnu/gnu881
drwxr-xr-x gray 1024 Jun 7 08:29 ./gnustuff/tos/oldgcc
drwxr-xr-x gray 512 Jun 7 08:29 ./gnustuff/tos/oldgcc/gcc138
drwxr-xr-x gray 512 Jun 7 08:30 ./gnustuff/tos/oldgcc/gcc138/diff
drwxr-xr-x gray 512 Jun 7 07:28 ./gnustuff/tos/oldgcc/gcc137
drwxr-xr-x gray 512 Jun 7 07:40 ./gnustuff/tos/oldgcc/gcc137/src
-rw-r--r-- gray 2642114 Jun 7 07:39 ./gnustuff/tos/oldgcc/gcc137/src/gcc137src.zoo
drwxr-xr-x gray 512 Jun 7 07:37 ./gnustuff/tos/oldgcc/gcc137/bin
-rw-rw-rw- gray 871987 Jun 7 07:37 ./gnustuff/tos/oldgcc/gcc137/bin/gcc137bin.zoo
drwxr-xr-x gray 512 Jun 7 07:25 ./gnustuff/tos/oldgcc/gcc137/diff
drwxr-xr-x gray 512 Jun 7 07:22 ./gnustuff/tos/oldgcc/gcc136
drwxr-xr-x gray 512 Jun 7 07:22 ./gnustuff/tos/oldgcc/gcc136/bin
drwxr-xr-x gray 512 Jun 7 07:03 ./gnustuff/tos/oldgas
drwxr-xr-x gray 512 Jun 7 07:00 ./gnustuff/tos/emacs
drwxrwx--- gray 512 Jun 7 09:26 ./gnustuff/admin-shed
-rw-r--r-- gray 12750 Jun 7 08:34 ./gnustuff/admin-shed/Index
-rw-r--r-- gray 1271 Jun 7 09:20 ./gnustuff/admin-shed/gnu.g
-rw-r--r-- gray 2315 Jun 7 09:20 ./gnustuff/admin-shed/gnustuff
-rw-r--r-- gray 0 Jun 7 09:19 ./gnustuff/This_Area_Is_Under_Reorganisation
drwxrwxr-x jon 1536 Jun 7 11:25 ./printing
lrwxrwxrwx gray 37 Jun 7 11:24 ./printing/gsbin.zoo ->
../gnustuff/tos/othergnu/ghscrptb.zoo
lrwxrwxrwx gray 37 Jun 7 11:25 ./printing/gssrc.zoo ->
../gnustuff/tos/othergnu/ghscrpts.zoo
-rw-r--r-- weiner 78371 Jun 7 22:46 ./Index
-rw-r--r-- weiner 1354 Jun 7 22:41 ./mint/Index
-rw-r--r-- weiner 39452 Jun 7 22:46 ./CompInd.Z
-rw-r--r-- weiner 65399 Jun 7 22:49 ./ls-lR.Z
```

273. Re: New version of BASH 1.05 for MiNT

Newsgroup: comp.sys.atari.st
Date: 1991-06-08 11:20:05 UTC
From: erlingh@sigyn.idt.unit.no
Message-ID: <ERLINGH.91Jun8132005@sigyn.idt.unit.no>
Source record: 231331

Please send binaries and patches, maybe as two separate files if the
patches are big.
Erling.
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o MS-dos should be dying!

274. Re: FIX24.PRG + ADDMEM.PRG (need info)

Newsgroup: comp.sys.atari.st
Date: 1991-06-08 13:01:10 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Jun8.130110.7452@rhrk.uni-kl.de>
Source record: 231330

adamd@rhi.hi.is (Adam David) writes:

>I had the honour of seeing the first TT to arrive in Iceland. It has version
>TOS 3.01 (UK) in it. Fix24 works fine straight up out of ST Computer magazine
>from Germany, but we cannot get addmem to work because it uses an undocumented
>memory location in TOS 3.01 (DE) to fiddle with the MPB. The address in the
>german version is $71E2 but the english version has nothing significant at
>that address. It is not likely to be a misprint because it is repeated more
>than once. Can anyone help us with a solution?

Indeed this is no misprint. The problem lies in the fact that the address
ADDMEM uses is not documented. (Sorry, but I don't think you can get the
MPB address legally.)
If you use another TOS-version than the german 3.01 ADDMEM as printed in
ST Computer won't work. I think the best way to find the missing address is
to use SYS_MON.
BTW, the correct address for the german TOS 3.05 will follow next week.

****
* Uwe Seimet *
* seimet@sun.rhrk.uni-kl.de *
--
* I hate this machine, I wish that they would sell it. *
* It doesn't what I want but only what I tell it. *
* (Programmer's lament) *
****

275. Re: Autobooting Drive C

Newsgroup: comp.sys.atari.st
Date: 1991-06-08 13:03:43 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Jun8.130343.7529@rhrk.uni-kl.de>
Source record: 231332

rome@ucscb.ucsc.edu (60380000) writes:

>I am borrowing my friend's Mega 2 for the summer and he has an SHS205 hard
>drive attatched. When I got it, it would boot all of the stuff in the
>AUTO folder on the C partition (actually, that was the only thing that
>it would boot, it would not read a floppy at bootup!) I seemed to have
>messed something up and now it will not boot off the hard drive, I have to
>boot off a floppy and with all of the utilities, it takes forever. Does
>anyone know how I can fix the C partition to autoboot again???????

Simply use HINSTALL to get partition C bootable again.

```
*******************************************************
* Uwe Seimet *
* seimet@sun.rhrk.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

276. Re: TT HD floppy

Newsgroup: comp.sys.atari.st
Date: 1991-06-08 13:15:36 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Jun8.131536.7626@rhrk.uni-kl.de>
Source record: 231333

meulenbr@cst.prl.philips.nl (Frans Meulenbroeks) writes:

>I've heard rumours in the past that future TT versions will be equipped
>with a HD floppy drive. This leads to the following questions:
>- Is this rumour true?
>and if so:
>- Has there been mentioned anything about the time frame in which this
> should occur?
>- will it be possible to upgrade current TT's?

With the TT and MegaSTE-versions delivered in the moment you can use a HD
floppy drive right from the start, you have just to plug it in.
If you use HD discs in this drive, TOS first recognizes a read error. It
automatically switches the speed of the floppy controller to 16 MHz and tries
again. So some kind of the hardware presented in ST Computer 1/90 (HD drives
for the ST) is built in.
Nevertheless I found two problems. My controller doesn't work correctly with
HD discs if the machine has warmed up. Apparently the controller doesn't like
16 MHz too much. If you use programs like ROMRAM or ROMSPEED you get problems
writing on these discs. It seems as if this is a timing problem, because after
moving the rom to the fast ram the floppy subroutines of TOS are to fast and
report a timeout.
To get a button "High Density" in the desktop format dialogue you have to set
configuration switch #6 to ON. Selecting this button to format a HD disc fails
on TOS 3.01 but wait for TOS 3.05 ...

****
* Uwe Seimet *
* seimet@sun.rhrk.uni-kl.de *
--
* I hate this machine, I wish that they would sell it. *
* It doesn't what I want but only what I tell it. *
* (Programmer's lament) *
****

277. Re: Using BART for large files

Newsgroup: comp.sys.atari.st
Date: 1991-06-08 15:55:07 UTC
From: hunt@jjmhome.UUCP
Message-ID: <10418@jjmhome.UUCP>
Source record: 231335

```
Well, if you send mail to bart with the word "help" in the body, it'll tell you
how to go about getting files larger than your daily limit.....
```

278. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1991-06-08 18:16:44 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun8.181644.4718@informatik.uni-erlangen.de>
Source record: 231338

pwp@iuvax.cs.indiana.edu (Paul Purdom) writes:

>Does anyone have maps for Chaos Stikes Back that they are willing to mail me?

I don't know if you can ftp, but at atari.archive.umich.edu is
lots of help stuff for CSB.

Lars


```
+--------------------------------------+----------------------------------+
| lsmichae@faui43.uni-erlangen.de | | | | |
| Lars Michael | | | | "Down with ATARI, |
| Graduate Student of Computer Science | / | \ Long live the ST !" |
| at University of Erlangen/Germany | / | \ |
+--------------------------------------+----------------------------------|
| "May the Schwartz be with you!" |
+-----------------------------------------------------------------------------+
```

279. Re: Latest ver. of Prospero-C??

Newsgroup: comp.sys.atari.st
Date: 1991-06-08 21:22:04 UTC
From: REEVES@SLACVM.SLAC.STANFORD.EDU
Message-ID: <91159.132204REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 231339

Actually, I think the latest version is 1.144. At least, that's the version I have. Unfortunately, I don't know anything about the Developer's Kit, although I am interested.

Terry

Disclaimer: The above are my opinions and do not reflect those of SLAC, Stanford Univ, the DOE, or the U.S. government.

280. Re: lharc

Newsgroup: comp.sys.atari.st
Date: 1991-06-08 22:21:24 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0b6q0ro@nathan.ruhr.de>
Source record: 231342

In <1991Jun07.185957.19357@convex.com>, William Rosencranz writes:

Hi there,
>no need to eat my words until ALL .lzh files everywhere are converted to
>this new "hot setup". do you see my point now?
get a copy of LHarc 1.1321 and start eating...
/s/

--
Udo Erdelhoff smart: ue@nathan.ruhr.de
Am Westheck 170 Fido: Udo Erdelhoff on 2:245/52.1
W-4600 Dortmund 12 (FRG) Maus: Udo Erdelhoff @ DO
Please keep your replies short - I have to pay for recieving mail

281. Re: Reading TOS/DOS formatted disk on a SparcStation

Newsgroup: comp.sys.atari.st
Date: 1991-06-08 22:24:37 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jun8.222437.21673@mailer.cc.fsu.edu>
Source record: 231340

```
In article <5807@wucc.waseda.ac.jp>, ytsuji@wucc.waseda.ac.jp (Y.Tsuji) writes:
>I am going to have a sun3/60 with its OS 4.0.3 in two day's time, giving up
>buying a more PC compatible 3/80 with 4.1.1 (I didn't know these were much
>cheaper than MEGA ST's). If yours does not support floppy
>drives, you must 'ftp' the driver ('mtool' or something). If yours
>is already equipped with the driver and the floppy drives, you should
>be able to format the diskettes! When you have formatted the floppy,
>if you write SunOs info onto the first blocks by 'mkfs', you will have
>a SunOs floppy, and if you write IBM-PC info, you will have an IBM-PC
>floppy. If you haven't got the PC format program on your system,
>I can send you the appropriate data format of the first blocks of PC
>diskettes.

The Mtools package is not just a driver for the floppy drive. It is a
collection of MS-DOS style utilities which allow you to read, write, make
directoried, cd, change attributes, etc. It is much easier to use than
the canned stuff Sun provides. Also, the Sun stuff is incredibly picky
about formatting floppies. If it gets just one error, it totally aborts.
I would advise formatting on a PC or your ST, and if you can compile Mtools
use it. It is really nice.
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------
```

282. Re: Reading TOS/DOS formatted disk on a SparcStation

Newsgroup: comp.sys.atari.st
Date: 1991-06-09 03:35:30 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991Jun9.033530.10379@cs.yale.edu>
Source record: 231343

```
In article <1372@zinn.MV.COM> kgg@zinn.MV.COM (Kenn Goutal) writes:
>In article <1991Jun04.154053.11570@lut.ac.uk> M.A.Rahin@lut.ac.uk
>(Mohammad A. Rahin) writes that he needs to know how to format,
>read, and write TOS floppies on a Sparcstation.
>
>I too would benefit from this information.
>-- Kenn Goutal

Others have mentioned the "mtools" package. It can be obtained by ftp
from cerl.cecer.army.mil and works quite well.

If you are running SunOS version 4.1, then you have another option.
SunOS now supports MS-DOS file systems. The file system type is
called "pcfs", and it is used with the normal Unix commands, e.g.,
"mount" to mount it, "ls" to list the directory, etc. Since mount
normally requires root privileges, you might need your system
administrator to provide a trivial setuid root program to call mount
with the appropriate arguments. Also, an appropriate entry must be
made in /etc/fstab.

--
================================================
| Michael Fischer <fischer-michael@cs.yale.edu> |
================================================
```

283. Re: TT ram revisited

Newsgroup: comp.sys.atari.st
Date: 1991-06-09 10:21:06 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun09.102106.4470@actrix.gen.nz>
Source record: 231341

In article <3590@sirius.ucs.adelaide.edu.au> mbaker@ucs.adelaide.edu.au (Matthew Baker) writes:
> From article <meulenbr.676276267@cstw163>, by meulenbr@cst.prl.philips.nl (Frans Meulenbroeks):
> > Hi,
>
> Hi... :)
>
> > Also I found out that the TT ram is 100ns ram. I do not have any 68030
> > doc handy, but with a 32 Mhz clock, I think at least one (and very maybe 2)
> > wait states will be required to access this memory.
> > Would it be technically feasible to replace this memory with faster
> > memory, and get rid of this wait state? Will 80 ns be enough to get rid
> > of the wait state, or should 60 ns be used??
>
> At the risk of making a fool of myself, I should call to notice the fact
> that most larger Intel-powered systems use 70 or 80ns DRAMs, with
> similar clock speeds. Even these chips aren't fast enough to keep up
> with the CPU. Various techniques are used to ensure that, most of the time,
> the same DRAM is not read twice in two machine cycles... on the rare
> occurence that it is, a wait state is inserted... - thus, you get quotes
> of 0.01 wait states, etc.
>
> > Since, if I'm not mistaken, the 68030 requires at least 3 clock cycles to
> > do a memory access. So removing a wait cycle would speed up the memory
> > access from 4 to 3 cycles. which would (in theory) lead to a speed
> > gain of something like 25 %. Now of course not all cpu activity is
> > memory access, so perhaps this figure is on the high side, but it seems
> > to me that a substantial gain could be obtained here.
>
> Not being sure of the exact details for the '030, but with the 000 and 010
> there are 4 clock cycles between /AS and the first scan for /DTACK.
> As I said, if the memory architecture is properly designed, in most
> instances, the memory will be capable of responding immediately.
>
> Any comments from those more familiar with the 030 and the TT's
> architecture are welcome...
>
> > Frans Meulenbroeks (meulenbr@prl.philips.nl)
> > Centre for Software Technology
>
> Matthew

Well from what I have read, its only the CPU that runs at 32 mhz, the
other bits (buss) runs at 16 mhz.
Is it not the same as these 16 mhz Turbo options for the ST, you still keep
you standard Rams and Roms, ie, only the CPU runs at that speed ?.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

284. Memory location of MPB

Newsgroup: comp.sys.atari.st
Date: 1991-06-09 11:58:51 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Jun9.115851.19753@rhrk.uni-kl.de>
Source record: 231344

For those who need the memory location of the MPB in the german versions of TOS (e.g. for the use with ADDMEM) here they are:

TOS 3.01 (08/09/90): $71E2
TOS 3.01 (08/29/90): $71E2
TOS 3.05 (12/05/90): $70E8

Keep in mind that these addresses are not documented. They may be different for other version of TOS but I expect them to be located near the addresses above.

```
*******************************************************
* Uwe Seimet *
* seimet@sun.rhrk.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

285. MiNT Minix filesystem problems ...

Newsgroup: comp.sys.atari.st
Date: 1991-06-09 14:54:33 UTC
From: olorin@tardis.computer-science.edinburgh.ac.uk
Message-ID: <9106110042.AA08858@ucbvax.Berkeley.EDU>
Source record: 231387

Will anyone who has been experiencing problems with the minix filesystem
for MiNT 0.8 please mail me full info , this site has been known to miss
the occasional post or two,so mailing me is the only sure way to let me
know , so that any problems can be fixed.
By 'problem' I mean anything no matter how trivial , I am
particularly interested in anything that makes 'fsck' complain , non
recognition of minix partitions , disk-change problems , logical
partition problems (this should be OK now unless the minix partition
uses >1K sectors or any partition has >8K logical sectors).
I have not succeded in making fsck complain with my setup , ICD
drive and STE with TOS 1.6 , if you find a way then please tell me ,
1. What commands caused the problem .
2. What fsck reports (that is minix fsck not a TOS version!!!).
3. Any debugging output (if possible).
4. Your hardware , that is drive and driver software type and version of TOS.
5. Any other info you think may be useful.

Any other kinds of comments are welcomed , such as patches ,
suggestions and flames (if you must) .

P.S. May I reiterate the comments in the docs , don't try using
minix partitions unless you are sure you know what you are doing. If you
think its a good idea to run TOS filesystem consistency checkers on
minix partitions then you *don't* know what you are doing :-)

```
************************************************************
* Please send any replys to : *
* olorin%tardis.cs.ed.ac.uk%ukacrl@any_non_uk_bitnet_site *
* olorin%tardis.cs.ed.ac.uk@cunyvm.cuny.edu *
* Do not mail via ukc.ac.uk which is sometimes the default *
************************************************************
```

286. Hard Drive Backup

Newsgroup: comp.sys.atari.st
Date: 1991-06-09 18:30:25 UTC
From: i9853100@uavax0.ccit.arizona.edu
Message-ID: <9JUN91143025@uavax0.ccit.arizona.edu>
Source record: 231345

Is it possible to restore an image backup of a partition after changing the interleave of that partition? I changed the interleave on my drive from 3 to 2 (it seemed to give faster access), but I am having trouble restoring the image backups that I made. If it matters, tha backups were made with the Michtron Toolkit program. I have experienced a lot of unreliabllity with that program in general, and I don't think I will use it anymore. Can anybody recommend another program with similar features (at least the backup features)?

Doug
I9853100@ccit.arizona.edu

287. Re: FSM-GDOS...When? How?

Newsgroup: comp.sys.atari.st
Date: 1991-06-09 19:46:41 UTC
From: fh@well.sf.ca.us
Message-ID: <25328@well.sf.ca.us>
Source record: 231348
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

longj@lonex.radc.af.mil (Jeffrey K. Long) has 4 questions about FSM GDOS:

No, FSM GDOS has not been released yet. Atari is saying 6 weeks, but they have been saying this for quite some time now.

Yes, the newest beta versions that we have, do include drivers for the HP laser printers.

No, Goldleaf can not ship FSM until it is released by Atari. But owners of Wordflair II will be the fist ones to hear about the upgrade and will be able to purchase it through Goldleaf.

Fabian Hahn
Goldleaf Publishing, Inc.

288. Modem - send fax

Newsgroup: comp.sys.atari.st
Date: 1991-06-09 19:49:34 UTC
From: lchd_ltd@uhura.cc.rochester.edu
Message-ID: <14408@ur-cc.UUCP>
Source record: 231346

Thanks a lot to those who have emailed me about my question about
modem recently. Now I have one more question. I found that some
of the pc's modems come with Send-Fax capability. Could Atari ST
make use of this function (can ST send fax with these modem)?
If I have a Spectre GCR or any IBM emulators, can I use Mac and
IBM fax softwares to send fax? I came across a fax-modem by
Public Domain Corporation which they came that we can send fax
if we have Spectre GCR or and IBM emulator like AT-Speed. So is
this PDC modem same as those pc's modems that have send fax function?

Thanks in advance.

...
Ling Cherd

289. Looking for Ed Krimen

Newsgroup: comp.sys.atari.st
Date: 1991-06-09 19:54:13 UTC
From: nobody@Kodak.COM
Message-ID: <28967@know.pws.bull.com>
Source record: 231347

Please excuse the bandwidth...

Ed Krimen, I have lost your mail address. Please mail to me.

Thanks.

BERNATOWICZ@vx6455.dnet.kodak.com
-or- Jim.Bernatowicz@f212.n260.z1.fidonet.org

290. Re: Man w/ pipe

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 01:48:31 UTC
From: adw3345@isc.rit.edu
Message-ID: <1991Jun10.014831.27757@isc.rit.edu>
Source record: 231242

In article <1991Jun6.131017.12110@ira.uka.de> S_DINGLER@iravcl.ira.uka.de (|S| Florian Dingler) writes:
>Hi folks!
>
>I wonder if anyone knows who the man smoking a pipe is. You know, the one you
>find in the ATARI-ST charset with the codes 28-31 or so. Is he just a little
>joke or a special person or what ?
>Please write followups, no mail.

The character smoking a pipe is generally assumed to be Bob, holder of Slack. Read alt.slack for further information.

Derrick

--

- Derrick Williams - Rochester Institute of Technology | Insert snappy -
- adw3345@ritvax - Computer Engineering | quotation here -
---

291. Motorola 68hc11 cross assembler

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 02:23:58 UTC
From: whitten@kuhub.cc.ukans.edu
Message-ID: <1991Jun9.212358.31334@kuhub.cc.ukans.edu>
Source record: 231349

I know this is probably a shot in the dark, but I'm looking
for a 68hc11 cross assembler that someone has ported to the
ST. I have the source for the ibm version, but can't get it
to compile on my poor little 1040, and since my C knowledge
is very limited, I can't fix 'er up.

If anyone has done this, zap me at the address below.

Regards,
Chris

==
WHITTEN@KUHUB.CC.UKANS.EDU Chris Whittenburg, Univ. of Kansas
WHITTEN@UKANVAX.bitnet Electrical Engineering
==

292. X for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 05:59:41 UTC
From: limsico@earthquake.Berkeley.EDU
Message-ID: <1991Jun10.055941.29027@agate.berkeley.edu>
Source record: 231350

This question has probably already been asked several times, but here it goes: Does anyone know of any type of X-Window emulation/server/host for the ST? Please either e-mail or post replies!

Carl
limsico@ocf.berkeley.edu

293. Re: More than 4 Meg ??

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 08:24:37 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3187@odin.cs.hw.ac.uk>
Source record: 231370

In article <2642@m1.cs.man.ac.uk> camm@els.ee.man.ac.uk (Ian Camm) writes:
> Well 2.5Mb does work on my 520STE with TOS 1.6, but it does think there
>are 4Mb there. I have not had any problems yet but I have not (knowingly)
>tried to use all of the memory thus far. I have the feeling that when I
>do I will commit mass bit murder :-) by trying to throw them into spaces that
>aren't there. I will try changing the boards round and let you know what
>happens.

What you have is 2.5Mb of RAM with the last 512K duplicated 4 times. Your machine thinks it has 4Mb. If you create a 2Mb RAM disk that sits in low RAM then use your machine you'll see weird behaviour as the multiple images get used. You need a little patch program that checks phystop and the memory controller at bootup andif it's 4Mb set it to 2.5Mb then reboot.

Actually what we all need is for Atari to fix the &^%*$ ROMs!

Does TOS 1.62 have the same problem?

>Ian Camm | JANET: camm@uk.ac.man.ee.els
>Dept. of Electrical Engineering | ARPA: camm@els.ee.man.ac.uk
>University of Manchester, England | UUCP: ...!!ukc!man.ee.els!camm
>Disclaimer: If you think I need one make it up yourself.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 SIMMs!" !
+---+

294. Re: Re: Man w/ pipe

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 08:31:58 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3188@odin.cs.hw.ac.uk>
Source record: 231371

Well this Bob Dobbs character (actually 4) is just another example of Atari wastage, along with Bea Hablig et al. I think I would have preferred to see four box corner characters, ala IBM, so that we could make up boxes in text.

Now some bright spark is going to say "Why not change the font youself". Why should I have to support 3 resolution (6 if you include the TT) to get such a simple addition. Atari should have put something *useful* in there in the first place.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 characters!" !
+---+

295. Re: More than 4 Meg ??

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 08:49:03 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1991Jun10.084903.16860@cs.ruu.nl>
Source record: 231353

Yes. There exists an autoboot program named SIMMFIX.
The ONLY thing it does is check if the computer THINKS it has 4 MB
and the MMU says it has 2.5MB. Then, it sets the MEMTOP correctly,
and reboots.
^^^^^^^
- several descriptions are around of what happens then.
Some get bombs, some don't, my computer didn't do anything,
that is, the memtop wasn't corrected at all. I rewrote the
program: it jumped to the hd_init vector (or something sounding
alike) in stead of taking the real reset vector, which had the
effect that my machine (with no Hard Disk) did not reset. I changed
this, and it worked fine.

If I'm talking nonsense, please state so on the news. If someone's interested,
do the same, by mail. At this moment, my STE is at the manufacturer for the famous
HD-problem (problem #2 :-/) for some months already. I have not had the opportunity
to test anything I said here.

--

____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

296. man w/ pipe

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 08:51:21 UTC
From: S_DINGLER@iravcl.ira.uka.de
Message-ID: <1991Jun10.075302.2611@ira.uka.de>
Source record: 231351

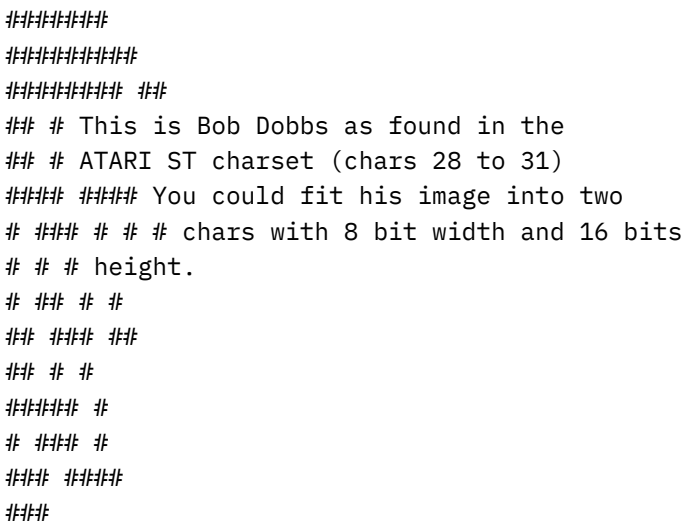
Hi folks!

This is what I found out about that man with the pipe. Thanks to all who answered my question. I included a picture of Bob (see below). Its is the bit image graphics of the 4 ATARI ST chars (28 to 31).

Hey, that's Bob Dobbs, leader of the Church of the Sub-Genius.
Slack off! Quit your job! Send your money to Bob!!

Bob is indeed a special person, being the revered icon of the Church of the Sub-Genius.

Consult your weirdest bookstore for details.
Or join newsgroup alt.slack. and ask for details...


This is Bob Dobbs as found in the
ATARI ST charset (chars 28 to 31)
You could fit his image into two
chars with 8 bit width and 16 bits
height.

297. PPP For the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 08:52:49 UTC
From: moses@therip.UUCP
Message-ID: <qiiB41w164w@therip.UUCP>
Source record: 231380

Has anyone compiled the Ka9q package with PPP protocol for the ST?
If so I would like to hear from ya :)
-MO

--
moses@therip.UUCP (Moses)
The Realm of Interesting Paraphernalia BBS -- (Fidonet 1:228/24)
+1 616 235 2313 (2400-14400 HST) +1 616 235 1708 (300-2400)
Grand Rapids, Michigan | Supporting Atari ST/Amiga/IBM Computers

298. Can I get ML on the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 09:04:22 UTC
From: d90-ngp@sm.luth.se
Message-ID: <1669@tau.sm.luth.se>
Source record: 231400
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Does Meta Language (ML) exist on the ST.
If it does, where can I get it?

_____________________________________________________________________________
| | | |
| Niklas Grip | University of Luleaa | Some day I will |
| Vallstensgatan 7 | Internet: d90-ngp@sm.luth.se | make some nice |
| 951 59 Luleaa | Bitnet : d90-ngp%sm.luth.se@sekth | logo and remove |
| SWEDEN |===================================| this damn text! |
| Phone: 0920-26228 (international: +46 920 26228) | |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

299. The Ultimate Atari ST System, 4 Sale

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 09:22:21 UTC
From: jeffk@sgi.com
Message-ID: <1991Jun10.092221.3244@odin.corp.sgi.com>
Source record: 231352

I have the following items for sale:

Hardware:
Atari Mega ST2 (upgraded to 4 megs, w/TOS 1.04, socketed cpu, Best PowerSupply)
MoniTerm Viking 2/91 high Resolution monitor (1280x960) w/controller card
Atari SC1224 colour monitor
Atari SM124 monochrome monitor
SyQuest 44 Megabyte removable cartridge Harddisk w/case, ps, ICD Advantage plus
Wuztek D.E.K.A. PC keyboard interface
Northgate Omni 102 PC Keyboard
Practical Solutions Cordless Mouse, Monitor Master, Video Key
Gadgets-by-Small Spectre 128 w/ROMs (Version 3 software)
Talon SuperCharger w/1 megabyte and power supply (PC emulator)

Software:
NeoDesk 3
STalker/STeno
Flash!
WordPerfect
PageStream
UIS III
MultiDesk
Assorted Games

I'd like to get $2695 for the entire listing but, if nobody offers me that, I will entertain bids for the various pieces of equipment. Send me an e-mail with your bid. The highest reasonable bid (by June 30, 1991) will take the bidded item. Send bids and inquires to: jeffk@sgi.com

Thank you for reading this message. (This is my first posting to News so I hope I did it correctly. :-))

300. Can I get clip art with ftp?

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 09:24:39 UTC
From: d90-ngp@sm.luth.se
Message-ID: <1670@tau.sm.luth.se>
Source record: 231396

I have tried to use ftp to get clip art for use in DTP, but I can't
find it anywhere! Can anyone please help me?


```
_____________________________________________________________________________
| | | |
| Niklas Grip | University of Luleaa | Some day I will |
| Vallstensgatan 7 | Internet: d90-ngp@sm.luth.se | make some nice |
| 951 59 Luleaa | Bitnet : d90-ngp%sm.luth.se@sekth | logo and remove |
| SWEDEN |===================================| this damn text! |
| Phone: 0920-26228 (international: +46 920 26228) | |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

301. Does TT monitor have sound?

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 09:32:15 UTC
From: d90-ngp@sm.luth.se
Message-ID: <1671@tau.sm.luth.se>
Source record: 231395

A friend of mine have just bought an Amiga 3000, and the multisync
monitor he got with it does not have any loudspeaker, so to get any
sound out of the machine he has to connect it with his tape recorder!

Is it usual that multisync monitors don't have loudspeakers and
whatabout the TT?


```
_____________________________________________________________________________
| | | |
| Niklas Grip | University of Luleaa | Some day I will |
| Vallstensgatan 7 | Internet: d90-ngp@sm.luth.se | make some nice |
| 951 59 Luleaa | Bitnet : d90-ngp%sm.luth.se@sekth | logo and remove |
| SWEDEN |==================================| this damn text! |
| Phone: 0920-26228 (international: +46 920 26228) | |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

302. G++ at A.A. from ftp.thp.koeln.de

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 09:46:36 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jun10104636@ghiggins.hpl.hp.com>
Source record: 231359

This archive has been withdrawn from A.A. following an adverse report which indicates that the archive's integrity has been compromised.

G++ is case-sensitive to its support files, apparently the archive prog blithely switched them all to upper case.

The lack of documentation, author identification and sources only add to the problem.

BTW --- This seems to be another example promoting the argument for compressed tar files.

Graham
======

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Disclaimer: My opinions above are exactly that, mine and opinions.
---

303. Re: X for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 09:49:38 UTC
From: perstoro@netmbx.UUCP
Message-ID: <2392@netmbx.UUCP>
Source record: 231354

limsico@earthquake.Berkeley.EDU (Carl Limsico) writes:

> This question has probably already been asked several times, but
>here it goes: Does anyone know of any type of X-Window
>emulation/server/host for the ST? Please either e-mail or post
>replies!

There is!
I have seen it on the c-bit this year.
It was a st with x-win connected to a unix-tt.
But it was not working too good. :-(
As far as I seen it....

On the other hand there is a programm called UW (unix windows).

I think it was designed for the mac first, but it has been
ported to the st by someone.

After typing *UW* in the first window the host starts Unix-Windows and
from now on you can use, I think about 6, windows.
So I am able to work at different suns at the same time......
Thats fun :-)
(So my st could "have" 100 MIP's ore more...)

so long

-- --- good old perstoro --- --

304. A.A. : ~ftp/atari/gnustuff Ground Under Repair.

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 09:57:16 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jun10105716@ghiggins.hpl.hp.com>
Source record: 231360

I am trying to clean up the gnustuff directory on A.A. I will try and create an A.A.-hosted GCC cros-compiler, so that A.A. has binaries for the most recent patches.

The most notable problem is that A.A. does not have the ST-specific diffs to create the ST port of GCC 1.39 --- we have only binaries.

Other (example) problems are:

util.zoo --- has nm.c from the Sozobon distribution and a spurious Patchlevel (14, should be either 13 or 15).

include.zoo --- does not include math.h nor stab.def

Here are the current Patchlevels of the central ST versions of GNU sources at A.A.

curses.zoo - PathLevel: 7 (sic)
flex.zoo - no patchlevel included
gemlib.zoo - PathLevel: 15 (sic)
include.zoo - PatchLevel: 62
libsrc.zoo - PathLevel: 62 (sic)
pmlsrc.zoo - PathLevel: 8 (sic)
util.zoo - PathLevel: 14 (sic)

I'd be grateful for uploads of verifiable later versions of any of the above sources and also verifiable sources (diffs from FSF distribution) for GCC 1.39.

Graham
======

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Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554

Disclaimer: My opinions above are exactly that, mine and opinions.
---

305. Reading TOS/DOS diskette on the SparcStation

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 10:20:15 UTC
From: M.A.Rahin@lut.ac.uk
Message-ID: <1991Jun10.102015.18976@lut.ac.uk>
Source record: 231357

Following my earlier query on this subject, I had quite a few responses. Thanks very much to all who responded. For those who might need the summary here it is.

Mtools is a suite of package on the SparcStation that allows reading/writing TOS/DOS formatted 3.5" diskettes. The complete package along with the patch files can be obtained from the following anonymous FTP sites :

1. cs.uni-sb.de (134.96.7.254) - directory : pub/sun/mtools
2. cs.uba.ca (137.82.8.5) - directory : src
3. cerl.cecer.army.mil (129.229.1.101) - pub/mtools

Finally, thanks again to those who responded. I really appreciate your help.

- Rahin

306. Re: More than 4 Meg ??

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 10:52:17 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jun10125217@cubitus.laas.fr>
Source record: 231150

In article <10896@castle.ed.ac.uk> john@castle.ed.ac.uk (John Hannah) writes:
| ... I havn't tried the famed SIMMFIX yet.

Hey, all you guys with this problem. Give SIMMFIX a try! I came out
as fast as the first STes came out.

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

307. Re: ps files

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 10:56:25 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jun10125625@cubitus.laas.fr>
Source record: 231144

Get degas2ps from irisa.irisa.fr!

Cheers,
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

308. Re: New version of BASH 1.05 for MiNT

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 11:05:24 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991Jun10.110524.12162@cs.nott.ac.uk>
Source record: 231356

In article <ERLINGH.91Jun8132005@sigyn.idt.unit.no> erlingh@sigyn.idt.unit.no (Erling Henanger) writes:
>Please send binaries and patches, maybe as two separate files if the
>patches are big.

Everyone who has replied so far has asked for binaries, so I've now sent them off. The diffs are very small, and are included in the .zoo. Enjoy!

You'll have to report any bugs to me soon, as I won't have any access to the net from the start of July until the start of October.
--
/* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
+* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
+* Olivier's Law: "Experience is something you don't get *+
*------------------------- until just after you need it." */

309. GCC -g and G++ bogon alert!?!

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 12:04:04 UTC
From: hess@rospc1.informatik.uni-hamburg.de
Message-ID: <hess.676555444@rospc1>
Source record: 231355

Hello,

I have a problem with the gcc 1.39 and the g++ from the koeln ftp site.
If I try to compile the following program with g++:

```
#include<stream.h>
int main(){ cout << "Hello World\n"; }
```

All works niecly until the link run. Then the linker says: Bogon alert: wrote xxx Symbols, yyy expected. And the resulting file is not a TOS executable (TOS error 66: not an executable program).

The same happens, when I compile a normal gcc program with the gdb option "-g". Then there is another number of wrote/expected symbols, but the resulting program again is not executable.

Has anyone encountered this problem and perhaps already solved it?

Hauke Hess / University Hamburg (so write in german, if you like)

310. Re: X for the ST? (Unix Windows)

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 12:43:27 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jun10.124327.12647@mailer.cc.fsu.edu>
Source record: 231358

In article <2392@netmbx.UUCP>, perstoro@netmbx.UUCP (Wilhelm Schaefer) writes:
>limsico@earthquake.Berkeley.EDU (Carl Limsico) writes:
>
>
>> This question has probably already been asked several times, but
>>here it goes: Does anyone know of any type of X-Window
>>emulation/server/host for the ST? Please either e-mail or post
>>replies!
>
>On the other hand there is a programm called UW (unix windows).
>I think it was designed for the mac first, but it has been
>ported to the st by someone.
>

Unix Windows is not related to X in any way (other than coincidental appearance). It is a great program, which allows one to have muliplexed terminals over one serial line (the terminals are in the form of windows). You can set font sizes, cut and paste, file transfer, etc. It consists of an ST end and a Unix end (which must be compiled for your particular system). I have found that it works great, but is a bit pokey at 2400 (I am waiting for my 9600, zooom). Basically, it acts as a regular terminal program (you dial up, get one terminal window). At that point, you run the unix end (from the initial terminal window). After a few magical packets get transfered back and forth, you can now open more windows, each served by their own login shell. There are at least two versions of the UW package for the ST (I have two). One is more fancy, but less tolerant of accs and tsrs (the port appears european in origin). The other (this one is on atari.archive) has fewer bells and whistles, but is solid (on my system at least).

As for an X server on the ST line, I don't envision it happening any time soon. With Ethernet cards so scarce, and 9600 baud modems still in the $500 range there is not a very high demand for one. Don't get me wrong, I would love to have one (and if you find out about one, I will be happy to eat my words). You could probably direct-connect the serial port and run it at 19.2 using a SLIP connection.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

311. Mint ?

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 12:51:27 UTC
From: Jim_Holt@aprdlgtr.sps.mot.com
Message-ID: <1991Jun10.125127.14745@oakhill.sps.mot.com>
Source record: 231362

Please forgive me if this has been answered countless times ...

I have seen quite a few references to MINT in this group. I
am curious about what it is ? Is this something like Unix
for an ST ? If so, how/where does one obtain it ?

Thanks,
JH

312. GNU Emacs Pure Lisp Storage space

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 13:31:32 UTC
From: jsh44765@uxa.cso.uiuc.edu
Message-ID: <1991Jun10.133132.18138@ux1.cso.uiuc.edu>
Source record: 231361

I just ftp'd GNU Emacs for my Mega 2, unpacked it, and tried to run it.
It ran the .el files through keydefs.el, and then said 'Pure lisp storage
exhausted'. I do not have the sources, nor do I have the 10 meg free for the
sources. Could someone please tell me what's going wrong? I'm trying to
run Emacs from Gulam. Thanx!

==
Scott Hofmann | "It's all devestatingly true,
hofmann@sumter.cso.uiuc.edu | except the parts that are lies."
jsh@anlhep.hep.anl.gov | - Douglas Adams
==

313. Re: TT ram revisited

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 14:57:19 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1991Jun10.145719.10708@ugle.unit.no>
Source record: 231368

```
|> From article <meulenbr.676276267@cstw163>, by meulenbr@cst.prl.philips.nl (Frans
Meulenbroeks):
|>
|> > Also I found out that the TT ram is 100ns ram. I do not have any 68030
|> > doc handy, but with a 32 Mhz clock, I think at least one (and very maybe 2)
|> > wait states will be required to access this memory.
|> > Would it be technically feasible to replace this memory with faster
|> > memory, and get rid of this wait state? Will 80 ns be enough to get rid
|> > of the wait state, or should 60 ns be used??
|>
```

If the cpu need to read data, it is done in burst modus. This means that the cpu reads the first long word in two cycles and the next three long words in three cycles. You will only speed up writing to memory if you replace the memory card with a faster one. There are some third party ram cards which are faster than Ataris, but I don't know nothing about these cards.

Stig Vidar Hovland - stigvi@lise.unit.no

314. Re: Latest ver. of Prospero-C??

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 15:44:35 UTC
From: gaertner@tertius.in-berlin.de
Message-ID: <1991Jun10.154435.6573@tertius.in-berlin.de>
Source record: 231375

In article <91159.132204REEVES@SLACVM.SLAC.STANFORD.EDU>, REEVES@SLACVM.SLAC.STANFORD.EDU (Terry Reeves) writes:
> Actually, I think the latest version is 1.144. At least, that's the version I
> have. Unfortunately, I don't know anything about the Developer's Kit, although
> I am interested.
>
> Terry
>

The Developer's Kit is a workbench which supports ALL Prospero languages and floating point libraries. Additionally, a CLI and some tools are delivered, where the most important is the `make' utility. You can also define startup- and batch-files.

Ralf

Ralf Gaertner gaertner@venus.rz-berlin.mpg.de
FHI Berlin

315. Re: Re: Man w/ pipe

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 15:52:37 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Jun10.155237.1@simvax.labmed.umn.edu>
Source record: 231379

In article <3188@odin.cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth) writes:
> Well this Bob Dobbs character (actually 4) is just another example of Atari
> wastage ... Atari should have put something *useful* in there in
> the first place.

Darnded right! Atari really screwed up. Why didn't they use the IBM character set like a REAL computer would? Come to think of it, why isn't the Atari ST an IBM compatible computer? Gosh, it makes me so mad to think of the large number of *useful* things that could have been done with the ST if only it'd been an IBM compatible.

Grow up. There wasn't an official standard for all 256 characters back in '85 -- and there still isn't today. It's only a waste if you believe you *deserve* more than what you supposedly purchased with eyes wide open.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

316. Atari& Laser Printer

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 15:53:06 UTC
From: Paul_Thompson@mindlink.bc.ca
Message-ID: <6201@mindlink.bc.ca>
Source record: 231175

I am thinking about buying a 1040ste because I like the music software. (I do sequencing of electronic music and have sold two albums so far.) I'd like to get people's opinions on the Atari as a music machine and opinions on the music and other software for it. My general question is: does the Atari software in most fields match that of IBM &/or Mac?
Also, I have the possibility of buying the STe with a laser printer. Do Atari laser printers work ONLY with Atari machines? Are they really good?
Your comments on what's what in the Atari world will be warmly welcomed and carefully read. Thankyou in advance.
Paul.
--
%/%/%/

317. Latest ver. of Prospero-C & Fortran

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 15:59:49 UTC
From: erkamp@arc.ab.ca
Message-ID: <1991Jun10.155949.14421@arc.ab.ca>
Source record: 231366

This is a reply I got a few months back re: Prospero Software and versions.

Bob

Originator: prosof@compulink.co.uk
Subject: Re: Updates

The latest versions are 2.153 for Fortran, and 1.144 for C. Both fix
all known 'incompatibilities' that occurred with TOS 1.4

The cost of updating to the current versions is 30 UK pounds, and the
master disks will need to be returned with payment (either by a
cheque drawn on a UK bank or by credit card) to the address below.

Regards
Paul Hargreaves.

Prospero Software Ltd.
190 Castelnau
London
SW13 9DH
England.

318. Z-RAM made drive go nuts! WHY!!??

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 16:08:19 UTC
From: d90-ngp@sm.luth.se
Message-ID: <1674@tau.sm.luth.se>
Source record: 231397
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have upgraded my 1040 STFM to 4 megabytes with Z-RAM. My ST was one of those with soldered MMU-chip, so I let a proffessional do it for me. When I got my ST back I ran the test program. Geee, four megabytes and no complaints! I started to install Neodesk 3, reads files from one disk and started writing on another. Then suddenly the drive starts making noise. It sounds as if the drives' motor tries to move the head right through the side of the machine. Two dialog boxes explains that the drive does not answer and that the disk is full, although it has 800 kilobytes free!!! A couple of minutes later I conclude that MY DRIVE READS AND FORMATS DISKS IN ALL POSSIBLE COMBINATIONS OF SECTORS AND TRACKS, TWISTED AND NOT TWISTED, FROM GEM, FROM NEODESK 2.05 AND FROM ALL PROGAMS THAT I HAVE BUT IT CANNOT WRITE MORE THAN A COUPLE OF KILOBYTES ON ANY DISK!!!

Now I am in desperate need of HELP!!! The proffessional will do his best to fix it, but it would probably go much faster if anyone have had this problem before and can give me any clue where to start dig. You cannot be to detailed.

DETAILED DESCRIPTION OF A FEW MINUTES EXPERIMENTING
==========
Equipment: 1040 STFM, monochrome monitor, Z-RAM and nothing more!

Inside Neodesk 2.05:
Trying to write to an empty disk formated before memory upgrade.
Drive writes some 10 K, makes noise, dialog boxes sais: Drive not responding.
Disk full.
I cancel writing, "Show info..." sais more than 800 K free.

Same test and same result again a couple of times.
Formats disk in different ways, same test, same result.
Try to load First Word +, Neodesk responds:

An address error has occured (3 bombs).

System register:

d0: 00000800 a0: 000030C2
d1: FFFF0F0F a1: 00008092
d2: 00000027 a2: 00000000
d3: 00000000 a3: 0005DF08
d4: 00000000 a4: 0000313A
d5: 00000000 a5: EB7E4A11
d6: 00000006 a6: 000015E2
d7: 00000006 a7: 00001592

ssp: 00001592
usp: 00060A40

instr: 3D6D
sr: 2300={t:0 s:1 interrupt: 011 x:0 n:0 z:0 v:0 c:0}
pc: 00FC60EA

I pressed return, a fourth bomb showed up, all went black and the computer rebooted.
I started Neodesk 2.05 again and then loaded 1st Word +, no problems!
Loaded a rather large document, changed to empty disk and tried to save.
Disk wrote some 10 seconds, then made that uggly noise again followed by dialog boxes telling drive don't answer and (the empty) disk full.
I cancelled. Drive made noise, same boxes. Cancelled again etc.

I reset the computer, made the 1st Word + test again from GEM, computer loads program and behaves as before.

Loaded Calamus (from Neodesk), played around a little. Rubberband boxes sometimes leave sides of the box unerased when changing size, in a way I never have seen before. "Show statistics" tell me that I have 3.3 meg free.
Suddenly... 2 bombs! Crash is so hard that even Neodesk got stuck (never happened before).

I GIVE UP.


```
_____________________________________________________________________________
| | | |
| Niklas Grip | University of Luleaa | Some day I will |
| Vallstensgatan 7 | Internet: d90-ngp@sm.luth.se | make some nice |
| 951 59 Luleaa | Bitnet : d90-ngp%sm.luth.se@sekth | logo and remove |
| SWEDEN |===================================| this damn text! |
| Phone: 0920-26228 (international: +46 920 26228) | |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

319. Gripes about UW (was Re: X for the ST?)

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 16:48:18 UTC
From: rcte2p@menudo.uh.edu
Message-ID: <1991Jun10.164818.14551@menudo.uh.edu>
Source record: 231367

perstoro@netmbx.UUCP (Wilhelm Schaefer) presents in article <2392@netmbx.UUCP>
>limsico@earthquake.Berkeley.EDU (Carl Limsico) writes:
>
[Question on the availability of X for the ST deleted..]

>There is!
>I have seen it on the c-bit this year.
>It was a st with x-win connected to a unix-tt.
>But it was not working too good. :-(
>As far as I seen it....
>
>On the other hand there is a programm called UW (unix windows).
>
>I think it was designed for the mac first, but it has been
>ported to the st by someone.

I have used UW many times but there is one thing about it that really
BOTHERS me. The mouse cursor is always displayed, so that it flickers
and slows down the screen. Now, I wish someone would hack the ST side
of the code to turn off the mouse cursor until the mouse is moved or one
of the mous buttons are pressed (like Uniterm does). This would
significantly speed up the screen too... and it would be much less
annoying... I don't have a C compiler to even thing about it....
>
>After typing *UW* in the first window the host starts Unix-Windows and
>from now on you can use, I think about 6, windows.
>So I am able to work at different suns at the same time......
>Thats fun :-)
>(So my st could "have" 100 MIP's ore more...)
>
>so long
>
> -- --- good old perstoro --- --

--
* Paul Sears * Technology *** |"The greater an individual's power
* The University of Houston *** | over others, the greater the evil that
* RCTE2P@Jetson.uh.edu * * * | might possibly originate with him."
* RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

320. Re: GCC -g and G++ bogon alert!?!

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 17:23:31 UTC
From: ZVD007@DMSWWU1C.BITNET
Message-ID: <91161.173759ZVD007@DMSWWU1C.BITNET>
Source record: 231369

In article <hess.676555444@rospc1>, hess@rospc1.informatik.uni-hamburg.de (Hauke Hess) says:
>If I try to compile the following program with g++:
>#include<stream.h>
>int main(){ cout << "Hello World\n"; }
>
>All works niecly until the link run. Then the linker says: Bogon alert: wrote
>xxx Symbols, yyy expected. And the resulting file is not a TOS executable
>(TOS error 66: not an executable program).
>
>The same happens, when I compile a normal gcc program with the gdb option
>"-g".

The Problem is , that the linker does not handle the DRI-compatible symboltable in the correct way, so try using the -s option to advice the linker to strip off the symboltable.

Bye the way, I've got the stuff from koeln, too, and I dont have that problem; maybe you are not using the linker provided in the package in the cs-directory at the site.

U.Kuehn

321. Turboass docs in english

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 17:26:18 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0b6thzu@pfunk.hanse.de>
Source record: 231284

Ladies and gentlemen,

after some of you guys asked for german docs for the Turboass, i wrote
to Markus Fritze for details. Just a minute ago I received his answer.
He said, some guy from Canada had asked for them just a while ago and he
he is just translating the docs and the program to your difficult language.

I will call again, when his work is done.

Bye....Michael

--

```
-------------------------------------------------------------------------------
| listen to the coolest ! | Michael Kistenmacher / blackbox |
| Music from the Galaxy ! | 2000 Hamburg 61 / Schippelsweg 64 |
| !!! P-Funk !!! | West Germany / ++ 49 40 552 37 66 |
-------------------------------------------------------------------------------
```

322. Re: path to Gadgets

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 17:59:18 UTC
From: steve@thelake.mn.org
Message-ID: <A1734940362@thelake.mn.org>
Source record: 231372

[In article <165@gbs.UUCP>,
root@gbs.UUCP (Root) (really Dave Small) writes ...]

> The path taken by this message is the path "back" to us here at
> Gadgets.

Just one quick word of advice before you use the Path: line, though.

Put your noggin into action and determine the *closest* site to gbs
that your system knows how to reach. Send mail there. Reasons:

-- Usenet news paths are rarely the quickest routes.
-- Not all systems named in Usenet paths handle mail. (Really!) Using
the Path: line without careful thought is a good way to lose mail.
-- Sending email through systems you don't own is a privilege, and it's
your responsibility to ensure that you don't impose on any more sites
than is necessary. Be a good guest.

>From the 12-hop Path: line on the article I received, I would guess that
ncar.ucar.edu!boulder!tcr!gbs!root might be a working UUCP path, but
there probably is a faster one (anybody know the Internet equivalent of
boulder?)

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

323. Z-RAM made my drive go nuts! WHY!!?? UPDATE.

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 18:13:17 UTC
From: d90-ngp@sm.luth.se
Message-ID: <1675@tau.sm.luth.se>
Source record: 231399
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have upgraded my 1040 STFM to 4 megabytes with Z-RAM. My ST was one of those with soldered MMU-chip, so I let a proffessional do it for me. When I got my ST back I ran the test program. Geee, four megabytes and no complaints! I started to install Neodesk 3, reads files from one disk and started writing on another. Then suddenly the drive starts making noise. It sounds as if the drives' motor tries to move the head right through the side of the machine. Two dialog boxes explains that the drive does not answer and that the disk is full, although it has 800 kilobytes free!!! A couple of minutes later I conclude that MY DRIVE READS AND FORMATS DISKS IN ALL POSSIBLE COMBINATIONS OF SECTORS AND TRACKS, TWISTED AND NOT TWISTED, FROM GEM, FROM NEODESK 2.05 AND FROM ALL PROGAMS THAT I HAVE BUT IT CANNOT WRITE MORE THAN A COUPLE OF KILOBYTES ON ANY DISK!!!

Now I am in desperate need of HELP!!! The proffessional will do his best to fix it, but it would probably go much faster if anyone have had this problem before and can give me any clue where to start dig. You cannot be to detailed.

DETAILED DESCRIPTION OF A FEW MINUTES EXPERIMENTING
==========
Equipment: 1040 STFM, monochrome monitor, Z-RAM and nothing more!

Inside Neodesk 2.05:
Trying to write to an empty disk formated before memory upgrade.
Drive writes some 10 K, makes noise, dialog boxes sais: Drive not responding.
Disk full.
I cancel writing, "Show info..." sais more than 800 K free.

Same test and same result again a couple of times.
Formats disk in different ways, same test, same result.
Try to load First Word +, Neodesk responds:

An address error has occured (3 bombs).

System register:

d0: 00000800 a0: 000030C2
d1: FFFF0F0F a1: 00008092
d2: 00000027 a2: 00000000
d3: 00000000 a3: 0005DF08
d4: 00000000 a4: 0000313A
d5: 00000000 a5: EB7E4A11
d6: 00000006 a6: 000015E2
d7: 00000006 a7: 00001592

ssp: 00001592
usp: 00060A40

instr: 3D6D
sr: 2300={t:0 s:1 interrupt: 011 x:0 n:0 z:0 v:0 c:0}
pc: 00FC60EA

I pressed return, a fourth bomb showed up, all went black and the computer rebooted.
I started Neodesk 2.05 again and then loaded 1st Word +, no problems!
Loaded a rather large document, changed to empty disk and tried to save.
Disk wrote some 10 seconds, then made that uggly noise again followed by dialog boxes telling drive don't answer and (the empty) disk full.
I cancelled. Drive made noise, same boxes. Cancelled again etc.

I reset the computer, made the 1st Word + test again from GEM, computer loads program and behaves as before.

Loaded Calamus (from Neodesk), played around a little. Rubberband boxes sometimes leave sides of the box unerased when changing size, in a way I never have seen before. "Show statistics" tell me that I have 3.3 meg free.
Suddenly... 2 bombs! Crash is so hard that even Neodesk got stuck (never happened before).

I GIVE UP.

UPDATE: A few hours later I made another test: I tried copying files to a ram-disk (in GEM) and my ST bombed again. I restarted with the on/off button and tried again a couple of times. Each time two files were copied and then either one or two bombs showed up.


```
_____________________________________________________________________________
| | | |
| Niklas Grip | University of Luleaa | Some day I will |
| Vallstensgatan 7 | Internet: d90-ngp@sm.luth.se | make some nice |
| 951 59 Luleaa | Bitnet : d90-ngp%sm.luth.se@sekth | logo and remove |
| SWEDEN |===================================| this damn text! |
| Phone: 0920-26228 (international: +46 920 26228) | |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

324. Re: X for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 19:08:28 UTC
From: likos@clinet.fi
Message-ID: <1991Jun10.190828.23016@clinet.fi>
Source record: 231398

limsico@earthquake.Berkeley.EDU (Carl Limsico) Writes:

> This Question Has Probably Already Been Asked Several Times, But
>Here It Goes: Does Anyone Know Of Any Type Of X-Window
>Emulation/Server/Host For The St? Please Either E-Mail Or Post
>Replies!

>Carl
>Limsico@Ocf.Berkeley.Edu

X-Window-Server for ATARI ST/TT

Two german companies developed an X-Window-server for the
MC680X0-based ATARIs.
The one which I tested from the company X/software has been
sold to ATARI Deutschland GmbH.
It was very slow on the Mega ST, which was connected through
Ethernet to a Workstation-Network.
It worked (except few crashes) even with loadable X-fonts.
But for professional use not recommended, maybe on TT
I could get better results, but at that time was neither
a TT nor a VME-network-card available.
This X-Window-Server is offered now (last CeBIT'91) by
the german ATARI subsidiary.
(incl. Mega-bus/VME-bus network interface)...
The other solution is offered by the company BioData GmbH,
the manufacturer of BioNet (I think the most reliable
network system in ST/TT environment).
To this X-Window-Server I cannot give any statement, because
I never got the chance to test it.
From hardware side I can recommend BioNet, because it is one
of the few products, which allows network connectivity to
other ST/TT, PC, Mac and Unix (incl. FTP, Telnet, etc.).
BioNet is an external network interface with Ethernet (thick/thin)
and DMA (in/out) used by many german professionals companies.

likos@clinet.fi

325. Re: Reading 8-bit disks with an ST

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 19:09:02 UTC
From: malay@sae.com
Message-ID: <1991Jun10.190902.1610@sae.com>
Source record: 231376

In article <1991Jun7.160145.1200@oz.plymouth.edu>, pyr579@oz.plymouth.edu (Technoid) writes:
|> In article <1991Jun7.121908.7292@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
|> >In article <6DB632w164w@cellar.UUCP>, revpk@cellar.UUCP (Brian 'Rev P-K' Siano) writes:
|> >>
|> >> I've got several megs' worth of old and very important text files on
|> >>floppy disks, leftovers from when I used an 8-bit Atari. Now that I have an
|> >>ST, I'd really like to be able to bring the text into my new machine and
|> >>transfer it to 720K floppies.
|> >>
|> >> Can anyone either outline or recommend a way for me to work up a
|> >>quick transfer system? Is it possible to hitch an old 810 disk drive to an
|> >>ST, and read ASCII files from it>
|> >>
|> >> Advice-- and especially a solution-- would be greatly appreciated.
|> >
|> >I cannot give you a solution, but I can tell you where one is. You need
|> >to get STXformer (the 8-bit emulator), and make a cable. At that point,
|> >you can hook an 810 to your ST and read disks. I don't know the details.
|> >
|> >Of course, if you have an 850 you could always direct-connect the two
|> >together and modem them over . . . .
|> >
|> Hello,
|>
|> It should also be mentioned that there is a fully 8-bit emulator for
|> the ST. You will find it and more information on the STXformer on Atari.archive
|> I have yet to find an Xformer cable though so if you have any luck, please get
|> back to me.
|>
|> Stephan

The Xformer Cable is available from:

B & C ComputerVisions
3257 Kifer Road
Santa Clara, CA 95051
408-749-1003

They have them 'cause I just bought one!

Bob Malay

326. Re: Reading TOS/DOS formatted disk on a SparcStation

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 19:25:31 UTC
From: malay@sae.com
Message-ID: <1991Jun10.192531.1688@sae.com>
Source record: 231378

In article <1372@zinn.MV.COM>, kgg@zinn.MV.COM (Kenn Goutal) writes:
|> In article <1991Jun04.154053.11570@lut.ac.uk> M.A.Rahin@lut.ac.uk
|> (Mohammad A. Rahin) writes that he needs to know how to format,
|> read, and write TOS floppies on a Sparcstation.
|>
|> I too would benefit from this information.
|> -- Kenn Goutal
|>

I tried using Mtools but never got the Mtools' mcopy to work. Our system admin guy set up pcfs (do a man pcfs). I now use fdformat to format the floppy on the sparc and then mount /pcfs . After the floppy file system is mounted you can do any unix-thing you want - ls, cp, df, rm, mkdir, whatever and the Atari reads these disks without a hitch.

Only glitch is you must be root to do a mount - at least here you do.

Bob Malay

PS I got a copy of unix-version of lharc. Compiled it on the sparc. I now un-lharc at blinding speeds and copy the un-lharc'ed files to the sparc floppy disk!

327. set-up for Practical Peripherals 9600 modem?

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 20:00:56 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Jun10.200056.29446@chinet.chi.il.us>
Source record: 231386

Over the weekend, I got a Practical Peripherals V.32 V.42 V.42bis modem (at a warehouse sale: wholesale on these babies appears to be about $400). Works just fine, thank-you on my ST so far. I remember some discussion about flow control (or lack of it) with the ST's serial port. Modems like this were 3 times as expensive back then, so I didn't save the messages. What do I have to do? What might go wrong? How do I deal with problems? All this specifically relating to flow control and a fast modem with data compression.
Steve saj@chinet.chi.il.us

328. Re: Re: Man w/ pipe

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 20:13:45 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <138003@unix.cis.pitt.edu>
Source record: 231377

In article <3188@odin.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
>
>Well this Bob Dobbs character (actually 4) is just another example of Atari
>wastage, along with Bea Hablig et al. I think I would have preferred to see
>four box corner characters, ala IBM, so that we could make up boxes in text.
>

So the "smiley face" character in the IBM set is more useful? At least
SOMEONE at Atari had a bit of a sense of humor... Besides, how often
do you need the entire character set?

No flames, just a thought...

Robert Anisko
rjast1@unix.cis.pitt.edu

329. Re: Reading 8-bit disks with an ST

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 21:21:29 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <5187@ryn.mro4.dec.com>
Source record: 231388

```
>|> It should also be mentioned that there is a fully 8-bit emulator for
>|> the ST. You will find it and more information on the STXformer on Atari.archive
>|> I have yet to find an Xformer cable though so if you have any luck, please get
>|> back to me.
>|>
>|> Stephan

Hi,

I downloaded STFX a while back, and although it emulated some
things, I couldn't get the graphics modes to work. Is this
really a full emulator?

Thanks in advance,

_John_
```

330. Pascal compiler for an ATARI 1040stf

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 21:26:37 UTC
From: hunt@jjmhome.UUCP
Message-ID: <10434@jjmhome.UUCP>
Source record: 231373
Cross-posted to: comp.lang.pascal,comp.sys.atari.st

```
Hello, I am looking for a pascal compiler {cheap|pd} for the
atari as the subject says... Anyone {selling|know where i can ftp} one
please reply to this message. Thanks!!
Tad Hunt
hunt@jjmhome.uucp
```

331. Buying/Selling via the net

Newsgroup: comp.sys.atari.st
Date: 1991-06-10 21:28:13 UTC
From: steveg@cseic.saic.com
Message-ID: <2828821@MVB.SAIC.COM>
Source record: 231374

I'm interested in hearing from people who have bought or sold
hardware or software via the net. Were your experience(s) generally
favorable? How did you handle the exchange of $$$ and merchandise?
For example, I'd be wary of shipping off a computer with no check in hand,
yet similarly, I'd be wary of sending out several hundred dollars
without even seeing the system. What's worked for you? How were
problems resolved - (gee, that hard drive worked fine when I sent it...)?

Please E-mail replies, I'll summarize. Seems like it would be a useful
addition to the monthly postings... (How to buy/sell on the net)

--

Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

332. MUST SELL

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 00:11:19 UTC
From: chuj@horton.colorado.edu
Message-ID: <1991Jun11.001119.24900@colorado.edu>
Source record: 231381

```
I must sell my SC1224 monitor: $195.00
Avatex 1200 Baud: $30.00

mail chuj@horton.colorado.edu

Thank You
Jeff
```

333. Re: Mint ?

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 00:41:42 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <8Fqc41w164w@ersys.edmonton.ab.ca>
Source record: 231263

Jim_Holt@aprdlgtr.sps.mot.com (Jim Holt) writes:

> I have seen quite a few references to MINT in this group. I
> am curious about what it is ? Is this something like Unix
> for an ST ? If so, how/where does one obtain it ?

MiNT is a Multi-Tasking program for the Atari ST. I have tried using it, but it is difficult unless you have MGR, which is a program that manages the multi-tasking. Since I couldn't locate this program, I gave up on the entire ting. You need about 2-4 Megs to use it seriously, though. Or at least that is what I have been told. 1 Meg isn't enough to do anything useful. The program (MiNT) is able to Multi-Task TOS and TTP programs, and keep them running even while a GEM application is running. It won't multi-task GEM programs, but it will let you run one while other things are running in the background. If you have enough memory, and can locate MGR (or really like command lines) then try to get MiNT. Once you get it running, it is supposed to be great...

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< ---------------------------------- >>

334. The new control panel: post it here!?

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 01:50:31 UTC
From: axelo@earthquake.Berkeley.EDU
Message-ID: <1991Jun11.015031.18330@agate.berkeley.edu>
Source record: 231391

I have heard that the new control panel is about to be released into the public domain.

Is this true?

If it is, will someone post it here?!

Axel K. Olmos EECS/C "No Pain, No Gain"

335. Re: Reading TOS/DOS formatted disk on a SparcStation

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 02:37:41 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5825@wucc.waseda.ac.jp>
Source record: 231251

Thanks. I have ftp'ed Mtools and read the manual. It is amazing! It says
I'll be allowed to read/write MSDOS partitions on the hard disk.
Now I have a query: Are my hard disk partitions in MSDOS format? I use
a year old ICD software with TOS 1.4 and the partitions are ear-marked as
TOS. Maybe I should ring ICD, but I don't like to ring at small hours.
Tsuji
ytsuji@cfi.waseda.ac.jp

336. CANNON Bubble jet printer

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 02:51:28 UTC
From: ecc_foley@ecc.tased.oz.au
Message-ID: <1991Jun11.125128.268@ecc.tased.oz.au>
Source record: 231269

Hello All,
Does anybody have any experience with the Cannon Bj 10e bubble jet printer. The reviews I have read say that it is has a very high quality print out (400 d.p.i) is very cheap ($800 Aust), noisy and slow (110 c.p.i). It also said tha it wasn't EPSON compatible. Most of my Atari work revolves around the C-Lab Notator music package, and I am looking for a high quality printer to use to print out music scores. Has anybody used the Bj 10 e with an Atari before i.e. does anybody have a printer driver for it ?

Many Thanks
Rodney Foley (ECC_FOLEY@ECC.TASED.OZ.AU)
Elizabeth Computer Center
Tasmania Australia

337. Neo Desk 3

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 04:17:18 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <43160@cup.portal.com>
Source record: 231385

I just ordered Neo Desk 3 today (cant recall the publisher) and am just looking to see if anyone has any opinions on it. It looks pretty good in the ad (which is why I ordered it:-), but I was looking for someone who has used it, and has any general observations on it.

Ill be running this on a 520ST, and two DS 3.5" floppys, and a colour monitor (no hard drive, or RAM expansion. _yet_)

Thanx

Billy D'Augustine
Azog-Thoth@cup.portal.com

PS: a question totally unrelated. Is there any way to fake the ST out when using a colour monitor, into thinking its a monochrome? Id like to get the high res, but dont wanna have two monitors. I am thinking maybe dropping or raising a line marked 'monochome detect' that I see in the pinout.

Thanx again

338. Re: TT HD floppy

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 06:32:40 UTC
From: meulenbr@cst.prl.philips.nl
Message-ID: <meulenbr.676621960@cstw18>
Source record: 231275

seimet@rhrk.uni-kl.de (Uwe Seimet [Chemie]) writes:
]With the TT and MegaSTE-versions delivered in the moment you can use a HD
]floppy drive right from the start, you have just to plug it in.
]If you use HD discs in this drive, TOS first recognizes a read error. It
]automatically switches the speed of the floppy controller to 16 MHz and tries
]again. So some kind of the hardware presented in ST Computer 1/90 (HD drives
]for the ST) is built in.
]Nevertheless I found two problems. My controller doesn't work correctly with
]HD discs if the machine has warmed up. Apparently the controller doesn't like
]16 MHz too much. If you use programs like ROMRAM or ROMSPEED you get problems
]writing on these discs. It seems as if this is a timing problem, because after
]moving the rom to the fast ram the floppy subroutines of TOS are to fast and
]report a timeout.
]To get a button "High Density" in the desktop format dialogue you have to set
]configuration switch #6 to ON. Selecting this button to format a HD disc fails
]on TOS 3.01 but wait for TOS 3.05 ...

Does this mean that there is a HD drive installed.
The latest I heard was that apparently the current 1772 floppy disk
controller is only rated for 8 mhz, and you'll need a 16 Mhz version
for HD drives. It seems that Western Digital does not manufacture such
a version, but that atari bought the rights and is going to manufacture
its own chip.

--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Centre for Software Technology

339. Atari selling Taiwan plant

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 07:32:30 UTC
From: steve@thelake.mn.org
Message-ID: <A336533195@thelake.mn.org>
Source record: 231266

The Wall Street Journal reports that Atari Corp. is selling its assembly plant in Taiwan for $60 million (and collecting an unspecified profit on the transaction) and will shift the work to subcontractors in Taiwan and Hong Kong. The article quotes an unnamed Atari spokesman as saying that the company lost $2 million in the first quarter because of problems in assembling ``a newer product line'' at the Taiwan facility.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

340. Mega STe processor speed switch

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 08:01:47 UTC
From: meulenbr@cst.prl.philips.nl
Message-ID: <meulenbr.676627307@cstw18>
Source record: 231290

Hi,

I've been told that the Mega STe can switch the processor speed.
Most likely this is controlled to write some magic value into some
unknown register. Unfortunately the local Atari Subsidiary could
not supply me with that info, since they could not get it
from Atari Sunnyvale. Is there someone on the net who perhaps knows
this information? Or could someone with a Mega STe (I don't have one)
look into this and disassemble the bios call which does the speed
switching, and post the results of this disassembly (or mail me
the disassembled code so I can dig in it myself).

Thanks!
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Centre for Software Technology

341. Re: Re: Man w/ pipe

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 08:14:22 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3202@odin.cs.hw.ac.uk>
Source record: 231277

In article <1991Jun10.155237.1@simvax.labmed.umn.edu>
davidli@simvax.labmed.umn.edu writes (sarcastically :-):
>... Come to think of it, why isn't the Atari ST
>an IBM compatible computer? Gosh, it makes me so mad to think of the large
>number of *useful* things that could have been done with the ST if only it'd
>been an IBM compatible.

Seriously I've been saying that more and more these days when I see the kind
of software you get for PC's.

"Is there an ST version" - "Nope"

> It's only a waste if you believe you
>*deserve* more than what you supposedly purchased with eyes wide open.

Well to be honest, back in '86 when I bought my ST I thought I was getting
a 16 bit version of the 8-bits. How wrong I was. That machine is the Am*ga
since the designers of the 8 bit moved on. As a result I got no fancy hardware
and have been doing things the hard way ever since. BTW: Am*ga owners need not
follow this article up because I'm not interested.

>David Paschall-Zimbel davidli@simvax.labmed.umn.edu

Anyway this discussion started with my calling the Bob Dobbs characters a
waste. Sure this sort of thing is commonplace but I think that fun extras like
this should only be put in after every serious usage has been covered.

I resent the effort Atari put in to hidden messages, useless characters and
rainbow fuji logos yet only release new TOS versions once in blue moon and
can't be bothered to release new fixed versions once the bugs show up.

The smiley face in the PC character set is at least non-specific.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 flames!" !
+---+

342. English dox for printing/24pin1.lzh in atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 08:30:32 UTC
From: dwagon@monu6.cc.monash.edu.au
Message-ID: <1991Jun11.083032.8723@monu6.cc.monash.edu.au>
Source record: 231271

Has anyone got an English translation of the German documentation of the
dox for the 24pin dvi printer drivers in the printing subdirectory of
atari.archive? They would be much appreciated.
Thanx in advance,
Dougal
--
Dougal Scott - dwagon@monu6.cc.monash.edu.au Faculty of Computing & Info Tech
Hell hath no fury like a woman born. Monash University, Caulfield
-Admiral Korg Victoria, AUSTRALIA

343. Re: SF314 and GCR (not quite working)

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 08:33:01 UTC
From: CharlieBrown@cup.portal.com
Message-ID: <43173@cup.portal.com>
Source record: 231264

I would like to buy the GCR.Can you send EMail or leave message how I can
reach you.Perhaps you can send it C.O.D.Do you have the instruction Book also
?
Charles F Schieber(Charlie Brown)Portal

344. Cobol for ST ?

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 08:37:26 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.676629446.larserio@kvart.ifi.uio.no>
Source record: 231267

Anyone know of a Cobol compiler/interpreter for Atari ST
Public Domain, Sharware or Commercial....

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

345. Fonts for MGR?

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 09:15:53 UTC
From: mbaker@ucs.adelaide.edu.au
Message-ID: <3617@sirius.ucs.adelaide.edu.au>
Source record: 231270

Now that I have managed to get MiNT and MGR up and running, I am wondering where I can get hold of fonts/icons for MGR... and what do I do with them - I.E. where can I get docs too?
(I assume at flash.bellcore.com - but does anyone have an IP number?)

Matthew

346. Extensible Virtual Toolkit for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 12:02:25 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <chuck.676641745@mrcnext.cso.uiuc.edu>
Source record: 231273

The latest issue of _byte_, in with a couple articles about modern GUIs, has a page describing the Exensible Vitrual Toolkit--"XVT implements a single, layered interface with a set of libraries (one per gui) and a common C language header file. . .Together the library and header file present you with C functions that transparently invoke the native functions of the target gui"
"Will be available for PC compatibles, Macs, Amigas and other systems". Will this mean that the ST will get the benifits of this as well?

--
---
chuck bridgeland---anarchoRepublican
"one thing about a police state, you can always find the police" l. neil smith
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.
---

347. Re: Atari selling Taiwan plant

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 13:15:03 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1991Jun11.131503.27840@cunixf.cc.columbia.edu>
Source record: 231268

In article <A336533195@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>The Wall Street Journal reports that Atari Corp. is selling its assembly
>plant in Taiwan for $60 million (and collecting an unspecified profit on
>the transaction) and will shift the work to subcontractors in Taiwan and
>Hong Kong. The article quotes an unnamed Atari spokesman as saying that
>the company lost $2 million in the first quarter because of problems in
>assembling ``a newer product line'' at the Taiwan facility.

Just to play devils advocate for a moment <grin>, do you think they
really sold the plant because of these "assembly problems" or do you
think it was because they needed the cash to buy back some of their
debt?

Cheers,

Chris
--------------+--
Chris Mauritz | Cuba's *superior* human rights record is only part of the
| answer; it's superior social conditions are another.
--------------| -Harel Barzilai-

348. Re: Re: Man w/ pipe

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 13:35:11 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5337@syma.sussex.ac.uk>
Source record: 231291

From article <1991Jun10.155237.1@simvax.labmed.umn.edu>, by davidli@simvax.labmed.umn.edu:
> Grow up. There wasn't an official standard for all 256 characters back
> in '85 -- and there still isn't today. It's only a waste if you believe you
> *deserve* more than what you supposedly purchased with eyes wide open.

I wonder how many people knew, when they bought their STs, what was
contained in characters 28-31 (or whatever the numbers are)? Very few,
I suspect.

On the other hand, Neil Forsyth's plea for IBM-style text box corners
may be felt to be a bit over the top by people who think that the ST
wasn't primarily designed to run IBM-style text-based programs. :-)

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: .. 685865

349. Re: More than 4 Meg ??

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 13:40:25 UTC
From: spa@fct.unl.pt
Message-ID: <SPA.91Jun11134025@alfa.fct.unl.pt>
Source record: 231274

Salvador.Pinto.Abreu@f98.n250.z1.FidoNet.Org??? Do I have an alias out there? On FidoNet?

Ahhh... News software can _always_ surprise me :-)
--
-- Salvador Pinto Abreu spa@fct.unl.pt
Universidade Nova de Lisboa, PORTUGAL

350. Re: set-up for Practical Peripherals 9600 modem?

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 14:06:54 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun11.140654.11814@actrix.gen.nz>
Source record: 231276

In article <1991Jun10.200056.29446@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
> Over the weekend, I got a Practical Peripherals V.32 V.42 V.42bis modem (at
> a warehouse sale: wholesale on these babies appears to be about $400). Works
> just fine, thank-you on my ST so far. I remember some discussion about flow
> control (or lack of it) with the ST's serial port. Modems like this were 3
> times as expensive back then, so I didn't save the messages. What do I have
> to do? What might go wrong? How do I deal with problems? All this
> specifically relating to flow control and a fast modem with data compression.
> Steve saj@chinet.chi.il.us

Well from what I know, there have been a lot of Problems with RTS/CTS
flow control with all the Atari range, there are a few Fix programs
for this.
The other problem is runing the serial port faster than 19.2 kbs, this
was to do with the clocking options to the MC68901, if the * 16 clock
option is not on, you don't have the receive data transition resynch
logic enabled, the * 1 clock option is stated just for synch use only.
It could be posible to clock the chip faster, but have not looked at
the Timer 'D' settings.

There have been postings from Atari About this, I do have 2 doc files
but don't remember what was in them..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

351. GCC pml Patchlevel 8 -> 9 update required.

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 14:19:38 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jun11151938@ghiggins.hpl.hp.com>
Source record: 231289

The pml sources on A.A. are PatchLevel 8.

Diffs to take source from PatchLevel 8 -> 9 are missing from the posted
updates.

Anyone got pml sources with patchlevel > 8 ? or 8->9 diffs ?

Muchas gracias.

Graham
======

Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554

Disclaimer: My opinions above are exactly that, mine and opinions.
----

352. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 14:59:37 UTC
From: darekm@microsoft.UUCP
Message-ID: <72848@microsoft.UUCP>
Source record: 231297

In article <28665@know.pws.bull.com> CSULLOGG@CRL.AECL.CA writes:
>Would someone please post info about where I can obtain NVDI, a German pgm to
>accelerate screen draws on a TT with a TTM195 monitor? Thanks.

You should be aware of the fact that NVDI currently ONLY seems to work
well in monochrome resolutions and actually slows down GEM operations
in the other TT screen resolutions. It's also somewhat slower than
either Turbo ST or Quick ST 2 when running on an ST, and also slower than
Quick ST 3 when running on the TT in a monochrome screen resolution.
Currently there is only one product available (and I'm sure you can guess
what it is) that not only runs on the TT (sorry Turbo ST!) but actually
significantly speeds up ALL TT screen resolutions (sorry NVDI!). :-)

- Darek

--

Darek Mihocka. Quick ST 3 for the ST/TT. All views expressed are my own.
Branch Always Software, 14150 NE 20th St. Suite 302, Bellevue, WA 98007
---

353. Re: Neo Desk 3

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 15:28:15 UTC
From: erkamp@arc.ab.ca
Message-ID: <1991Jun11.152815.27977@arc.ab.ca>
Source record: 231265

In article <43160@cup.portal.com> Azog-Thoth@cup.portal.com (William Thomas Daugustine) writes:
>
>I just ordered Neo Desk 3 today (cant recall the publisher) and am
>just looking to see if anyone has any opinions on it. It looks pretty
>good in the ad (which is why I ordered it:-), but I was looking for
>someone who has used it, and has any general observations on it.
>

Well I've had Neodesk 3.0 for quite some time and I find it very useful. It has keyboard commands for all your normal pop down menus. It is very custsomizable and has other features to numerous to mention. I use it every day and find it hard to go back to the normal atari desktop.
A happy customer.
>
>PS: a question totally unrelated. Is there any way to fake the ST out
>when using a colour monitor, into thinking its a monochrome? Id like
>to get the high res, but dont wanna have two monitors. I am thinking
>maybe dropping or raising a line marked 'monochome detect' that I
>see in the pinout.
>
There is a autoboot program whose name escapes me at this time at atari.archive either COLOREMU or MOMOEMU (something like that). That does this quite well. I've only encountered a few mono programs that don't work with this emulator. The catch is the screen resolution is obviously not as good and the response of the mouse movement is also slower.

Bob

354. MSA files

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 16:06:55 UTC
From: adm2@doc.ic.ac.uk
Message-ID: <1991Jun11.160655.13941@doc.ic.ac.uk>
Source record: 231288
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I know this has probably already been asked,but what do I have to do
to a '.MSA' file to get the demo to work?? I have whattaheck demo,but am
unable to use it because of this??

Can anyone help??

Alan.

355. Fido is a bad dog (was Re: More than 4 Meg ??)

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 16:10:18 UTC
From: steve@thelake.mn.org
Message-ID: <A1497962187@thelake.mn.org>
Source record: 231280

[In article <SPA.91Jun11134025@alfa.fct.unl.pt>,
spa@fct.unl.pt (Salvador Pinto Abreu) writes ...]

> Salvador.Pinto.Abreu@f98.n250.z1.FidoNet.Org??? Do I have an alias out
> there? On FidoNet?
>
> Ahhh... News software can _always_ surprise me :-)
> --
> -- Salvador Pinto Abreu spa@fct.unl.pt
> Universidade Nova de Lisboa, PORTUGAL

The Fidonet gateway egsgate.fidonet.org is retransmitting old news with new message-IDs and bogus From: lines. If you want to file a complaint, postmaster@f98.n250.z1.fidonet.org or postmaster@egsgate.fidonet.org should be the right place to send it.

Don't expect a prompt, courteous response. The last time I reported an egsgate problem, I got no answer at all, so I posted a message in news.admin. The egsgate operator ranted at me for weeks, denying that there was a problem and accusing me of ill will.

It might be more efficient to just install a global kill for Fidonet.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

356. TT/MegaSTE/SLM605 comments

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 18:54:00 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <29282@know.pws.bull.com>
Source record: 231292

One netter asked about the MIPS on the TT. It's like the Mac commercial says, it's not how many MIPs but how useful the machine is. I have an ST at home and a TT at work. I also support PC users at work (they have COMPAQs). Both my ST and the TT make the COMPAQs and WINDOWS 3 look like real kludges. The COMPAQ users are always asking "Why is everything so SLOW!".

You HAVE to experience WINDOWS 3 on a PC just to see how cumbersome and slow this is.

As for price comparisons; a TT with 4 megs and VGA monitor is under $3000 Canadian dollars. A COMPAQ 386/33 with VGA is just under $5000. The TT looks like a good buy to me! Oh yeah, both have 50 meg drives.

Another netter asked why the MegaSTE and TT take so long to boot; this is discussed in the manual. The quick fix is to hit the spacebar about 10 seconds after powering up. The other fix is to have a boot floppy with NOROACH (PD from Atari). I use the latter and have a 15 second delay set for the NOROACH pgm. Works great!

Alyre Chiasson from UNB asked about Ataris and lasers. I have an HPLJII on my TT at work and an Atari SLM605 on my MegaST at home. The absolutely FASTEST thing going on the planet is CALAMUS on an ST or TT and printing to an Atari laser. Forget what people tell you if they do not work with both the HPLJII and the Atari laser on a day-to-day basis. For sheer speed, NOTHING can outperform the Atari laser. I am ordering a utility from a company in Germany. It will let me print to the SLM605 under Spectre emulation. This combo outguns the Mac to an Apple Laserwriter. All you have to do is try printing to an HPLJ under Spectre and you'll wish you had gone for the Atari laser. The HPLJ via the parallel or serial port printing MAC stuff is useless unless you add a postscript cartridge. By the time you do that, it's a lot more expensive than the Atari laser (which sells for $1299 in some places in Canada).

357. Mega2 and 1040ST for sale

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 19:08:11 UTC
From: currier@duke.cs.duke.edu
Message-ID: <676667290@romeo.cs.duke.edu>
Source record: 231293
Cross-posted to: comp.sys.atari.st,triangle.forsale

Greetings;

I posted this a few months ago and had several replies, but
my Dad decided not to sell the Mega until he had his database
up and running on his new 386. Said database is now alive and
well in Paradox, so I am posting again.

Mega2, 20mb hard drive, colour and mono monitors, TONS of software,
etc etc etc. Best offer over $750.

Atari 1040ST with mono monitor (monitor does not work) :-)
mouse, 1 floppy, and tons of software...$300 or bo.

Take 'em both for only $999. That way, ya get two working monitors.
I don't have time to troubleshoot the mono monitor for the 1040.

Bob Currier
rdc@spectrum.ac.duke.edu
currier@romeo.cs.duke.edu

(919) 684-3695 x231 WORK
(919) 693-8010 HOME

358. How many MBytes would _you_ recommend?

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 19:08:59 UTC
From: marc@uni-paderborn.de
Message-ID: <1991Jun11.190859.16688@uni-paderborn.de>
Source record: 231272

In order to get all the nice stuff running, that is available
nowadays for the ST (I own a good ol' 1986 520 ST+),
how much memory would you recommend me to add to my 1 MB?

The "nice stuff" mentioned above would include Gnu stuff
(Emacs, gcc, g++, gdb [Is there gdb for the ST?]), and MiNT,
mgr, bash. Anything important I missed?

I really like my ST for what it is, namely a good typewriter.
But I would like to be able to do some decent C hackery at home
and have my favourite tool (Emacs) around. I know the ST is slow,
but I can live with that. I don't have the money to replace my
ST with a state-of-the-art ?86 AT with some Unix.

Or does anyone think it's not worth it? Should I better throw
my ST out of the window (e.g. keep on just using it as a
typewriter-calendar-addressbook-videogame-terminal-thingy)?

Any comments welcome,
Marc
--

Marc Gumbold EMail: marc@uni-paderborn.de Phone(home): +49 5234 5319
grad CS stud Snail(home): Nordstr. 29, 4934 Horn-Bad Meinberg, Germany
------ "Forty-two," said Deep Thought, with infinite majesty and calm. -------

359. Re: How many MBytes would _you_ recommend?

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 19:35:02 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun11.193502.12194@informatik.uni-erlangen.de>
Source record: 231278

marc@uni-paderborn.de (Marc Gumbold) writes:

>In order to get all the nice stuff running, that is available
>nowadays for the ST (I own a good ol' 1986 520 ST+),
>how much memory would you recommend me to add to my 1 MB?

4 MB or more, if you really want to run all the stuff mentioned
(MiNT, mgr, g++).

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de
---

360. Re: MSA files

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 20:18:15 UTC
From: erkamp@arc.ab.ca
Message-ID: <1991Jun11.201815.1661@arc.ab.ca>
Source record: 231299
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jun11.160655.13941@doc.ic.ac.uk> adm2@doc.ic.ac.uk (Alan David Messer) writes:
>Hi,
>
> I know this has probably already been asked,but what do I have to do
>to a '.MSA' file to get the demo to work?? I have whattaheck demo,but am
>unable to use it because of this??
>
These are Magic Shadow Archive files. You need to get the dearchiver. I beleive it's at atari.archive.umich.edu in atari/archivers as SHADOW.LZH or SHADOW.ARC.

Bob

361. Re: Mint ?

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 23:14:04 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1885@uqcspe.cs.uq.oz.au>
Source record: 231300

This is way off the track, take no notice of it:

>MiNT is a Multi-Tasking program for the Atari ST. I have tried using it,
>but it is difficult unless you have MGR, which is a program that manages
>the multi-tasking.

(I'll omit details for now, since I'd say a few people will jump on this)
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

362. Re: Fonts for MGR?

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 23:17:12 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1886@uqcspe.cs.uq.oz.au>
Source record: 231298

>Now that I have managed to get MiNT and MGR up and running, I am wondering
>where I can get hold of fonts/icons for MGR... and what do I do with them -
>I.E. where can I get docs too?

It seems that you downloaded `mgr.???' but not `atarimgr.???'. The latter
is tghe original and contains fonts and docs (as well as mgr), while the former
has the updated mgr.

Grab atarimgr.???

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

363. FOR SALE: ICD host adaptor and (broken) sf354 floppy drive

Newsgroup: comp.sys.atari.st
Date: 1991-06-11 23:26:15 UTC
From: peter@geog.ubc.ca
Message-ID: <1991Jun11.162615@geog.ubc.ca>
Source record: 231279

```
FOR SALE:
ICD host adaptor with clock, DMA cable, software and documentation
$US 80
($CDN 90)

Price includes shipping by mail anywhere in North America

--
==========================================================================
Peter L. Jackson | peter@geog.ubc.ca
Atmospheric Science Programme | pjackson@unixg.ubc.ca
Department of Geography | usermeso@ubcmtsg.bitnet
University of British Columbia | ph:(604)822-2269 fax:(604)822-6150
```

364. Re: Hard-drive on a 520ST?

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 00:07:54 UTC
From: slammy@admiral.UUCP
Message-ID: <VJJe41w164w@admiral.UUCP>
Source record: 231170

lch3e@holmes.acc.Virginia.EDU (Lauren C. Howard) writes:

> Can a hard-drive (spec. Megafile 30) be used with a stock 520ST?
> Will there be enough memory left to run WordPerfect? Timeworks DTP?
You will have almost the same amount of free memory with a hard drive as without. The driver only takes up a few bytes. If you could run Word Perfect and Timeworks DTP before (which I suspect you could) you can still run them with a hard drive, only MUCH, MUCH faster.

/e
>
> Why are the Megafile 30's being sold off so cheap right now? I know
> they're discontinued; but is there anything wrong with them? Are
> they upgradeable?
>
> lch3e@holmes.acc.virginia.edu

slammy@admiral.UUCP (Dave Litchman) <uunet!areyes!admiral!slammy>
The Grid/Magpie and /Waffle BBS
(HST/V32) 203-661-1279 (PEP/V32) -2873 (V32) -0450 (V29/MNP6) -2967
Multiplayer Games, Multicolor Chat, Multibbses, Multifun!

365. Re: Mega STe processor speed switch

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 00:10:51 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.676685451.larserio@kvart.ifi.uio.no>
Source record: 231208

```
Here are routines for switching both MEGA STE and HYPERCAHE
between 16 Mhz with cache and 8 Mhz without cache....

The subroutines cache_on and cache_off must be called from
inside supervisor mode as they access restricted adresses.

cache_on: cmpi.b #2,$2.w ;TOS 2.xx (MEGA STE) ?
bne.s hyper_on ;No, Hypercache on
bset.b #1,$FFFF8E21.w ;Yes, 16 Mhz speed
bset.b #0,$FFFF8E21.w ;Switch cache on
rts
cache_off: cmpi.b #2,$2.w ;TOS 2.xx (MEGA STE) ?
bne.s hyper_off ;No, Hypercache off
bclr.b #0,$FFFF8E21.w ;Yes, Cache off
bclr.b #1,$FFFF8E21.w ;Switch to 8 MHz
rts

hyper_on: move.l #$1E0040,-(sp) ;GPO signal on = Hypercache on
bra.s set_cache
hyper_off: move.l #$1DFFBF,-(sp) ;GPO signal off = Hypercache off
set_cache: trap #14 ;Xbios
addq.l #4,sp
rts

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association
```

366. Re: Mega STe processor speed switch

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 00:33:58 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991Jun12.003358.27301@cs.ucla.edu>
Source record: 231211

In article <CMM.0.90.2.676685451.larserio@kvart.ifi.uio.no> larserio@ifi.uio.no writes:
>Here are routines for switching both MEGA STE and HYPERCAHE
>between 16 Mhz with cache and 8 Mhz without cache....
...
>cache_on: cmpi.b #2,$2.w ;TOS 2.xx (MEGA STE) ?

I don't think that Atari has guaranteed that only MegaSTEs will have TOS 2.xx.
A safer way to determine this would be to check the cookie jar. You can just
do it once and store the value somewhere.

--Steve

>
> Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
> Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
>_________/ _____________________/ ____/ / Klubben, user association

--
Steve Whitney - UCLA CS Grad Student (())_-_(())
Soon to be working at Silicon Graphics | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

367. WANTED: Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 02:18:04 UTC
From: das9674@usl.edu
Message-ID: <32748@rouge.usl.edu>
Source record: 231212

Hi! I wonder if any of you out there would like to sell me your old Atari ST.
I was looking for a 1040, most likely, with a monitor in the deal.
Also, please include possible software.

I have seen people in misc.forsale.computers selling their STs for around $200 for the computer and the same for the monitor. It doesn't look like my summer job will get me enough money to buy a Clone, and I really like Dungeon Master.

So e-mail if you're interested. My friend WOULD sell his for $300 for all to get an Amiga 500 instead, but the 'up arrow' doesn't work AND he still ins't sure he wants to sell it!

Thanks a lot!

Dan Stephenson
3188569909

368. Post Finals Game Help Wanted

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 04:34:44 UTC
From: elvis@watnxt2.ucr.edu
Message-ID: <15195@ucrmath.ucr.edu>
Source record: 231281

Well, my finals are over, so I thought I'd relax by playing some games... however, my computer has conspired against me in my quest for fun. The two main games that I have been trying to play are Phantasy III and Bard's Tale. Both give me trouble when it comes to the saved game disk. In Phantasy, it saves the game fine for a little while, then will start to lose it...the picture of the town will be divided into vertical strips, and lose most of its colors. Shortly after this, the demon will appear, but I will have no party, and the list of characters will be empty... The Bard's Tale problem occurs before I can even get going, in that it never recognizes the character disk, or, rather, never seems to write it... I have been following the instructions, but to no avail. All this leads to my plea for help...does anyone know if a) either of these games require a specific tos version (I have 1.2, which has always seemed somewhat safe...) b) there is a good way to check the reliability of my drive or c) if someone has a copy of what should be on the character disk (dunno if that would be copyrighted or not) so I could see if the dang thing recognizes it...
Thanks,
Andrew

369. Re: TT HD floppy

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 05:18:24 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Jun12.051824.4805@rhrk.uni-kl.de>
Source record: 231282

>Does this mean that there is a HD drive installed.
>The latest I heard was that apparently the current 1772 floppy disk
>controller is only rated for 8 mhz, and you'll need a 16 Mhz version
>for HD drives. It seems that Western Digital does not manufacture such
>a version, but that atari bought the rights and is going to manufacture
>its own chip.

There is no HD drive installed (yet).
You are right that the 1772 is designed for a rate of 8 mhz but this is not
the first time 16 mhz are used (remember ST-Computer 1/90, 2/90). Of course
a 16 mhz version were the best but at the moment the 8 mhz version works at
at rate of 16 mhz when you use hd drives.

```
*********************************************************
* Uwe Seimet *
* seimet@sun.rhrk.uni-kl.de *
*-------------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't what I want but only what I tell it. *
* (Programmer's lament) *
*********************************************************
```

370. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 05:30:56 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Jun12.053056.6447@rhrk.uni-kl.de>
Source record: 231283

darekm@microsoft.UUCP (Darek MIHOCKA) writes:

>In article <28665@know.pws.bull.com> CSULLOGG@CRL.AECL.CA writes:
>>Would someone please post info about where I can obtain NVDI, a German pgm to
>>accelerate screen draws on a TT with a TTM195 monitor? Thanks.

>You should be aware of the fact that NVDI currently ONLY seems to work
>well in monochrome resolutions and actually slows down GEM operations
>in the other TT screen resolutions. It's also somewhat slower than
>either Turbo ST or Quick ST 2 when running on an ST, and also slower than
>Quick ST 3 when running on the TT in a monochrome screen resolution.
>Currently there is only one product available (and I'm sure you can guess
>what it is) that not only runs on the TT (sorry Turbo ST!) but actually
>significantly speeds up ALL TT screen resolutions (sorry NVDI!). :-)

Don't forget that NVDI includes a GDOS. Turbo ST and Quick ST don't.
Turbo ST had problems with several programs (e.g. SIGNUM). BTW, if you
use a TTM195 you don't need to speed up colour resolutions.

```
*******************************************************
* Uwe Seimet *
* seimet@sun.rhrk.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

371. Re: Mint ?

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 08:16:52 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991Jun12.081652.27081@cs.nott.ac.uk>
Source record: 231295

In article <8Fqc41w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>Jim_Holt@aprdlgtr.sps.mot.com (Jim Holt) writes:
>
>> I have seen quite a few references to MINT in this group. I
>> am curious about what it is ? Is this something like Unix
>> for an ST ? If so, how/where does one obtain it ?
>
>MiNT is a Multi-Tasking program for the Atari ST. I have tried using it,
>but it is difficult unless you have MGR, which is a program that manages
>the multi-tasking. Since I couldn't locate this program, I gave up on
>the entire ting. You need about 2-4 Megs to use it seriously, though.
>Or at least that is what I have been told. 1 Meg isn't enough to do
>anything useful. The program (MiNT) is able to Multi-Task TOS and TTP
>programs, and keep them running even while a GEM application is running.
>It won't multi-task GEM programs, but it will let you run one while other
>things are running in the background. If you have enough memory, and can
>locate MGR (or really like command lines) then try to get MiNT. Once you
>get it running, it is supposed to be great...

Actually, even with MGR you'll need to like command lines (us UNIX types do :-)
at least until someone writes something like a MGR desktop. MiNT works well
from a shell that supports it (bash, ksh, and the init that comes with it).

You can do useful stuff in 1 meg, but, yes, more memory is _very_ useful.

Once you get it running, it _is_ great! (Perhaps someone would care to replace
the piccy of Bob in the character set with one of Eric Smith? :-)
--
/* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
+* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
+* Olivier's Law: "Experience is something you don't get *+
*------------------------- until just after you need it." */

372. Re: MSA files

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 11:07:46 UTC
From: marc@sequoia.cray.com
Message-ID: <033903.8391@timbuk.cray.com>
Source record: 231202
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jun11.201815.1661@arc.ab.ca>, erkamp@arc.ab.ca (Bob Erkamp) writes:
> In article <1991Jun11.160655.13941@doc.ic.ac.uk> adm2@doc.ic.ac.uk (Alan David Messer) writes:
> >Hi,
> >
> > I know this has probably already been asked,but what do I have to do
> >to a '.MSA' file to get the demo to work?? I have whattaheck demo,but am
> >unable to use it because of this??
> >
> These are Magic Shadow Archive files. You need to get the dearchiver. I beleive
> it's at atari.archive.umich.edu in atari/archivers as SHADOW.LZH or SHADOW.ARC.
>
> Bob

I believe that MSA_141.LZH is the latest version at a.a.

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

373. Re: SED for ST?

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 11:09:44 UTC
From: wolfram@cip-s08.informatik.rwth-aachen.de
Message-ID: <wolfram.676724984@cip-s08>
Source record: 231285

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

> Does anyone know if there is a sed clone for the ST? If so, where
>can I find a copy?

There's a sed incl. source in the distribution of the Okami Shell available
at the atari.archive. Look out for okami.lzh.

CU
\/\/olfram

374. Ghostscript fonts wanted

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 11:11:42 UTC
From: marshall@cs.uq.oz.au
Message-ID: <1908@uqcspe.cs.uq.oz.au>
Source record: 231207

Can anyone tell me where to find PS fonts to use with Ghostscript. Only
Ugly font comes with the files from atari.archive - and boy, is it ugly!

****
|| Marshall Harris
Internet/CSnet: marshall@cs.uq.oz.au || Dept.of Computer Science
JANET: marshall%cs.uq.oz.au@uk.ac.ukc || University of Queensland
EAN: marshall@cs.uq.oz.au || St Lucia, Queensland 4072
Bitnet:marshall%cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!cs.uq.oz.au!marshall || ph: +61 7 365 2908
JUNET: marshall@cs.uq.oz.au || fax: +61 7 365 1999
****
"If you want to make god laugh, show him your plans"
Woody Allen
****

375. Rubber Bands

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 11:30:46 UTC
From: Chris.Forker@newcastle.ac.uk
Message-ID: <1991Jun12.113046.29418@newcastle.ac.uk>
Source record: 231213

```
From chris@uk.ac.ncl.wagner Tue Jun 4 15:02:47 1991
Received: from ncl.wagner (wagner.ncl) by uk.ac.newcastle.gershwin; Tue, 4 Jun 91 15:02:46
BST
From: Chris Forker - Nav Arch- <chris@uk.ac.ncl.wagner>
Date: Tue, 4 Jun 91 15:08:14 BST
Message-Id: <AA00873.9106041408.wagner@uk.ac.newcastle>
To: chris
Subject: post failed
Status: RO

/usr/local/lib/nn6.4/aux: /usr/local/lib/news/inews: not found
/usr/local/lib/news/inews failed

Your response has been saved in ~/dead.letter

Your article/letter follows:
Newsgroups: comp.sys.atari.st
Distribution: comp.sys.atari.st
Subject: Rubber Bands
Summary: 'C' code to draw rubber bands
Keywords: Rubber Bands

A short while ago someone asked about drawing rubber bands. I did reply to one person but
perhaps not the original poster. The following code may be of use to those who want to draw
rubber bands . The code lacks eloquence but works for me.

---------------------- Cut Here ------------------------------

void drag_line(short mx[], short my[], short no_pts, int k_line,
float scale)
{
short i,oldx,oldy,xloc,yloc1,yloc2,neg,xorg,yorg ;
short xw,yw,ww,hw ;
short mbx,mby ;
short mb1, mb, /* mouse button state */
ks ; /* keyboard state */
short pts[4] ;
char message[5] ; /* v_pline x,y's */
int drop = FALSE ;

oldx = 0 ;
oldy = 0 ;

vsl_type(screen_vhandle, SOLID) ;
vsl_color(screen_vhandle, BLACK) ;
vsl_width(screen_vhandle, 1) ;
vsm_type(screen_vhandle, 4) ;
```

```
vst_point(screen_vhandle, 6, &i, &i, &i, &i) ;
vst_effects(screen_vhandle, 1) ;

wind_get(windows[cur_win].handle, WF_CXYWH, &xw, &yw, &ww, &hw) ;

wind_calc(WC_WORK, (NAME|CLOSE|MOVE), xw, yw, ww, hw,
&xw, &yw, &ww, &hw) ;

xorg = xw + 20 ;
yorg = yw + 30 + (20 * scale) ;
neg= -1 ;

hide_mouse() ; /* Function which hides mouse */

for (i = 0; i <= no_pts; i++)
{
do
{
graf_mkstate(&mx[i], &my[i], &mb1, &ks) ; /* x,y mouse co-ords */

if (oldx != mx[i] || oldy != my[i]) /* update screen if changed */
{
sprintf(message,"X : %6.2f", ((mx[i]-xorg)/scale)) ;
v_gtext(screen_vhandle, 500, 40, message) ;
sprintf(message,"Y : %6.2f", ((my[i]-yorg)/scale)*neg) ;
v_gtext(screen_vhandle, 500, 70, message) ;
vswr_mode(screen_vhandle, MD_XOR) ;

/* set up mouse form */
pts[0] = oldx ;
pts[1] = oldy-5 ;
pts[2] = oldx ;
pts[3] = oldy+5 ;
v_pline(screen_vhandle, 2, pts) ;
pts[0] = oldx-5 ;
pts[1] = oldy ;
pts[2] = oldx+5 ;
pts[3] = oldy ;
v_pline(screen_vhandle, 2, pts) ;

pts[0] = mx[i] ;
pts[1] = my[i] - 5 ;
pts[2] = mx[i] ;
pts[3] = my[i] + 5 ;
v_pline(screen_vhandle, 2, pts) ;
pts[0] = mx[i] - 5 ;
pts[1] = my[i] ;
pts[2] = mx[i] + 5 ;
pts[3] = my[i] ;
v_pline(screen_vhandle, 2, pts) ;

if (k_line && drop)
{
```

```
pts[0] = mx[i-1] ;
pts[1] = my[i-1] ;
pts[2] = oldx ;
pts[3] = oldy ;
v_pline(screen_vhandle, 2, pts) ;
pts[0] = mx[i-1] ;
pts[1] = my[i-1] ;
pts[2] = mx[i] ;
pts[3] = my[i] ;
v_pline(screen_vhandle, 2, pts) ;

} /* if */
vswr_mode(screen_vhandle, MD_REPLACE) ;
} /* if */

oldx = mx[i] ;
oldy = my[i] ;

} while( mb1 <= 0 ) ;

do
{
graf_mkstate(&mbx, &mby, &mb, &ks) ;

} while( mb != 0 ) ;

drop = TRUE ;

} /* for */

vswr_mode(screen_vhandle, 3) ;
pts[0] = oldx ;
pts[1] = oldy-5 ;
pts[2] = oldx ;
pts[3] = oldy+5 ;
v_pline(screen_vhandle, 2, pts) ;
pts[0] = oldx-5 ;
pts[1] = oldy ;
pts[2] = oldx+5 ;
pts[3] = oldy ;
v_pline(screen_vhandle, 2, pts) ;

show_mouse() ; /* Function to show mouse */
} /* drag_line */

--------------- Cut Here ---------------

Hope this is of some help.....

+-=--=--=--=--=--=--=--=--=--=--=--=--+--=--=--=--=--=--=--=--=--=--=--=--=-+
| mail: Chris.Forker@newcastle.ac.uk | Dept. Marine Technology |
| voice: +44 91 2226000 X 6218 | Newcastle University |
| fax: +44 91 2611182 | Newcastle upon Tyne |
| | NE1 7RU ENGLAND |
```

376. Re: How many MBytes would _you_ recommend?

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 12:31:07 UTC
From: mbaker@ucs.adelaide.edu.au
Message-ID: <3628@sirius.ucs.adelaide.edu.au>
Source record: 231204

From article <1991Jun11.190859.16688@uni-paderborn.de>, by marc@uni-paderborn.de (Marc Gumbold):
> In order to get all the nice stuff running, that is available
> nowadays for the ST (I own a good ol' 1986 520 ST+),
> how much memory would you recommend me to add to my 1 MB?

Recently, I did some horrible mangulations to my ST to put two 1MB SIPs in it. Subsequently (now with 2.5MB) I have had no problems whatsoever with memory. I use Gcc occasionally (but usually only on small code) - gemini, Calamus, Uniterm, MicroEmacs etc - and (apart from trying to load dozens of fonts into Calamus) have _never_ wished I had more memory. I'd say that 2.5 is a reasonable point to go to. Not very expensive, either.

> ... Anything important I missed?

Apart from gemini? 8)

> I really like my ST for what it is, namely a good typewriter.
> But I would like to be able to do some decent C hackery at home
> and have my favourite tool (Emacs) around. I know the ST is slow,
> but I can live with that. I don't have the money to replace my
> ST with a state-of-the-art ?86 AT with some Unix.

I have an old 10MHz '286 running an elderly (2.1.1) Xenix that I use as a 'unix' machine... it does the job quite nicely... (faster than a Vax! 8) (okay, okay, better response time :)

> Or does anyone think it's not worth it? Should I better throw
> my ST out of the window (e.g. keep on just using it as a
> typewriter-calendar-addressbook-videogame-terminal-thingy)?

Depends. If you have a hard disk, it's worth it. If not, best buy a new system. (not being defeatist here... and I am basing this on _my_ experience here in Oz with astronomical prices and all.

> Any comments welcome,

Mail bounced :(

> Marc

Matthew

377. GCC, the documentation...

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 12:42:04 UTC
From: ermadmin@uniwa.uwa.oz
Message-ID: <1991Jun12.124204.19116@uniwa.uwa.oz>
Source record: 231205

I am just playing with GCC on the ST and find it great!
However, I dont know where to find the documentation for the stuff.
Is there a complete set of words for it - and if so where?

I would really like to find docs for all the functions.. printf()
and all the stuff.

The few docs that I have seen are in TEX format - that is not a lot
of help for the people out here whe love GCC but hate TEX!

..Here's hoping
..Clive

ps - please post any replies to the net as my account is off
at the moment and cannot, i think receive mail...
:w

378. RAM upgrade

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 12:45:09 UTC
From: ermadmin@uniwa.uwa.oz
Message-ID: <1991Jun12.124509.19294@uniwa.uwa.oz>
Source record: 231206

I have just started to build the 2meg upgrade board as posted to the net and it looks great..

However, could some clever person explain how the pins on the MMU are numbered so that I dont solder the extra address line to the wrong place
..Clive

379. Info wanted about upgrading an SF354 to DSDD...

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 13:02:11 UTC
From: mspacek@fquest.fidonet.org
Message-ID: <ceJF41w164w@fquest.fidonet.org>
Source record: 231217

Just wondering if anyone out there has taken a DSDD drive and stuck it in an SF354 and how it worked out. It doesn't look like it would be much harder than doing the same with the ST internal drive and I know some guys who have done that. But it probably will be a bit harder than that, if not much. To switch to a DSDD internal, I think you pretty much just throw away the little interface board for the SSDD drive and stick the DSDD in there. There is a little board in the SF354 also, but I kinda need to keep it for the DIN jacks. It doesn't seem to do much, just a couple jacks, small board with a little buffer chip on it and some wires coming out the other end to and edge connector. Anyway, I just thought I would ask and find out if there might be more to it than I think before I start messing with it. Surely someone has done this before, right? Any help would be appreciated. Sending it as E-Mail rather than posting it here would be best, otherwise its possible that I might not see it before it gets purged because of hard drive troubles on this system. Thanks.... Mark....

380. Opinions on some books needed

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 13:03:23 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <1991Jun12.130323.24585@gmuvax2.gmu.edu>
Source record: 231286

My local Atari dealer is having a sale this week, and is advertising the following books:

Atari ST Technical Reference Guides, volumes 1, 2, and 3
The Atari ST Machine Language Book

Seeing as books on Atari internals are hard to come by (short of paying the rediculous fee Atari charges for the developers package), I'm interested in what these two books have to offer. Has anyone read either of them? If so, what can you say about them? Are they worth buying?

Please reply quickly, as the sale ends Saturday, and who knows if they'll have 'em after that. For that matter, who knows how long they'll even be around... *SIGH* Thanks in advance for any advice!

Steve "Stevers!" Coile scoile@gmuvax[{.BITNET|[2].gmu.edu}]
"Maturity is knowing when and where to act immature"

381. Re: Neo Desk 3

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 13:13:01 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jun12.131301.29585@mailer.cc.fsu.edu>
Source record: 231287

In article <43160@cup.portal.com>, Azog-Thoth@cup.portal.com (William Thomas Daugustine) writes:
>
>I just ordered Neo Desk 3 today (cant recall the publisher) and am
>just looking to see if anyone has any opinions on it. It looks pretty
>good in the ad (which is why I ordered it:-), but I was looking for
>someone who has used it, and has any general observations on it.
>
>Ill be running this on a 520ST, and two DS 3.5" floppys, and a colour
>monitor (no hard drive, or RAM expansion. _yet_)

This is the best $50 you can spend if you have a hard disk. Without one, it's utility is somewhat weakened (easy fix, get a hard drive!!). The latest version is 3.02. If it turns out that you have 3.01 (which was the release version), the patch program to upgrade it is available from atari.archive.

>PS: a question totally unrelated. Is there any way to fake the ST out
>when using a colour monitor, into thinking its a monochrome? Id like
>to get the high res, but dont wanna have two monitors. I am thinking
>maybe dropping or raising a line marked 'monochome detect' that I
>see in the pinout.

There are several mono-emulators that are PD. They do work most of the time, but the screen quality is bleeech. Get yourself a mono monitor. It is one of the best reasons to own an Atari ST!! I could not live without mine (I am thinking of buying an extra . .). You can obtain a used one through the net for about $80 (on a good day :-).

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

382. Re: MSA files

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 13:16:39 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jun12.131639.29965@mailer.cc.fsu.edu>
Source record: 231203
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jun11.160655.13941@doc.ic.ac.uk>, adm2@doc.ic.ac.uk (Alan David Messer) writes:
>Hi,
>
> I know this has probably already been asked,but what do I have to do
>to a '.MSA' file to get the demo to work?? I have whattaheck demo,but am
>unable to use it because of this??
>

You need a copy of Magic Shadow Archiver (MSA), which compresses an entire disk into a (big) file, including formatting info. It is on atari.archive, probably under the name shadow.arc (in the archiver directory).
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

383. Z-RAM made my drive go nuts! WHY!!?? CORRECTION.

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 13:38:02 UTC
From: d90-ngp@sm.luth.se
Message-ID: <1676@tau.sm.luth.se>
Source record: 231210
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have upgraded my 1040 STFM to 4 megabytes with Z-RAM. My ST was one of those with soldered MMU-chip, so I let a proffessional do it for me. When I got my ST back I ran the test program. Geee, four megabytes and no complaints! I started to install Neodesk 3, reads files from one disk and started writing on another. Then suddenly the drive starts making noise. It sounds as if the drives' motor tries to move the head right through the side of the machine. Two dialog boxes explains that the drive does not answer and that the disk is full, although it has 800 kilobytes free!!! A couple of minutes later I conclude that MY DRIVE READS AND FORMATS DISKS IN ALL POSSIBLE COMBINATIONS OF SECTORS AND TRACKS, TWISTED AND NOT TWISTED, FROM GEM, FROM NEODESK 2.05 AND FROM ALL PROGAMS THAT I HAVE BUT IT CANNOT WRITE MORE THAN A COUPLE OF KILOBYTES ON ANY DISK!!!

Now I am in desperate need of HELP!!! The proffessional will do his best to fix it, but it would probably go much faster if anyone have had this problem before and can give me any clue where to start dig. You cannot be to detailed.

DETAILED DESCRIPTION OF A FEW MINUTES EXPERIMENTING
==========
Equipment: 1040 STFM, monochrome monitor, Z-RAM and nothing more!

Inside Neodesk 2.05:
Trying to write to an empty disk formated before memory upgrade.
Drive writes some 10 K, makes noise, dialog boxes sais: Drive not responding.
Disk full.
I cancel writing, "Show info..." sais more than 800 K free.

Same test and same result again a couple of times.
Formats disk in different ways, same test, same result.
Try to load First Word +, Neodesk responds:

An address error has occured (3 bombs).

System register:

d0: 00000800 a0: 000030C2
d1: FFFF0F0F a1: 00008092
d2: 00000027 a2: 00000000
d3: 00000000 a3: 0005DF08
d4: 00000000 a4: 0000313A
d5: 00000000 a5: EB7E4A11
d6: 00000006 a6: 000015E2
d7: 00000006 a7: 00001592

ssp: 00001592
usp: 00060A40

instr: 3D6D
sr: 2300={t:0 s:1 interrupt: 011 x:0 n:0 z:0 v:0 c:0}
pc: 00FC60EA

I pressed return, a fourth bomb showed up, all went black and the computer rebooted.
I started Neodesk 2.05 again and then loaded 1st Word +, no problems!
Loaded a rather large document, changed to empty disk and tried to save.
Disk wrote some 10 seconds, then made that uggly noise again followed by dialog boxes telling drive don't answer and (the empty) disk full.
I cancelled. Drive made noise, same boxes. Cancelled again etc.

I reset the computer, made the 1st Word + test again from GEM, computer loads program and behaves as before.

Loaded Calamus (from Neodesk), played around a little. Rubberband boxes sometimes leave sides of the box unerased when changing size, in a way I never have seen before. "Show statistics" tell me that I have 3.3 meg free.
Suddenly... 2 bombs! Crash is so hard that even Neodesk got stuck (never happened before).

I GIVE UP.

UPDATE: A few hours later I made another test: I tried copying files to a ram-disk (in GEM) and my ST bombed again. I restarted with the on/off button and tried again a couple of times. Each time two files were copied and then either one or two bombs showed up.

CORRECTION: Sorry, in the last sentence I mean ...either two or three bombs showed up.


```
-------------------------------------------------------------------------------
| | | |
| Niklas Grip | University of Luleaa | Some day I will |
| Vallstensgatan 7 | Internet: d90-ngp@sm.luth.se | make some nice |
| 951 59 Luleaa | Bitnet : d90-ngp%sm.luth.se@sekth | logo and remove |
| SWEDEN |==================================| this damn text! |
| Phone: 0920-26228 (international: +46 920 26228) | |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

384. Re: path to Gadgets

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 13:51:00 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91Jun12155100@wookumz.gnu.ai.mit.edu>
Source record: 231218

>From: steve@thelake.mn.org (Steve Yelvington)
>[In article <165@gbs.UUCP>,
> root@gbs.UUCP (Root) (really Dave Small) writes ...]
>
>> The path taken by this message is the path "back" to us here at
>> Gadgets.
>
>Just one quick word of advice before you use the Path: line, though.
> [...]
>>From the 12-hop Path: line on the article I received, I would guess that
>ncar.ucar.edu!boulder!tcr!gbs!root might be a working UUCP path, but
>there probably is a faster one (anybody know the Internet equivalent of
>boulder?)

It is probably boulder.colorado.edu, but I don't do uucp when I can
avoid it, so I'm not sure that they are really the same host.

Most people don't need to worry about all this because most sites have
"smart" uucp routers, and root@gbs.UUCP should do the right thing.
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

385. Re: Neo Desk 3

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 14:32:55 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750118@hpsad.HP.COM>
Source record: 231221

/ hpsad:comp.sys.atari.st / erkamp@arc.ab.ca (Bob Erkamp) / 8:28 am Jun 11, 1991 /
In article <43160@cup.portal.com> Azog-Thoth@cup.portal.com (William Thomas Daugustine) writes:
>
>PS: a question totally unrelated. Is there any way to fake the ST out
>when using a colour monitor, into thinking its a monochrome? Id like
>to get the high res, but dont wanna have two monitors. I am thinking
>maybe dropping or raising a line marked 'monochome detect' that I
>see in the pinout.
>

If you tie the mono-detect line to ground the ST thinks it has a mono monitor hooked up to it. The scan rate goes to 70Hz and all you see on the color monitor (actually I'm not sure about the color monitor, but on my TV) all I see is scrolling orange lines. In other words, it don't work that way. But, you may be able to hear the audio. :-)

Randy Hosler

386. Re: Mint ? (Eric Smith to replace Bob Dobbs in character set)

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 16:06:05 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Jun12.160605.24427@wam.umd.edu>
Source record: 231216

In article <1991Jun12.081652.27081@cs.nott.ac.uk> dpg@cs.nott.ac.uk (Dave Gymer) writes:
>Once you get [Mint] running, it _is_ great! (Perhaps someone would care to
>replace the piccy of Bob in the character set with one of Eric Smith? :-)

Here, here! Don't forget that E. S. did the latest port of Nethack too!
But I think instead we should replace the Rainbow Fuji in the TOS 1.4
"About..." box with a "Rainbow Eric". The Bob Dobbs characters have been
recently reserved by Atari UK for later use as box corners. :-)
(Sorry Neil, I couldn't resist!)

Dave Baggett
dmb@wam.umd.edu

387. Re: MSA files

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 16:10:10 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jun12181010@orion.laas.fr>
Source record: 231051
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jun11.201815.1661@arc.ab.ca> erkamp@arc.ab.ca (Bob Erkamp) writes:

| Path: laas!corton!mcsun!uunet!zaphod.mps.ohio-state.edu!mips!atha!aunro!alberta!arcsun.arc.ab.ca!erkamp
| These are Magic Shadow Archive files. You need to get the dearchiver.
| I beleive it's at atari.archive.umich.edu in atari/archivers as
| SHADOW.LZH or SHADOW.ARC.

You got the right directory but the info is out of date. According to
ComdInd.Z:

msa103.lzh 15 Magic shadow Archiver. Needed for graphics demos.
msa_141.lzh 30 Magic Shadow Archiver, latest version.
shadow.arc 20 magic Sahdow Archiver, early version.

Cheers,
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

388. Re: set-up for Practical Peripherals 9600 modem?

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 17:42:18 UTC
From: joe@cbmvax.commodore.com
Message-ID: <22357@cbmvax.commodore.com>
Source record: 231223

In article <1991Jun11.140654.11814@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <1991Jun10.200056.29446@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>> Over the weekend, I got a Practical Peripherals V.32 V.42 V.42bis modem (at
>> a warehouse sale: wholesale on these babies appears to be about $400). Works
>> just fine, thank-you on my ST so far. I remember some discussion about flow
>> control (or lack of it) with the ST's serial port. Modems like this were 3
>> times as expensive back then, so I didn't save the messages. What do I have
>> to do? What might go wrong? How do I deal with problems? All this
>> specifically relating to flow control and a fast modem with data compression.
>
>Well from what I know, there have been a lot of Problems with RTS/CTS
>flow control with all the Atari range, there are a few Fix programs
>for this.

The manual for the modem (I have the same one) recommends using XON/XOFF flow control in the modem and RTS/CTS at the computer. However, if the poster above is correct regarding problems with RTS/CTS with Ataris, you can turn off flow control in the modem and rely on XON/XOFF at the computer.

--
==
Joe O'Hara || Disclaimer: I didn't say that!
Commodore Electronics Ltd ||
Product Assurance || "I never lie when I have sand in my shoes."
Systems Evaluation Group || - Geordi LeForge, Star Trek TNG
==

389. Mega Mega?

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 18:30:28 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Jun12.183028.20305@chinet.chi.il.us>
Source record: 231219

What with GNU Emacs, big RAMdisks, Scheme, Smalltalk, MultiGEM, etc. etc. it seems like a reasonable thing to want to expand a Mega beyond 4 MB. Anyone done it? Any possibility of a commercial expansion?

Steve saj@chinet.chi.il.us

390. Re: Does TT monitor have sound?

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 18:36:05 UTC
From: apratt@atari.UUCP
Message-ID: <2959@atari.UUCP>
Source record: 231238

d90-ngp@sm.luth.se (Niklas Grip) writes:
>Is it usual that multisync monitors don't have loudspeakers and
>whatabout the TT?

Yes, it's true that most monitors don't have speakers. The TT has a speaker built in. It also has stereo output jacks on the back so you can hook it up to an amplifier and speakers, and you can turn off the internal speaker if you want. The idea is that the internal speaker can be used for normal stuff like beeps and bells, but for high-quality digitized sound you're likely to want to use the stereo outputs. The digital sound always goes to the stereo output jacks; you can control whether the PSG sound (clicks and beeps) also goes there.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

391. Notebook

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 18:59:13 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <4cJaw1m00WAxI=sGp1@andrew.cmu.edu>
Source record: 231159

Does anyone know if GBS has mentioned anything about making a Notebook PDS specific GCR, or at least an adaptor for the origninal one. This wouild be the only stopping point in me selling my Stacy for the Notebook (If/When it comes out). Dave, are you listening? See, I told you that I liked it!

-mark-

392. Re: Info wanted about upgrading an SF354 to DSDD...

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 20:41:46 UTC
From: bill@sugaree.uu.net
Message-ID: <1991Jun12.164146.132@sugaree.uu.net>
Source record: 231228

In article <ceJF41w164w@fquest.fidonet.org>, mspacek@fquest.fidonet.org (Mark Spacek) writes:
>
> Just wondering if anyone out there has taken a DSDD drive and stuck
> it in an SF354 and how it worked out...

...(stuff deleted)...

Yes, I've done it! It works great!!

> ...To switch to a DSDD internal, I think you pretty much
> just throw away the little interface board for the SSDD drive and stick
> the DSDD in there...

Yes, I think your correct (I should know but my brain all fogged up at the moment).

... (stuff deleted)...

> ...Sending it as E-Mail
> rather than posting it here would be best, otherwise its possible that I
> might not see it before it gets purged because of hard drive troubles on
> this system. Thanks.... Mark....

Sorry, can't E-mail yet!

--
**** All opinions stated above are my own!! ****

William Bishop | "Its a big country...
IKEA U.S. Services, Inc. | Someone's got to furnish it!"
Plymouth Commons | - IKEA
Plymouth Meeting, PA 19462 |
Tel: (215) 834-0180 | This space intentionally filled!!
Fax: (215) 834-0872 |
Telex: 846223 |

393. Re: Man w/ pipe

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 21:06:36 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91Jun12160636@wookumz.gnu.ai.mit.edu>
Source record: 231215

In article <3188@odin.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>Well this Bob Dobbs character (actually 4) is just another example of Atari
>wastage, along with Bea Hablig et al. I think I would have preferred to see
>four box corner characters, ala IBM, so that we could make up boxes in text.
>
>Now some bright spark is going to say "Why not change the font youself".
>Why should I have to support 3 resolution (6 if you include the TT) to get
>such a simple addition. Atari should have put something *useful* in there in
>the first place.

Sure, Atari gives you 4 characters of pure slack and you want BOX
CORNERS. This just proves you are SQUARE and haven't smoked your
daily dosage of frop. Send all your money to "Bob", and you might be
forgiven IF YOU ARE LUCKY.

The thing I like best about my ST is that "Bob" is in the character
set. They should have used 16 characters and given him the space he
deserves.

entropy

--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

394. Atari 1040STF and SC1224 for sale

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 22:20:12 UTC
From: es2a+@andrew.cmu.edu
Message-ID: <8cJdsQe00YU6QEUoMh@andrew.cmu.edu>
Source record: 231294
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

I have a stock 1040STF (TOS 1.0 in ROM, 1 Mb memory, 8 Mhz 68000,
internal DSDD 3 1/2" drive, serial, parallel, DMA, Midi, mouse) that I'd
like to get $200+S&H for.

I also have a SC1224 color monitor (original JVC, crisp&bright,
better picture than modern SC1224s). It handles 50Hz just fine (usually
used when running demos or European games). I'd like $200+S&H for it.

I'll sell the pair for $365+S&H.

-Eric Stuyvesant
es2a+@andrew.cmu.edu || es2a%andrew@CMCCVB || JNET%"es2a%andrew@CMCCVB"
al782@cleveland.Freenet.Edu || {uunet,harvard}!andrew.cmu.edu!es2a
"To hate is to study, to study is to understand, to understand is to
appreciate, to appreciate is to love." -John A. Wheeler
Go MEMS!

395. Re: GCC, the documentation...

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 23:11:47 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jun13001147@ghiggins.hpl.hp.com>
Source record: 231229

atari.archive's gnustuff directory in under reconstruction at the moment.
You will find docs in ~ftp/atari/gnustuff/Doc. I will run a detex program
on them to produce a plain ascii version.

Cheers,
Graham
======

Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554

Disclaimer: My opinions above are exactly that, mine and opinions.
---

396. Rings of Medusa questions...

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 23:30:54 UTC
From: mmkowanetz@spurge.waterloo.edu
Message-ID: <1991Jun12.233054.18376@watdragon.waterloo.edu>
Source record: 231296

Anyone who hasn't played the game Rings of Medusa, you can ignore this article.

When you enter a city, and enter a temple within the city, sometimes they give you a clue to where a treasure is located.
ie. 13 degrees 21 minutes south, 26 degrees 15 minutes west

Now, when I go there and send out my scouts, they always return saying, "Sorry sir, we found nothing." Am I missing something here? I've outfitted them with extras and machines, but is there perhaps something else I need?

In addition, when attacking with the warship, I can't seem to hit any enemy boats with my cannon. There's no indication of where the cannonball is going, so I don't even know if it's firing or not!

Any help that can be given would be greatly appreciated.

Please reply by mail as I don't read this group regularly.

"Early to bed and early to rise...makes a man sleepy as hell!"

Maurice Kowanetz
mmkowanetz@spurge.waterloo.edu
mmkowanetz@spurge.uwaterloo.ca

397. Software Guide for Architects

Newsgroup: comp.sys.atari.st
Date: 1991-06-12 23:49:13 UTC
From: dnoble@behrens.ced.berkeley.edu
Message-ID: <1991Jun12.234913.6000@agate.berkeley.edu>
Source record: 231239
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Final Announcement

The Department of Architecture at the University of California
is putting together a catalog of software used by architects.
The book will include all software used in the profession,
including CAD, project management, modeling, rendering,
facility management, etc.

To be included in this reference guide, firms and individuals
must fill out a two page questionaire available by mailing a
request to:

Douglas Noble, AIA, Ph.D.
Department of Architecture
232 Wurster Hall
University of California
Berkeley, CA 94720

398. Atari 520 st forsale

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 00:13:36 UTC
From: lefko@vaxwaller.UUCP
Message-ID: <5014@vaxwaller.UUCP>
Source record: 231155
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,ba.market.computers,ca.wanted

```
Atari 520STfm for sale. Hardly used. 1040 motherboard.
Comes with mono monitor,
1 double sided disk (IBM compatible)
1 single sided disk.
Monitor Stand
All origonal boxes and manuals

$400 or best offer.
```

399. Re: TT/MegaSTE/SLM605/NOROACH.PRG

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 01:46:03 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1991Jun13.014603.1331@colorado.edu>
Source record: 231224

Try Windows 3.0 using a 486-33 with 130Meg and 1024x768 SVGA 256 colors, 1.44 Meg floppy and ISA bus, motherboard expandable to 64Megs using 4Meg SIMMS, all for under $2700.00 US dollars. And COMPAQ machines are slow compare to some compatibles rolling out these days. And also if you can't get those people to get a new system, try buying new SVGA cards using VRAM, or TIGA cards which is said to be upto 10x faster than any VGA card out that should solve most of the slowness experience on Windows 3.0, I'm using Windows 3.0 and its faster than window type environment I've seen or used.

Jeff

400. Re: Mega Mega?

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 02:07:26 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5837@wucc.waseda.ac.jp>
Source record: 231227

In article <1991Jun12.183028.20305@chinet.chi.il.us>, saj@chinet.chi.il.us (Stephen Jacobs) writes:
> What with GNU Emacs, big RAMdisks, Scheme, Smalltalk, MultiGEM, etc. etc. it
> seems like a reasonable thing to want to expand a Mega beyond 4 MB. Anyone
> done it? Any possibility of a commercial expansion?
>
> Steve saj@chinet.chi.il.us

I have done some preliminary probe into this matter two years ago and there was absolutely no problem at all. Expanding up to 8 MB is rather easy if you know how to build a RAM board for 68000 CPU. The reason I haven't done it yet is that so far I couldn't persuade the DMA controller to handle the upper 4 megabytes. I have recently heard that CRT controller (SHIFTER) can be persuaded by poking their I/O addresses (Reflex board does this and allows us to use any kind of monitor on TOS 1.4). I don't think using a RAM disk of 4 MB is very fantastic (I'd rather use a hard disk). Another thing I had to consider was using Standard SIMMS sockets...

Germans actually sell expansion boards, but they are VERY expensive at least in England where I am based in a way. A 4 MB expansion module costs Sterlng Pounds 689.43 at Atari Workshop in Windsor. It may not include the actual chips which they charge StgL 275 for 4 MB.

Tsuji

401. Re: RAM upgrade

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 02:16:40 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun13.021640.6903@actrix.gen.nz>
Source record: 231230

In article <1991Jun12.124509.19294@uniwa.uwa.oz> ermadmin@uniwa.uwa.oz (Earth Resources Mapping) writes:
> I have just started to build the 2meg upgrade board as posted
> to the net and it looks great..
>
> However, could some clever person explain how the pins on the
> MMU are numbered so that I dont solder the extra address line
> to the wrong place
> ..Clive

On the top side of the IC there is a bevel on it with a dimple,
This dimple is over pin 1, and the pin to the left side of the Dimple is 68,
and the left most pin on that side is 61,
Note pin 61 is connected to 0 volts.
* <- Dimple
61,62,63,64,65,66,67,68,1,2,3,4,5,6,7,8,9
^ ^
0V A9

I hope this helps.

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

402. Lattice C

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 02:46:14 UTC
From: david10@garfield.cs.mun.ca
Message-ID: <1991Jun13.024614.7493@garfield.cs.mun.ca>
Source record: 231201

I just purchased a copy of Lattice C (v. 3.03.02 (c) 1986 . . . hey, for $20 CAN used, I can't complain :-)), and I have a few questions (my apologies if all of these questions were answered recently on the net) :

1) What are the major differences (improvements) to the compiler in its latest version (v. 5.01?)?

2) Is Metacomo still in business? If not, who is carrying the line?

3) Is an upgrade path available, and is it worth it? (at the moment, I'm just writing small, uncomplicated programs for use on a UNIX platform. Since I can't always get through to the system via modem, why not use the ST?)

E-mail would be preferred, unless you feel it would be more appropriate to post.

Thanks in advance,
Dave C

--
Dave Churchill DoD #266 CS Undergrad
david10@garfield.cs.mun.ca Memorial University of Newfoundland
ar473@freenet.cleveland.edu St. John's, Nfld. Canada
"I'm always sober enough to know when I'm drunk." - Andy Capp

403. Mac hard drive w/ GCR

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 03:23:12 UTC
From: stmwang@hubcap.clemson.edu
Message-ID: <1991Jun13.032312.6568@hubcap.clemson.edu>
Source record: 231236

For GCR users: remember how Dave Small mentioned how he moved his hard drive between his Mac II and his GCR? I have always wanted to do that, to use the same drive on a Mac II at work and on the Spectre at home, but never found out exactly what to do. Well, I've just found out! It is simplicity itself! IF you have an ICD FAST drive, all you would need is a 50 pin SCSI connecter and a REAL Mac drive, such as the Quantum 105 meg selling for under $400 now. Plug the Mac drive in the FAST drive and go! It has both a Atari daisey chain connector as well as a standard 50 pin SCSI connector on the back. Just remember to choose the extra DEVICE when you boot up Spectre.

BTW, the Mac drive mentioned above should be an external hard drive, with its own power and case. If you ever wnat to use it on the Spectre ONLY, just take it out of its case and plug it into the extra slot in the FAST case.

Now I have room for System 7, the minute Dave gets it working!

--
Sam Wang Visual Arts Clemson University stmwang@hubcap.clemson.edu
---

404. Re: X for the ST? (Unix Windows)

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 03:40:44 UTC
From: s883334@minyos.xx.rmit.oz.au
Message-ID: <1991Jun13.034044.27746@minyos.xx.rmit.oz.au>
Source record: 231243

From article <1991Jun10.124327.12647@mailer.cc.fsu.edu>, by boyd@nu.cs.fsu.edu (Mickey Boyd):
> In article <2392@netmbx.UUCP>, perstoro@netmbx.UUCP (Wilhelm Schaefer) writes:
>>limsico@earthquake.Berkeley.EDU (Carl Limsico) writes:
>>
>>
>>> This question has probably already been asked several times, but
>>>here it goes: Does anyone know of any type of X-Window
>>>emulation/server/host for the ST? Please either e-mail or post
>>>replies!
>>
>>On the other hand there is a programm called UW (unix windows).
>>I think it was designed for the mac first, but it has been
>>ported to the st by someone.
>>
>
> Unix Windows is not related to X in any way (other than coincidental
> appearance). It is a great program, which allows one to have muliplexed
> terminals over one serial line (the terminals are in the form of windows).
> You can set font sizes, cut and paste, file transfer, etc. It consists of
> an ST end and a Unix end (which must be compiled for your particular system).
> [additional comments deleted]

Unix Windows is very good. Just one important facet you forgot to mention:
its needs BSD flavoured unix to run. Those like myself with SysV will have
to wait till someone rewrites the whole package for it.

> As for an X server on the ST line, I don't envision it happening any time
> soon. With Ethernet cards so scarce, and 9600 baud modems still in the
> $500 range there is not a very high demand for one. Don't get me wrong, I
> would love to have one (and if you find out about one, I will be happy to
> eat my words). You could probably direct-connect the serial port and run
> it at 19.2 using a SLIP connection.

There is at least one X server package for the St. Its made by a German
company, and sold with their ethernet adaptor. I can't find my documentation
on it at the moment, but as soon as I do I'll post details about it
(unless someone else does it for me).

> --
> ---------------------------------+-----------------------------------
> Mickey R. Boyd | "Kirk to Enterprise. All clear
> FSU Computer Science | down here. Beam down
> Technical Support Group | yeoman Rand and a six-pack . ."
> email: boyd@fsucs.cs.fsu.edu |

> ----------------------------------+-------------------------------------

--

_____ _____
| | \ / \/\/\/\ James Hall / Mithrandir Man
| | \ / \/\/\/\ s883334@minyos.xx.rmit.oz.au Know
|_____| \/ \/\/\/\ mith@arda.pub.uu.oz.au Thyself

405. ICD and mono

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 04:05:50 UTC
From: chuj@horton.colorado.edu
Message-ID: <1991Jun13.040550.2439@colorado.edu>
Source record: 231237

I just receive the cable to fix the monochrome problem which was vertically shifting before. WOW no more problems, NICE!!! But unfortunately the cable is shorter than the orginal. It took nearly 3 months for a replacement but worth while waiting for. SOOOO to all who reply 3 months ago to my help THANK YOU!!! My ICD 68meg and the mono is working beautifully together hopely forever.

Thank You Again,
Jeff

406. CD-ROM players

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 04:11:06 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Jun13.041106.22053@rodan.acs.syr.edu>
Source record: 231241

I know I asked this a while back. I only got one response,
and I've misplaced it...so I thought I'd ask again, in a
slightly different way.
Is anybody using a CD-ROM player made for another computer,
e.g. Mac or msdos, on their ST via an emulator such as Spectre
or ATSpeed or Supercharger? These players seem to be scsi
devices for the most part, so I was wondering if it would be
possible to hook one up via my scsi chain and run in via an
emulator?
Thanks very much for any responses along this line.
--Gerry
ggreenbe@rodan.acs.syr.edu

407. Re: Neo Desk 3

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 06:58:20 UTC
From: zerobeat@intacc.uucp
Message-ID: <1991Jun13.065820.3914@intacc.uucp>
Source record: 231209

In article <43160@cup.portal.com> Azog-Thoth@cup.portal.com (William Thomas Daugustine) writes:
>
>I just ordered Neo Desk 3 today (cant recall the publisher) and am
>just looking to see if anyone has any opinions on it. It looks pretty
>good in the ad (which is why I ordered it:-), but I was looking for
>someone who has used it, and has any general observations on it.
>
>Ill be running this on a 520ST, and two DS 3.5" floppys, and a colour
>monitor (no hard drive, or RAM expansion. _yet_)

I use NEODESK 3.0 on my Mega STe with 4 Megabytes and the desktop eats away a few hundred K. You should check this out first cuz maybe some programs won't work with only a couple of hundred K remaining (I can think of a few programs that won't even work with a 520).

>PS: a question totally unrelated. Is there any way to fake the ST out
>when using a colour monitor, into thinking its a monochrome? Id like
>to get the high res, but dont wanna have two monitors. I am thinking
>maybe dropping or raising a line marked 'monochome detect' that I
>see in the pinout.

I dunno ....but......
Is there any way of using LO or MED res programs on a HI res monitor??

ferenc

408. Re: How many MBytes would _you_ recommend?

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 08:05:39 UTC
From: robin@castle.ed.ac.uk
Message-ID: <11003@castle.ed.ac.uk>
Source record: 231244

In article <1991Jun11.190859.16688@uni-paderborn.de> marc@uni-paderborn.de (Marc Gumbold) writes:
>I don't have the money to replace my
>ST with a state-of-the-art ?86 AT with some Unix.

I wouldn't call ?86 state-of-the-art, its just very common but I admit
Unix would be nice..

On the subject of memory buy as much as you can afford

409. Re: Does TT monitor have sound?

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 08:38:02 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Jun13.083802.5300@rhrk.uni-kl.de>
Source record: 231222

apratt@atari.UUCP (Allan Pratt) writes:

>d90-ngp@sm.luth.se (Niklas Grip) writes:
>>Is it usual that multisync monitors don't have loudspeakers and
>>whatabout the TT?

>Yes, it's true that most monitors don't have speakers. The TT has a
>speaker built in. It also has stereo output jacks on the back so you can
>hook it up to an amplifier and speakers, and you can turn off the internal
>speaker if you want. The idea is that the internal speaker can be used for
>normal stuff like beeps and bells, but for high-quality digitized sound
>you're likely to want to use the stereo outputs. The digital sound always
>goes to the stereo output jacks; you can control whether the PSG sound
>(clicks and beeps) also goes there.

One thing about the internal speaker is more or less annoying. If you run
programs that boot from disc there's no possibility to switch off the sound
unless the program allows it.
So if a program (especially games) makes a hell of a noise you can do nothing
against it. (There's only one solution: Don't play games.)

```
*******************************************************
* Uwe Seimet *
* seimet@sun.rhrk.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

410. Re: Neo Desk 3

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 09:57:48 UTC
From: mbaker@ucs.adelaide.edu.au
Message-ID: <3637@sirius.ucs.adelaide.edu.au>
Source record: 231248

From article <750118@hpsad.HP.COM>, by randyh@hpsad.HP.COM (Randy Hosler):
> If you tie the mono-detect line to ground the ST thinks it has a mono
> monitor hooked up to it. The scan rate goes to 70Hz and all you see on
> the color monitor (actually I'm not sure about the color monitor, but on
> my TV) all I see is scrolling orange lines. In other words, it don't
> work that way. But, you may be able to hear the audio. :-)
>
> Randy Hosler

The reason the ST polls the /MONO line 50/60/71 times a second is to avoid blowing the sh!t out of your color monitor.

The horizontal osc cctry will try to lock to twice the normal horizontal scan freq... this oscillator is also used to generate the EHT in your system. If you're lucky, all that will happen is that the osc will freerun and make a bit of a squeal. However, if you aren't lucky... anything from the horiz. o/p transistor, the EHT coil, tripler, or even the tube (unlikely) may fail. These failures, involving _very_ (20+KV) high voltages can be messy, noisy, smelly, and _very_ expensive.

Don't do it.

Matthew

411. Source for BASH 1.05 (MiNT)

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 10:57:56 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991Jun13.105756.17667@cs.nott.ac.uk>
Source record: 231246

I've had several requests to put the source for the version of BASH I used onto a.a, so I've just sent it off.

This is the UNIX version, and thus needs to be patched with my diffs (included) before compilation. Also included is the GNU readline library, which is needed for line editing and history.

Have fun!
--
/* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
+* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
+* Olivier's Law: "Experience is something you don't get *+
*------------------------- until just after you need it." */

412. Atari shops in Europe

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 11:27:31 UTC
From: cshera@uta.fi
Message-ID: <2882@kielo.uta.fi>
Source record: 231249
Cross-posted to: comp.sys.atari.st,dnet.atari

Hello !

I'm planning to do some Interrail in Europe this summer
and I thought I could smugle something neat for my ST
then I come back.

Therefor I'm asking for addresses of Atari hardware-shops
in Europe. Little info about what they sell would be nice, too.
(For example, there HD-diskette stations are available)

Please e-mail, I will summarize results in newsgroups.

Heikki Rasim{ki
cshera@uta.fi

P.S.

(Thank you)s to all who answered my wonderings about atari graphics.
Learned something again.

413. New upload to terminator - PLOT v1.50

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 11:33:22 UTC
From: cordes@ac.dal.ca
Message-ID: <1991Jun13.083322.497@ac.dal.ca>
Source record: 231245

New upload to Atari Archive: PLOT150.LZH

This is an upgrade to PLOT125.LZH, which has been in the applications directory on the terminator archive. The program is a 2D Function/Data plotter for high/medium resolution ST's. Some of its features are:
* Plots functions typed at the keyboard. Large range of function primitives to choose from.
* Data (x-y coordinate pairs) can be entered in a simple editor or read from a file. Some data transformation and fitting capability is included.
* Multiple curves can be overlaid on the same plot. Text can also be added.
* Good quality output is possible via GDOS (GDOS drivers/fonts are not included).
* Various numerical utilities (new in this version) are built in, including numerical integration, finding zeros of functions and complex roots of polynomials.

Freeware

John Cordes
Dept. of Physics
Dalhousie University
Halifax, Nova Scotia, Canada B3H 3J5
E-mail: cordes@ac.dal.ca

414. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 11:58:03 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun13.115803.18363@informatik.uni-erlangen.de>
Source record: 231231

darekm@microsoft.UUCP (Darek MIHOCKA) writes:

>You should be aware of the fact that NVDI currently ONLY seems to work
>well in monochrome resolutions and actually slows down GEM operations
>in the other TT screen resolutions. It's also somewhat slower than
>either Turbo ST or Quick ST 2 when running on an ST, and also slower than
>Quick ST 3 when running on the TT in a monochrome screen resolution.
>Currently there is only one product available (and I'm sure you can guess
>what it is) that not only runs on the TT (sorry Turbo ST!) but actually
>significantly speeds up ALL TT screen resolutions (sorry NVDI!). :-)

Don't forget that NVDI includes GDOS which is a big pro for this program
for me.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de
---

415. Re: Mega Mega?

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 12:01:05 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun13.120105.18786@informatik.uni-erlangen.de>
Source record: 231232

saj@chinet.chi.il.us (Stephen Jacobs) writes:

>What with GNU Emacs, big RAMdisks, Scheme, Smalltalk, MultiGEM, etc. etc. it
>seems like a reasonable thing to want to expand a Mega beyond 4 MB. Anyone
>done it? Any possibility of a commercial expansion?

There is a commercial solution distributed by Richter Computer in
Germany. With their expansion cards, you can pump up memory volume to
12 MB.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de
---

416. Re: arc602.ttp or unarc.ttp question

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 13:12:06 UTC
From: reiner@estevax.UUCP
Message-ID: <2287@estevax.UUCP>
Source record: 231225

In article <727@bigfoot.first.gmd.de> ralph@prosun.first.gmd.de (Ralph Berg) writes:
>How can I tell arc602.ttp or unarc.ttp to store on
>extraction the files into another directory as where
>the archiver programms resides???

In order to extract into a particular directory you have to
specify that path as the argument to arc, and append the pattern
for the files to be extracted
e.g. : arc x any.arc c:\tmp*.*

Don't no whether the same method works for unarc.

By the way, West Germany mentioned in your disclaimer does no longer exist.

Reiner.

417. Re: More than 4 Meg ??

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 13:32:45 UTC
From: michaels@messua.informatik.rwth-aachen.de
Message-ID: <michaels.676819965@messua>
Source record: 231233

Hi,
I don't know what the STE hardware is like, but it IS possible to connect more
than 4MB to an orinary ST. There is a company (I think 'Richter Daten-
technik' or something like that) somewhere in Germany/Switzerland (??) who
sells an expansion which can handle 12 or 14 MB - but it's quite expensive.
A friend of mine has just developed such a thing. It works fine at up to
14 MB - but it's only a prototype now. It is a bit more complicated then
connecting 1-4MB to the existing MMU - you have to build part of a new MMU
to handle the memory above 4MB and do some other nasty things in order to
get the video system use the additional memory - but it can be done.
I think it should be possible on a STE, too.

Michael Schwingen, Germany
------- please keep email from outside germany SHORT ---------
email: michaels%cip-s01.informatik.rwth-aachen.de@unido.bitnet

418. Re: Mega Mega?

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 13:38:28 UTC
From: ant@mks.com
Message-ID: <1991Jun13.133828.11935@mks.com>
Source record: 231247

Gadgets by Small has a 68030/8Mb expansion board which will combine your
on-board memory with the above to give a Mega 4 a whole 12Mb of RAM!!!!!
I saw Mr.Small at CeBIT this year and he showed me this marvelous expansion
board for Megas. There are a lot more details about this board and I
recommend contacting him for more information.

--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"Fate favors fools, small children, and ships named Enterprise" - Riker

419. Emacs, where to get?

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 14:19:30 UTC
From: hess@rospc1.informatik.uni-hamburg.de
Message-ID: <hess.676822770@rospc1>
Source record: 231226

Hello,

as I`m preparing my ST to get full use of all the Gnu stuf (g++, gcc etc.)
I would like to use Emacs also (at least test it). So I looked through the
ftp sites and only found horrible archives of sizes at about 1,3MB. That`s
not fun, so my question: are there any other, complete Emacs archives (without
source of emacs), may be in germany or at least europe? Where?

Hauke Hess

420. ATSpeed

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 14:30:34 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Jun13.143034.15589@rodan.acs.syr.edu>
Source record: 231156

I've been using ATSpeed for almost a year now, and I like it very much! I'm running Window3.0 and various other programs, and in general everything seems to be working out. I do have problems, though, e.g. I have yet to find a hard disk cache that works (I've tried Smartdrive[comes with Windows], Hyperdrive[a shareware program], and PC-cache[which comes with PC-Tools Deluxe (v.6)])...Also, I still haven't figured out how to reload the system font with speedfnt after I've switched to another font. All in all, however, I'm happy I got it when I did...it has done a lot for me.

The reason I'm posting this here is that I don't really have much support. I bought the unit from Talon Technologies, and while they seemed very professional, polite, etc on the phone, they were not able to answer all my questions nor do they seem to respond to written questions. In a nutshell, I don't feel I have the type of support for my msdos emulator that I dofor Spectre...This is partly due to the fact that the maker of ATSpeed is in Europe, which does not lend itself very well to phone calls or snail mail (and of course, Gadgets is great with their support), and partly due to the fact that there are a lot fewer people using ATSpeed here in the US than there are people using Spectre. So, I was hoping to find people who use ATSpeed, so we could share experiences and maybe help each other out in this way. If you are an ATSpeed user and would be interested in getting a list of other users who have access to the net, let me know and I'll try to put together such a list and distribute it to those who want it...I know I'd be interested, so that maybe I'd find out about a cache that works, and I'd be happy to let others know about things I've been able to do (or not).

Thanks very much.
--Gerry
ggreenbe@rodan.acs.syr.edu

421. Re: X for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 14:45:21 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <3740@franc.cs.tu-berlin.de>
Source record: 231235

In article <1991Jun10.190828.23016@clinet.fi> likos@clinet.fi (Johannis Likos) writes:
>The other solution is offered by the company BioData GmbH,
>the manufacturer of BioNet (I think the most reliable
>network system in ST/TT environment).
>To this X-Window-Server I cannot give any statement, because
>I never got the chance to test it.
>From hardware side I can recommend BioNet, because it is one
>of the few products, which allows network connectivity to
>other ST/TT, PC, Mac and Unix (incl. FTP, Telnet, etc.).
>BioNet is an external network interface with Ethernet (thick/thin)
>and DMA (in/out) used by many german professionals companies.
>
>likos@clinet.fi

Hello Johannis,

i attended the CeBIT 91 as manufacturer of OverScan and we were at the same booth as Biodata. Since i work a lot with X-windows in the university, i and the one from biodata installed the x-driver. First we installed it on a normal MEGA ST. The x-driver was an DA that run in the background. If you select the DA, you see a second screen with the X-interface. Since the ST could not initially start/run any clients, you had to start an xterm client via a normal terminal-program on the ST-screen. After a switch to the X-screen the xterm appeared and one could start other clients like the motif window maniger on the host maschine. To get back to the ST-screen one had to type a shift/alt/control key combination. The X-Load and other things continued to work on the X-screen, update was done in the AES-multitasking, i think.
The performance of the MEGA was not very good, little slower than a sun 3/50. On the next days we installed X-windows on the Atari TT and the performance was better. The programmer was also at the CeBIT 91 and he said that this was a non optimised version and the real version will be a lot faster.
The TT-Bigscreen is already supported, but our overscan-modification was not yet supported. I talked to the programmer and so i think the overscan modification will be supported in future...

Greetings, Karsten

422. MIDI Input to MIDI Standard File

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 15:17:16 UTC
From: reiner@estevax.UUCP
Message-ID: <2288@estevax.UUCP>
Source record: 231234

I need a utility which read and buffers MIDI input and allows
saving in MIDI standard file format.
Does anyone know of such a program ?
Where can I get such a program ?
Or, if i have to write such a program by myself finally, where can
I find the MIDI standard file definition (book or mailserver).

Any help is appreciated,
Reiner.

423. New ST bbs in Raleigh!

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 15:52:22 UTC
From: whitcomb@aurs01.uucp
Message-ID: <59918@aurs01.UUCP>
Source record: 231214

RACE (Raleigh Atari Computer Enthusiasts) has recently started up
a bbs for users of Atari 8-bit and 16-bit computers. It's called
the Galaxy bbs, and I have few details, except that I logged
on last night, so I know it's working. The number is

(919) 552-0974.

I logged on at 2400 bps. Check it out!

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems, Raleigh, NC Delphi: JBWHIT

424. RTS/CTS (was Re: set-up for Practical Peripherals 9600 modem?)

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 16:17:38 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jun13181738@orion.laas.fr>
Source record: 231141

In article <22357@cbmvax.commodore.com> joe@cbmvax.commodore.com (Joe O'Hara - Product Assurance) writes:
| However, if the poster above is correct regarding problems with
| RTS/CTS with Ataris, you can turn off flow control in the modem and
| rely on XON/XOFF at the computer.

Wasn't there among the inital TOS 1.4 AUTO Patch Kit, something to get RTS/CTS working right on STs? I remember vaguely from the README that it was NOT 1.4 specific. Does anyone know any more about this?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

425. 24bit -> spectrum

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 19:42:30 UTC
From: dkoski@cs.arizona.edu
Message-ID: <1567@caslon.cs.arizona.edu>
Source record: 231250

Does anyone know where I could get source code for somthing
that will convert a 24 bit (or 8 bit, or even 9 bit) image
to spectrum format?

Thanks,
David Koski

426. IBM 3270 Term Emulator?

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 20:45:55 UTC
From: nobody@Kodak.COM
Message-ID: <29649@know.pws.bull.com>
Source record: 231158

Hello All,

I am looking for an IBM 3270 Emulator for my ST. I'd like to connect to the IBM 'frame here at Kodak. If anybody has such a beast, please UUENCODE it and mail to the address below. I do not have access to any newsfeeds, so please reply directly via E-mail. (Also note that the mailer has stripped my return address! Manual addressing required... Sorry.) Thanks in advance for your help!

Jim Bernatowicz

--
A problem to which there is no solution: nobody@Kodak.COM

Please reply to: BERNATOWICZ@vx6455.dnet.kodak.com

427. The Mother of All Computer Sales

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 21:15:27 UTC
From: hindi@eniac.seas.upenn.edu
Message-ID: <44607@netnews.upenn.edu>
Source record: 231151
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

I have the following for sale:

```
For Sale: | asking | I paid
-----------------------------------|-----------------|-------------
1040 STfm + SC1224 Color monitor | |
1 1/2 years old PERFECT Cond | $500 | $1050
includes mouse, 1 meg ram, | |
internal DS 3.5" diskdrive | |
-----------------------------------|-----------------|--------------
520 ST + SF354 external diskdrive | |
includes 512K ram--diskdrive | -> $50 <- | too much
works fine, computer runs well | |
most of time, a little flaky. | |
-----------------------------------|-----------------|--------------
Supra 2400 baud modem | |
external, works like a charm | $60 | $175
add $5 for RS-232 cable | |
-----------------------------------|-----------------|--------------
Star Micronics NX-1000 printer | |
dot-matrix, VERY reliable, | $75 | $299
fast, handsome output. | |
add $5 for parallel cable | |
-----------------------------------|-----------------|--------------
```

All of the above have been treated with the utmost of care, never opened the units, never tinkered with. All equipment includes all necessary power packs and cables except where noted.

I would like to sell the 1040 and color monitor together, but would consider offers for individual parts.

If you think any of the prices are unfair, let me know--maybe we can strike a bargain.

---> Please respond to hindi@eniac.seas.upenn.edu <---

Thanks for your time. (nice chart above, eh?)

--Faeiz Hindi

428. IBM PC Compatible system fonts

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 22:51:49 UTC
From: lunnon@qut.edu.au
Message-ID: <1991Jun13.175150.30322@qut.edu.au>
Source record: 231240

With all this discussion about Box corners instead of BoB, I thought
Id ask a question that has been on my mind for a little while. Does anyone
know where an I?M PC compat. system font (FED or 8Bit format) can be obtained.
I would like to fool uniterm into using this so that I can use all those
braindead FIDO BBS'S that insist that if you have ANSI stuff you also have an
IB (who?) character set :-(. If this hasn't been done then I guess I will
have to do it myself (sigh).

Speaking of fonts:- I am still looking for some PD HPLJ ones, HP want
megabucks.

BOB
R.Lunnon@qut.edu.au

429. .gl viewer for ST

Newsgroup: comp.sys.atari.st
Date: 1991-06-13 23:00:45 UTC
From: v115lue3@ubvmsd.cc.buffalo.edu
Message-ID: <79918@eerie.acsu.Buffalo.EDU>
Source record: 231220

This is a self-explanatory message. Does anyone know of a .gl viewer for the ST? I took a look through atari.archive but did not see anything with a gl acronym. As always...any help is greatly appreciated.

Philip

430. How is Atari doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1991-06-14 01:08:21 UTC
From: yegerleh@vivaldi.ecn.purdue.edu
Message-ID: <1991Jun14.010821.9903@noose.ecn.purdue.edu>
Source record: 231157

Dear ST-Netters,

I am very much interested in how Atari is fairing over in Europe.
I don't think Atari is making much of a splash over here (yet?)
with the new STEs and TTs, but can any of you guys over in Europe
say how the new machines are being received there? Is Atari
maintaining the significant market share that it once had?

Jim

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

431. Re: How is Atari doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1991-06-14 03:40:51 UTC
From: psurge@cs.utexas.edu
Message-ID: <1544@grit.cs.utexas.edu>
Source record: 231160

In article <1991Jun14.010821.9903@noose.ecn.purdue.edu> yegerleh@vivaldi.ecn.purdue.edu (James D Yegerlehner) writes:
>
>Dear ST-Netters,
>
>I am very much interested in how Atari is fairing over in Europe.
>I don't think Atari is making much of a splash over here (yet?)
>with the new STEs and TTs, but can any of you guys over in Europe
>say how the new machines are being received there? Is Atari
>maintaining the significant market share that it once had?
>
>Jim
>
>--

I am not from Europe, but I just spent 3 weeks there and I can tell you an American's perspective of the European ST market:

If any of you thought the west coast was Atari-country (flashback...Atari's first ad campaign under the Trammiels) then you have obviously not been to Germany. I looked at one of the 3 Atari magazines at the newsstand in the train station of the former East Berlin and they advertised the Mega STE, the Notepad (handwriting ST), CD ROM players, and many other Atari products that we will probably never see in the States. Walking down the street in West Berlin showed that Atari was in most computer stores, and I passed at least one store with a huge neon Atari symbol in the window.

In Denmark, I talked to a CS student there who told me that the ST was a very popular choice there in Denmark. I also saw Atari's in computer stores there.

Then, to top it all, I was watching a soccer game televised from Germany, and there by one goal where the cameras got good shots of it was a huge "Atari Computers" sign familiar to all of us. (Logo and all!)

In short, Atari is doing very well in Europe, as far as I could tell.
(The only Mac store I saw in my 3 week stay was in Copenhagen!)

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

432. gulam source

Newsgroup: comp.sys.atari.st
Date: 1991-06-14 04:37:39 UTC
From: agostino@concour.cs.concordia.ca
Message-ID: <468@daily-planet.concordia.ca>
Source record: 231132

Hello,

Anybody know where I can find the source for Gulam? I looked at
atari.archive, and only found the binaries in atari/cli. I didn't find any
sources in atari/Sources/...

Any help appreciated,
Agostino

--
Agostino Deligia
agostino@concour.cs.concordia.ca
It was the best of .sigs, it was the worst of .sigs...

433. Re: Z-RAM made my drive go nuts! WHY!!?? UPDATE.

Newsgroup: comp.sys.atari.st
Date: 1991-06-14 06:32:57 UTC
From: Rod.Fulk@therip.FidoNet.Org
Message-ID: <676879335.0@therip.FidoNet>
Source record: 231181

Tell the guy to check the voltages comming off the power supply..
I bet you will find it isnt 5volts anymore...
When 4 meg of memory is added to a 1040 you HAVE to remove atleast one bank of the mother board memory..
Or atleast cut off the power going to it..
Best electronics seems to sell a better powersupply too for the 1040's..
Although I am pretty sure if you have them disable the ram on the mother board your problems will go away...
(remember the 1040's were made to run ONLY 1 meg of memory and support the ports. Not much over head above that... 520's are a little better since they are really 1040's with half as much memory and half as much drain from the memory..)
The 1meg drams are only half as power hungry as the 256k drams though...
So if you take all one meg worth of chips out somehow then you will actually have as much power used as a 520...
(stf in all cases of course.)

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

434. Re: Mint ?

Newsgroup: comp.sys.atari.st
Date: 1991-06-14 06:41:54 UTC
From: Rod.Fulk@therip.FidoNet.Org
Message-ID: <676879335.1@therip.FidoNet>
Source record: 231180

I have Mint and Manager available on my bbs...
HSt Freq able..
1:228/24.0
I downloaded them from GEnie and havent looked at the stuff yet..
Not sure of their names..
Otherwise call and leave me mail and I will upgrade your access real quick
like.
(You can download ONE program on your first call..
Manager is like a 500k file or so though...)

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

435. there is MGR!

Newsgroup: comp.sys.atari.st
Date: 1991-06-14 07:22:54 UTC
From: hess@rospc1.informatik.uni-hamburg.de
Message-ID: <hess.676884174@rospc1>
Source record: 231163

Hello,

I found MGR, the Manager for MiNT TOS multitasking environment. It is
at 129.217.64.63, or ftp.informatik.uni-dortmund.de.

I didn`t try it out yet, but I will during the weekend, so watch out

Hauke Hess

436. Hard Disk Utilities

Newsgroup: comp.sys.atari.st
Date: 1991-06-14 07:28:11 UTC
From: redmond+@cs.cmu.edu
Message-ID: <1991Jun14.072811.2827@cs.cmu.edu>
Source record: 231169

I am looking for a utility that can clean up my hard disk, find lost clusters, fix cross linked files etc.

I know that Cleanup ST from ICD can do it, but can some one give me info on the beckermeyer stuff:

Hard Disk Sentry & Hard Disk Toolkit : What do they do ?
Do they do it well ?

Thanks in advance,

Red/.

437. Re: Mint ? (Eric Smith to replace Bob Dobbs in character set)

Newsgroup: comp.sys.atari.st
Date: 1991-06-14 07:50:07 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3229@odin.cs.hw.ac.uk>
Source record: 231167

In article <1991Jun12.160605.24427@wam.umd.edu> dmb@wam.umd.edu
(David M. Baggett) writes:
]In article <1991Jun12.081652.27081@cs.nott.ac.uk> dpg@cs.nott.ac.uk
(Dave Gymer) writes:
]]Once you get [Mint] running, it _is_ great! (Perhaps someone would care to
]]replace the piccy of Bob in the character set with one of Eric Smith? :-)
]
]Here, here! Don't forget that E. S. did the latest port of Nethack too!
]But I think instead we should replace the Rainbow Fuji in the TOS 1.4
]"About..." box with a "Rainbow Eric". The Bob Dobbs characters have been
]recently reserved by Atari UK for later use as box corners. :-)
](Sorry Neil, I couldn't resist!)

Well at least it could be said that Eric had contributed more to the Atari
commmunity than Dobb's did. If Eric looks like an Acid House smiley then the
characters would also have a general application.

The problem would be if one process changed the characters to Eric but another
wanted them as Bob. Can Mint cope with such a scenario? Would the character
definitions be stored with the context of each process?

>Dave Baggett
>dmb@wam.umd.edu

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

438. Re: Neo Desk 3

Newsgroup: comp.sys.atari.st
Date: 1991-06-14 07:59:42 UTC
From: robin@castle.ed.ac.uk
Message-ID: <11035@castle.ed.ac.uk>
Source record: 231166

In article <750118@hpsad.HP.COM> randyh@hpsad.HP.COM (Randy Hosler) writes:
>/ hpsad:comp.sys.atari.st / erkamp@arc.ab.ca (Bob Erkamp) / 8:28 am Jun 11, 1991 /
>In article <43160@cup.portal.com> Azog-Thoth@cup.portal.com (William Thomas Daugustine) writes:
>>
>>PS: a question totally unrelated. Is there any way to fake the ST out
>>when using a colour monitor, into thinking its a monochrome? Id like
>>to get the high res, but dont wanna have two monitors. I am thinking
>>maybe dropping or raising a line marked 'monochome detect' that I
>>see in the pinout.
>>
>
>If you tie the mono-detect line to ground the ST thinks it has a mono
>monitor hooked up to it. The scan rate goes to 70Hz and all you see on
>the color monitor (actually I'm not sure about the color monitor, but on
>my TV) all I see is scrolling orange lines. In other words, it don't
>work that way. But, you may be able to hear the audio. :-)

When I asked this question ~2 years ago I got the reply of DONT DO THIS
the higher frequency will burn out the coils...Needless to say I didn't
try this.

Robin

439. Re: GCC, the documentation...

Newsgroup: comp.sys.atari.st
Date: 1991-06-14 08:01:36 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991Jun14.080136.2902@cs.nott.ac.uk>
Source record: 231164

In article <1991Jun12.124204.19116@uniwa.uwa.oz> ermadmin@uniwa.uwa.oz (Earth Resources Mapping) writes:
>I am just playing with GCC on the ST and find it great!

That's cos it is great!

>[...]
>I would really like to find docs for all the functions.. printf()
>and all the stuff.

There aren't yet any docs for the ST library, however, most of the functions are from either ANSI C or UNIX, and so a good book on one or both should tell you what you need to know. Incidentally, if you not already using it, it's a good idea to go for Eric Smith's MiNT library (even if you don't have MiNT) as it means that your programs will almost certainly behave when used by those of us who do use MiNT.

>The few docs that I have seen are in TEX format - that is not a lot
>of help for the people out here whe love GCC but hate TEX!

Unfortunately (for you, anyhow), the GNU project's standard text formatter is TeX, so you're kind of stumped there! (Perhaps someone could post the info files built from the docs so that we don't all have to make them?)

--
/* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
+* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
+* Olivier's Law: "Experience is something you don't get *+
*------------------------- until just after you need it." */

440. Re: ICD and mono

Newsgroup: comp.sys.atari.st
Date: 1991-06-14 11:06:56 UTC
From: marc@sequoia.cray.com
Message-ID: <033110.28161@timbuk.cray.com>
Source record: 231168

In article <1991Jun13.040550.2439@colorado.edu>, chuj@horton.colorado.edu (CHU JEFFREY) writes:
> I just receive the cable to fix the monochrome problem which was
> vertically shifting before. WOW no more problems, NICE!!! But
> unfortunately the cable is shorter than the orginal. It took
> nearly 3 months for a replacement but worth while waiting for.
> SOOOO to all who reply 3 months ago to my help THANK YOU!!!
> My ICD 68meg and the mono is working beautifully together hopely
> forever.
>
> Thank You Again,
> Jeff

If this is the DMA noise problem you're mentioning, some of you may remember I had this problem a while back. Thanks again to all those who spotted the problem :-). FYI, ICD are now shipping boards with the capacitor fix built-in. I finally have a properly-working HD! I also have a number of spare DMA cables!

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

441. Re: Booting in 50Hz mode

Newsgroup: comp.sys.atari.st
Date: 1991-06-14 13:14:13 UTC
From: steveg@cseic.saic.com
Message-ID: <2865725@MVB.SAIC.COM>
Source record: 231172

(I wrote about problems with my screen rolling in 50Hz mode)...

boyd@fsucs.cs.fsu.edu wrote:

>You need to adjust your color monitor. I had to when I first bought my
>machine, and have not had to since (so you should not have to do it every
>time you switch Hz). However, others have stated that they did not have
>as much success. It does not hurt to try though. There are a couple of
>marked plastic pot screws embeded in the back of the monitor. Find the
>v-hold one and turn (ONLY use a plastic TV screwdriver, and be careful).

THANKS that did the trick!

Now can anyone tell me just who these guys are that wrote things like
the WHATTHEHECK and Life's a bitch demos? The demos are pretty neat
but I'm concerned about references to 'ripping' sounds from commercial
games and 'copy parties' in their 'scroll texts'. Are these demos nothing
more than cut and paste jobs of stolen code and artwork?
--

Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

442. Re: set-up for Practical Peripherals 9600 modem? Summary:

Newsgroup: comp.sys.atari.st
Date: 1991-06-14 14:14:05 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun14.141405.3002@actrix.gen.nz>
Source record: 231173

In article <22357@cbmvax.commodore.com> joe@cbmvax.commodore.com (Joe O'Hara - Product Assurance) writes:
> In article <1991Jun11.140654.11814@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> >In article <1991Jun10.200056.29446@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
> >> Over the weekend, I got a Practical Peripherals V.32 V.42 V.42bis modem (at
> >> a warehouse sale: wholesale on these babies appears to be about $400). Works
> >> just fine, thank-you on my ST so far. I remember some discussion about flow
> >> control (or lack of it) with the ST's serial port. Modems like this were 3
> >> times as expensive back then, so I didn't save the messages. What do I have
> >> to do? What might go wrong? How do I deal with problems? All this
> >> specifically relating to flow control and a fast modem with data compression.
> >
> >Well from what I know, there have been a lot of Problems with RTS/CTS
> >flow control with all the Atari range, there are a few Fix programs
> >for this.
>
> The manual for the modem (I have the same one) recommends using XON/XOFF flow
> control in the modem and RTS/CTS at the computer. However, if the poster above
> is correct regarding problems with RTS/CTS with Ataris, you can turn off flow
> control in the modem and rely on XON/XOFF at the computer.
>
> --
> ==
> Joe O'Hara || Disclaimer: I didn't say that!
> Commodore Electronics Ltd ||
> Product Assurance || "I never lie when I have sand in my shoes."
> Systems Evaluation Group || - Geordi LeForge, Star Trek TNG
> ==

Don't do it, as you can't do Zmodem transfers with Xon/Xoff, you must
do RTS/CTS flow control.
Note: There are Fix programs for the RTS/CTS Problem..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

443. Re: How many MBytes would _you_ recommend?

Newsgroup: comp.sys.atari.st
Date: 1991-06-14 15:48:02 UTC
From: spa@fct.unl.pt
Message-ID: <SPA.91Jun14154802@alfa.fct.unl.pt>
Source record: 231165

In article <11003@castle.ed.ac.uk> robin@castle.ed.ac.uk (R C Smith) writes:

> marc@uni-paderborn.de (Marc Gumbold) writes:
> >I don't have the money to replace my
> >ST with a state-of-the-art ?86 AT with some Unix.
>
> I wouldn't call ?86 state-of-the-art, its just very common but I admit
> Unix would be nice..
>
> On the subject of memory buy as much as you can afford

Minix-ST with a 4Mb system is quite adequate for the kind of thing
you're mentioning. Most GNU stuff [gcc, emacs, bash...] runs nicely
in this environment.
--
-- Salvador Pinto Abreu spa@fct.unl.pt
Universidade Nova de Lisboa, PORTUGAL

444. SIMMFIX & 2.5 Megs Ram (STE)

Newsgroup: comp.sys.atari.st
Date: 1991-06-14 16:27:56 UTC
From: carlos@garfield.cs.mun.ca
Message-ID: <1991Jun14.162756.24352@garfield.cs.mun.ca>
Source record: 231176

I recently bought two 1meg SIMMS for my STE. I stuck them in, according to the instructions in the program SIMMFIX (on atari.archive). SIMMFIX is supposed to let you mix 256k and 1meg SIMMS to come up with 2.5megs of RAM. The problem is that the SIMMFIX program doesn't seem to work. When I tried to run it from an auto folder (like the docs say to do), nothing happens, and the computer thinks it has 4megs, instead of 2.5. When I ran it from the desktop, I got the infamous TOS ERROR #35 .

Anybody have a working copy of SIMMFIX?

--
\\
C. Miguel Borges ||| Memorial University of Newfoundland
carlos@garfield.cs.mun.ca ||| ATARI St. John's, Newfoundland
an630@Cleveland.Freenet.edu / | \ Canada.

445. DMJ_GIF 2.0 request!

Newsgroup: comp.sys.atari.st
Date: 1991-06-14 17:08:09 UTC
From: iws9060@eva.fmi.uni-passau.de
Message-ID: <1991Jun14.170809.3197@forwiss.uni-passau.de>
Source record: 231171

As I have heard by someone in the net, DMJ_GIF 2.0 is available via GEnie.
But I do not have a GEnie account. Could anyone out there mail it (or post
it, if more people show their interest), please?

Thanx in advance,
Thorsten Guenther
aka Weregoose

446. Re: GCC -g and G++ bogon alert!?!

Newsgroup: comp.sys.atari.st
Date: 1991-06-14 17:11:51 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Jun14191151@acae127.cadence.com>
Source record: 231177

```
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155
In article <hess.676555444@rospc1> hess@rospc1.informatik.uni-hamburg.de (Hauke Hess)
writes:

> If I try to compile the following program with g++:
> #include<stream.h>
> int main(){ cout << "Hello World\n"; }
>
> All works niecly until the link run. Then the linker says: Bogon alert: wrote
> xxx Symbols, yyy expected. And the resulting file is not a TOS executable
> (TOS error 66: not an executable program).
>
> The same happens, when I compile a normal gcc program with the gdb option "-g".
> Then there is another number of wrote/expected symbols, but the resulting
> program again is not executable.
>
> Has anyone encountered this problem and perhaps already solved it?
>

yes, you need a few updates. this problem, along with a newer gdb etc,
were distributed as update8. the bogon alterts for gcc -g will go away
if you use the patches to ld and sym-ld in update8.zoo. You also need
to apply the diffs to gcc in that update to fully utilize -g. Since
then there have been two update, update9 and update10. update10
contains the diffs to bring up gcc-1.40 on the ST. i recommend using
that. all these updates are available from atari.archive.umich.edu
either via ftp or via their mail request server.

cheers,

--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155
```

447. GCC 1.40

Newsgroup: comp.sys.atari.st
Date: 1991-06-14 17:25:49 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1991Jun14.172549.4256@lonex.radc.af.mil>
Source record: 231174

I noticed the sources and diffs for the ST version of GCC1.40 in the new gnustuff directory at A.A. (Thanks to Graham for the neat re-org!!)

Before I go to the trouble to try and compile it, has someone else already got the ST version of GCC1.40 compiled up, and could they please post it to A.A??

Thanks to all, and again, public thanks to Graham Higgins for his work in getting the gnu directories on A.A in such nice shape!

Jeff Long

--

Capt Jeff Long Rome Laboratories, Griffiss AFB, NY
longj@lonex.radc.af.mil (preferred) Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

448. RE: DMJ_GIF 2.0

Newsgroup: comp.sys.atari.st
Date: 1991-06-14 20:49:21 UTC
From: v115lue3@ubvmsb.cc.buffalo.edu
Message-ID: <80048@eerie.acsu.Buffalo.EDU>
Source record: 231152

```
If anyone does have 2.0; please upload it to atari.archive.
Thank you.
```

449. SPECTRE GCR (mac emulator for ATARI ST) For sale

Newsgroup: comp.sys.atari.st
Date: 1991-06-14 22:31:40 UTC
From: wngai@net1.ics.uci.edu
Message-ID: <285943CC.7010@ics.uci.edu>
Source record: 231153

Hi! As the subject title have implied, I've a SPECTRE GCR for
sale. There's nothing wrong with it. The reason I am selling it is because
I really have not use for it. I am asking for $300 or best offer. If you
are interested, please email me.

Thanks,
Wayne

450. Re: Lattice C

Newsgroup: comp.sys.atari.st
Date: 1991-06-14 22:46:55 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Jun14.224655.18224@lsuc.on.ca>
Source record: 231154

In article <1991Jun13.024614.7493@garfield.cs.mun.ca> david10@garfield.cs.mun.ca (David Churchill) writes:
>I just purchased a copy of Lattice C (v. 3.03.02 (c) 1986 . . . hey, for $20
>CAN used, I can't complain :-)), and I have a few questions (my apologies if
>all of these questions were answered recently on the net) :
>
>1) What are the major differences (improvements) to the compiler in its latest
>version (v. 5.01?)?

Well, first, you don't even have the "latest" revision of version 3. In my version 5.06.01 manual it refers to conversion of programs from version 3.04. So it would seem that they had at least 1 more major revision even within the 3.nn series since yours was last upgraded.

Now as for version 5.nn, well the biggest reasons to upgrade are:

1. Support for ANSI code. The documentation is a tad unclear whether it support 100% of ANSI or just "almost", but it looks complete to me. Unfortunately this has made it somewhat difficult for me to decide what state I'm going to leave some of my source code since I use a few "old K&R C" compilers such as "Small-C" for CP/M work and Microware 6809 C for OS-9 work and Sozobon C. I think I'll convert the most Atari specific commercial code I'm doing to Lattice/ANSI C and leave the rest mainly in "old C". But if you plan on a carreer as a programmer, I suggest that you have complete ANSI C compatibility as soon as possible.

2. Support for newer POSIX calls. This is an independent matter from ANSI C, but it's the same reasoning. It's "the future" and if you're going that way, you want the upgrade.

3. Better support of TOS/GEM. This I'll have to guess a bit at. Some of the stuff looks the same to me as the stuff covered in the Abacus books. Other things look different and possibly new. I think the VDI has been extended a bit in TOS 1.4. Certainly the STE specific calls like the support for the sound output daemon are new.

Beyond that I'll have to speculate that there are probably fewer bugs than what you have and I expect a bunch of new compiler options. I don't know if your compiler creates code other than 68000 specific code. This compiler has switches for '020 and '030 as well as support for 68881 and 68882 math co-processors. They also claim a better set of libraries generally due to re-coding

in assembly language, so most programs should turn out smaller and
faster than before.

>2) Is Metacomo still in business? If not, who is carrying the line?

I've been in contact with Goldleaf in the US (415) 257-3510.
In fact, I'm supposed to call them back Monday to discuss upgrading
my 5.06.01 to 5.06.02. They haven't received the upgrade packages
from HiSoft. It may be relevant that HiSoft in England seems to
be in control of the situation overall now. I don't know if
Metacomo still exists, but it probably isn't relevant. You'd
better call Goldleaf though and see what arrangements you can amke
for upgrades. You may have a problem. I called Goldleaf *before*
I bought my Lattice just to make sure there wouldn't be a problem.
But I'm at least starting with a HiSoft release.

>3) Is an upgrade path available, and is it worth it? (at the moment, I'm just
>writing small, uncomplicated programs for use on a UNIX platform. Since I can't
>always get through to the system via modem, why not use the ST?)

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

451. Atari ST hard drive wanted

Newsgroup: comp.sys.atari.st
Date: 1991-06-15 00:06:07 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <43321@cup.portal.com>
Source record: 231161

Well, the title says it all. Im looking for a hard drive for my 520ST.
Working with just two 720k diskette drives dont cut it :-)

Im open for trades, I have a lot of neato and unique stuff. Or an out
right cash buy...

Thanx

Billy D'Augustine
Azog-Thoth@cup.portal.com

452. MONITOR SALE

Newsgroup: comp.sys.atari.st
Date: 1991-06-15 01:47:53 UTC
From: chuj@horton.colorado.edu
Message-ID: <1991Jun15.014753.29782@colorado.edu>
Source record: 231162

I must sell this item:

RGB color monitor SC1224 for the ATARI ST,STE,MEGA.

$175.00

Hardly ever used, only used for game playing otherwise covered
always from dust. Perfect view, believe JVC made these for ATARI.

Leave me mail for more details.

chuj@horton.colorado.edu

Jeff

453. Re: Mega Mega?

Newsgroup: comp.sys.atari.st
Date: 1991-06-15 03:48:46 UTC
From: adamd@rhi.hi.is
Message-ID: <3248@krafla.rhi.hi.is>
Source record: 231178

In <1991Jun13.120105.18786@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

>There is a commercial solution distributed by Richter Computer in
>Germany. With their expansion cards, you can pump up memory volume to
>12 MB.

Does anyone know how well this handles DMA and video? I'm not prepared to buy
one just to find out.

How many other commercial / DIY homebrew memory expansion systems are there?
Gadgets seem to have a clear value-for-money winner. Keep it up Dave & friends!

--
Adam David.
(adamd@rhi.hi.is)

454. Re: set-up for Practical Peripherals 9600 modem?

Newsgroup: comp.sys.atari.st
Date: 1991-06-15 05:17:41 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Jun15.051741.7942@chinet.chi.il.us>
Source record: 231191

Between postings and email, I think I have the story straight: RTS/CTS flow control (between computer and modem) works properly under TOS 1.2, but not under TOS 1.0, 1.4 or 1.6. The problem is thus a software one. I luck out on this one because I use TOS 1.2, and wasn't planning to upgrade TOS on the machine the modem hooks to anyway. There have been several references to patch programs to correct the problems (and I don't know what the problems are: just from morbid curiousity, I'd like to know what happens wrong). So far, nobody has named a patch program though. I suspect these may be among the files that still don't have descriptions on atari.archive, because a scan of the file list there didn't turn up anything obvious.

Bottom line: for general interest, please name a RTS/CTS patch program.

Steve saj@chinet.chi.il.us

455. Re: man w/ pipe

Newsgroup: comp.sys.atari.st
Date: 1991-06-15 07:21:40 UTC
From: ritchie@hpdmd48.boi.hp.com
Message-ID: <15480016@hpdmd48.boi.hp.com>
Source record: 231183

>In article <3188@odin.cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth) writes:
>> Well this Bob Dobbs character (actually 4) is just another example of Atari
>> wastage ... Atari should have put something *useful* in there in
>> the first place.
>
>Darnded right! Atari really screwed up. Why didn't they use the IBM character
>set like a REAL computer would? Come to think of it, why isn't the Atari ST
>an IBM compatible computer? Gosh, it makes me so mad to think of the large
>number of *useful* things that could have been done with the ST if only it'd
>been an IBM compatible.

The real question is why IBM doesn't have Bob in its character set.

Things are getting prettty pink around here, IMHO.

-- Dave Ritchie
ritchie@hpdmd48.boi.hp.com

456. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1991-06-15 08:39:48 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1991Jun15.083948.3532@terminator.cc.umich.edu>
Source record: 231179

```
drwxrwxr-x jon 2048 Jun 8 16:25 ./magazines/znet
drwxrwxr-x jon 2048 Jun 8 16:40 ./applications
drwxrwxr-x weiner 512 Jun 8 16:39 ./applications/math
drwxrwxr-x weiner 512 Jun 8 16:39 ./applications/finance
drwxr-xr-x weiner 512 Jun 8 16:36 ./applications/databases
drwxrwxr-x weiner 512 Jun 8 16:32 ./applications/spreadsheets
drwxrwxr-x weiner 512 Jun 8 16:38 ./applications/persutls
drwxrwxr-x weiner 512 Jun 8 16:33 ./applications/dtp
drwxrwxr-x weiner 512 Jun 8 16:33 ./applications/wordproc
drwxrwxr-x weiner 512 Jun 8 16:34 ./applications/astronomy
drwxrwxr-x weiner 512 Jun 8 16:40 ./applications/other
drwxrwxr-x jon 2560 Jun 10 03:43 ./gnustuff/tos
drwxr-xr-x gray 512 Jun 10 04:00 ./gnustuff/tos/currentgnu
drwxr-xr-x gray 24 Jun 10 04:00 ./gnustuff/tos/currentgnu/gcc
drwxr-xr-x gray 24 Jun 10 04:00 ./gnustuff/tos/currentgnu/gas
drwxr-xr-x gray 512 Jun 10 04:01 ./gnustuff/tos/currentgnu/include
drwxr-xr-x gray 24 Jun 10 04:00 ./gnustuff/tos/currentgnu/lib
drwxr-xr-x gray 24 Jun 10 04:00 ./gnustuff/tos/currentgnu/gemlib
drwxr-xr-x gray 24 Jun 10 04:00 ./gnustuff/tos/currentgnu/pml
drwxr-xr-x gray 24 Jun 10 04:00 ./gnustuff/tos/currentgnu/util
drwxrwx--- gray 512 Jun 10 03:43 ./gnustuff/admin-shed
drwxrwxr-x daemon 1024 Jun 10 18:08 .
-rw-r--r-- weiner 78391 Jun 10 18:08 ./Index
-rw-r--r-- weiner 1374 Jun 10 18:07 ./mint/Index
-rw-rw-r-- weiner 150330 Jun 10 18:06 ./mint/mintbash.zoo
-rw-r--r-- weiner 39467 Jun 10 18:08 ./CompInd.Z
drwxrwxr-x jon 1024 Jun 11 08:30 ./gnustuff
drwxrwxr-x jon 2560 Jun 11 10:00 ./gnustuff/tos
drwxr-xr-x gray 512 Jun 12 04:50 ./gnustuff/tos/updates
-rw-rw-rw- gray 93622 Jun 12 04:01 ./gnustuff/tos/updates/update10.zoo
drwxr-xr-x gray 512 Jun 11 09:10 ./gnustuff/tos/bash
-rw-r--r-- weiner 150330 Jun 10 18:05 ./gnustuff/tos/bash/mintbash.zoo
drwxr-xr-x gray 512 Jun 11 09:51 ./gnustuff/tos/gdb
drwxr-xr-x gray 512 Jun 11 09:51 ./gnustuff/tos/gdb/update8
drwxr-xr-x gray 1536 Jun 11 09:49 ./gnustuff/tos/gdb/update8/src
drwxr-xr-x gray 512 Jun 11 09:48 ./gnustuff/tos/gdb/update8/src/fake
drwxr-xr-x gray 512 Jun 11 09:53 ./gnustuff/tos/documentation
drwxr-xr-x gray 512 Jun 11 09:53 ./gnustuff/tos/documentation/update8
drwxr-xr-x gray 512 Jun 11 08:26 ./gnustuff/tos/diff
drwxr-xr-x gray 512 Jun 11 09:13 ./gnustuff/tos/rtx
drwxr-xr-x gray 512 Jun 11 09:15 ./gnustuff/tos/gas
drwxr-xr-x gray 512 Jun 11 09:38 ./gnustuff/tos/make
drwxr-xr-x gray 512 Jun 11 09:42 ./gnustuff/tos/bison
drwxr-xr-x gray 512 Jun 11 09:42 ./gnustuff/tos/bison/update5
```

```
drwxr-xr-x gray 512 Jun 11 09:37 ./gnustuff/tos/flex
drwxr-xr-x gray 512 Jun 11 09:37 ./gnustuff/tos/flex/update3
drwxr-xr-x gray 1024 Jun 11 08:29 ./gnustuff/tos/othergnu
drwxr-xr-x gray 512 Jun 12 04:45 ./gnustuff/tos/gcc
drwxr-xr-x gray 512 Jun 12 04:46 ./gnustuff/tos/gcc/diffs
drwxr-xr-x gray 512 Jun 11 09:56 ./gnustuff/tos/gcc/diffs/update09
drwxr-xr-x gray 24 Jun 12 04:46 ./gnustuff/tos/gcc/diffs/update10
drwxr-xr-x gray 512 Jun 11 09:41 ./gnustuff/tos/gcc/diffs/update05
drwxr-xr-x gray 512 Jun 11 09:53 ./gnustuff/tos/gcc/diffs/update08
drwxr-xr-x gray 512 Jun 11 09:48 ./gnustuff/tos/gcc/diffs/update08/config
drwxr-xr-x gray 24 Jun 12 04:45 ./gnustuff/tos/gcc/src
drwxr-xr-x gray 512 Jun 12 04:37 ./gnustuff/tos/gcc/gnudist
-rw-r--r-- gray 7966720 Jun 11 08:40 ./gnustuff/tos/gcc/gnudist/gcc-1.40.tar
drwxr-xr-x gray 512 Jun 12 04:36 ./gnustuff/tos/gcc/bin
drwxr-xr-x gray 512 Jun 11 09:47 ./gnustuff/tos/gemlib
drwxr-xr-x gray 512 Jun 11 09:36 ./gnustuff/tos/gemlib/update3
drwxr-xr-x gray 512 Jun 11 09:29 ./gnustuff/tos/gemlib/update3/test
drwxr-xr-x gray 512 Jun 11 09:29 ./gnustuff/tos/gemlib/update3/test/uw
drwxr-xr-x gray 512 Jun 11 09:29 ./gnustuff/tos/gemlib/update3/test/doodle
drwxr-xr-x gray 512 Jun 11 09:29 ./gnustuff/tos/gemlib/update3/test/rcsfix
drwxr-xr-x gray 512 Jun 11 09:42 ./gnustuff/tos/gemlib/update5
drwxr-xr-x gray 512 Jun 11 09:40 ./gnustuff/tos/gemlib/update5/test
drwxr-xr-x gray 512 Jun 11 09:40 ./gnustuff/tos/gemlib/update5/test/uw
drwxr-xr-x gray 512 Jun 11 09:48 ./gnustuff/tos/gemlib/update7
drwxr-xr-x gray 512 Jun 11 09:52 ./gnustuff/tos/include
drwxr-xr-x gray 512 Jun 11 09:30 ./gnustuff/tos/include/update3
drwxr-xr-x gray 512 Jun 11 09:29 ./gnustuff/tos/include/update3/sys
drwxr-xr-x gray 512 Jun 11 09:45 ./gnustuff/tos/include/update6
drwxr-xr-x gray 512 Jun 11 09:54 ./gnustuff/tos/include/update8
drwxr-xr-x gray 512 Jun 11 09:53 ./gnustuff/tos/lib
drwxr-xr-x gray 512 Jun 11 09:30 ./gnustuff/tos/lib/update3
drwxr-xr-x gray 512 Jun 11 09:54 ./gnustuff/tos/lib/update8
drwxr-xr-x gray 512 Jun 11 09:47 ./gnustuff/tos/curses
drwxr-xr-x gray 512 Jun 11 09:46 ./gnustuff/tos/curses/update6
drwxr-xr-x gray 512 Jun 11 09:44 ./gnustuff/tos/curses/update6/widget
drwxr-xr-x gray 512 Jun 11 09:47 ./gnustuff/tos/curses/update7
drwxr-xr-x gray 512 Jun 11 09:46 ./gnustuff/tos/curses/update7/src
drwxr-xr-x gray 512 Jun 11 10:11 ./gnustuff/tos/pml
drwxr-xr-x gray 512 Jun 11 09:46 ./gnustuff/tos/pml/update6
drwxr-xr-x gray 512 Jun 11 09:44 ./gnustuff/tos/pml/update6/pmlsrc
drwxr-xr-x gray 512 Jun 11 09:44 ./gnustuff/tos/pml/update6/pmltest
drwxr-xr-x gray 512 Jun 11 09:55 ./gnustuff/tos/pml/update8
drwxr-xr-x gray 512 Jun 11 10:07 ./gnustuff/tos/pml/src
drwxr-xr-x gray 512 Jun 11 10:07 ./gnustuff/tos/pml/src/doc
drwxr-xr-x gray 512 Jun 11 10:07 ./gnustuff/tos/pml/src/envtests
drwxr-xr-x gray 1040 Jun 11 10:07 ./gnustuff/tos/pml/src/pmlsrc
drwxr-xr-x gray 512 Jun 11 10:08 ./gnustuff/tos/pml/src/pmltests
drwxr-xr-x gray 24 Jun 11 10:01 ./gnustuff/tos/pml/bin
drwxr-xr-x gray 512 Jun 11 09:53 ./gnustuff/tos/util
drwxr-xr-x gray 512 Jun 11 09:40 ./gnustuff/tos/util/update4
```

```
drwxr-xr-x gray 512 Jun 11 09:55 ./gnustuff/tos/util/update8
drwxr-xr-x gray 512 Jun 11 08:26 ./gnustuff/tos/tar
drwxr-xr-x gray 512 Jun 11 08:27 ./gnustuff/tos/patch
drwxr-xr-x gray 512 Jun 11 08:28 ./gnustuff/tos/ghstscrpt
drwxr-xr-x gray 512 Jun 11 08:29 ./gnustuff/tos/compress
drwxrwx--- gray 512 Jun 12 04:35 ./gnustuff/admin-shed
drwxrwxr-x daemon 1024 Jun 12 07:02 .
drwxrwxr-x weiner 512 Jun 12 12:42 ./tex/tex31
-rw-rw-r-- weiner 5333 Jun 12 06:59 ./diskutils/Index
drwxrwxr-x jon 2560 Jun 12 23:20 ./gnustuff/tos
drwxr-xr-x gray 512 Jun 12 04:50 ./gnustuff/tos/updates
drwxrwxrwx gray 512 Jun 13 04:41 ./gnustuff/tos/intar
-rw-rw-rw- gray 389120 Jun 13 04:41 ./gnustuff/tos/intar/bisonPL1.tar
-rw-rw-rw- gray 133464 Jun 13 04:44 ./gnustuff/tos/intar/cursesPL8.tar
drwxr-xr-x gray 512 Jun 12 04:45 ./gnustuff/tos/gcc
drwxr-xr-x gray 512 Jun 12 05:00 ./gnustuff/tos/gcc/diffs
drwxr-xr-x gray 512 Jun 12 04:58 ./gnustuff/tos/gcc/diffs/update10-gcc140
drwxr-xr-x gray 512 Jun 12 05:03 ./gnustuff/tos/gcc/src
-rw-r--r-- gray 3701095 Jun 12 05:02 ./gnustuff/tos/gcc/src/gcc140st.zoo
drwxr-xr-x gray 3584 Jun 12 05:22 ./gnustuff/tos/gcc/build
drwxr-xr-x gray 3072 Jun 12 05:20 ./gnustuff/tos/gcc/build/config
-rw-r--r-- gray 1070 Jun 12 05:20 ./gnustuff/tos/gcc/build/config/xm-atari.h
-rw-r--r-- gray 7911 Jun 12 05:20 ./gnustuff/tos/gcc/build/config/tm-atari.h
-rw-r--r-- gray 155880 Jun 12 05:02 ./gnustuff/tos/gcc/build/cccp.c
-rw-r--r-- gray 11340 Jun 12 05:01 ./gnustuff/tos/gcc/build/Makefile
-rw-r--r-- gray 36443 Jun 12 05:02 ./gnustuff/tos/gcc/build/dbxout.c
-rw-r--r-- gray 44389 Jun 12 05:02 ./gnustuff/tos/gcc/build/final.c
-rw-r--r-- gray 34605 Jun 12 05:01 ./gnustuff/tos/gcc/build/gcc.1
-rw-r--r-- gray 59912 Jun 12 05:02 ./gnustuff/tos/gcc/build/gcc.c
-rw-r--r-- gray 118486 Jun 12 05:22 ./gnustuff/tos/gcc/build/md
-rw-r--r-- gray 34658 Jun 12 05:02 ./gnustuff/tos/gcc/build/symout.c
-rw-r--r-- gray 54947 Jun 12 05:02 ./gnustuff/tos/gcc/build/toplev.c
-rw-r--r-- gray 8929 Jun 12 05:01 ./gnustuff/tos/gcc/build/math-68881.h
-rw-r--r-- gray 270 Jun 12 05:01 ./gnustuff/tos/gcc/build/Chmem.sizes
-rw-r--r-- gray 11625 Jun 12 05:01 ./gnustuff/tos/gcc/build/Makefile.cminix
-rw-r--r-- gray 11620 Jun 12 05:01 ./gnustuff/tos/gcc/build/Makefile.st
-rw-r--r-- gray 11308 Jun 12 05:01 ./gnustuff/tos/gcc/build/Makefile.minix
-rw-r--r-- gray 2298 Jun 12 05:01 ./gnustuff/tos/gcc/build/README.MINIX
-rw-r--r-- gray 2983 Jun 12 05:01 ./gnustuff/tos/gcc/build/README.TOS
-rw-r--r-- gray 19 Jun 12 05:01 ./gnustuff/tos/gcc/build/astab.h
-rw-r--r-- gray 1070 Jun 12 05:21 ./gnustuff/tos/gcc/build/config.h
-rw-r--r-- gray 7911 Jun 12 05:01 ./gnustuff/tos/gcc/build/tm-atari.h
-rw-r--r-- gray 1070 Jun 12 05:01 ./gnustuff/tos/gcc/build/xm-atari.h
-rw-r--r-- gray 7911 Jun 12 05:21 ./gnustuff/tos/gcc/build/tm.h
-rw-r--r-- gray 14618 Jun 12 05:21 ./gnustuff/tos/gcc/build/aux-output.c
drwxrwx--- gray 512 Jun 12 05:25 ./gnustuff/admin-shed
-rw-r--r-- weiner 78391 Jun 12 06:59 ./Index
-rw-r--r-- weiner 39508 Jun 12 06:59 ./CompInd.Z
-rw-r--r-- weiner 78371 Jun 12 07:02 ./ls-lR.Z
drwxrwxr-x jon 4096 Jun 13 07:03 ./games
```

```
-rw-rw-r-- weiner 7829 Jun 13 06:56 ./games/Index
drwxrwxrwx gray 512 Jun 13 05:58 ./gnustuff/tos/intar
-rw-rw-rw- gray 378880 Jun 13 05:49 ./gnustuff/tos/intar/flexPL1.tar
-rw-rw-rw- gray 675840 Jun 13 05:51 ./gnustuff/tos/intar/gasPL1.tar
-rw-rw-rw- gray 573440 Jun 13 05:53 ./gnustuff/tos/intar/gdbPL8.tar
-rw-rw-rw- gray 225280 Jun 13 05:54 ./gnustuff/tos/intar/gemlibPL17.tar
-rw-rw-rw- gray 184320 Jun 13 05:55 ./gnustuff/tos/intar/includePL68.tar
-rw-rw-rw- gray 491520 Jun 13 05:57 ./gnustuff/tos/intar/libPL68.tar
-rw-rw-rw- gray 102400 Jun 13 05:57 ./gnustuff/tos/intar/patchPL12u3.tar
-rw-rw-rw- gray 51200 Jun 13 05:57 ./gnustuff/tos/intar/pdmakePL0.tar
-rw-rw-rw- gray 194560 Jun 13 05:58 ./gnustuff/tos/intar/pmlPL11.tar
-rw-rw-rw- gray 399360 Jun 13 06:01 ./gnustuff/tos/intar/utilPL18.tar
drwxr-xr-x gray 512 Jun 13 08:39 ./gnustuff/tos/gcc/src
drwxr-xr-x gray 3072 Jun 13 08:35 ./gnustuff/tos/gcc/src/gcc140
drwxr-xr-x gray 512 Jun 13 08:31 ./gnustuff/tos/gcc/src/gcc140/config
-rw-r--r-- gray 1462422 Jun 13 08:36 ./gnustuff/tos/gcc/src/gcc140.tar.Z
drwxr-xr-x gray 3584 Jun 13 08:11 ./gnustuff/tos/gcc/build
drwxr-xr-x gray 3072 Jun 13 08:11 ./gnustuff/tos/gcc/build/config
```

457. Re: GCC 1.40

Newsgroup: comp.sys.atari.st
Date: 1991-06-15 12:13:51 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jun15131351@polly.hpl.hp.com>
Source record: 231187

++ I noticed the sources and diffs for the ST version of GCC1.40 in the
++ new gnustuff directory at A.A. (Thanks to Graham for the neat re-org!!)

Hold hard there boyah! Not finished yet. The sources currently available on A.A. are only positioned for testing, not yet testED. Testing will require compilation. The only thing I've managed to compile so far are the main GNU libraries gnulib16/32 and iio16/32 and their gdb versions.

++ Before I go to the trouble to try and compile it, has someone else already
++ got the ST version of GCC1.40 compiled up, and could they please post it
++ to A.A??

I will post a set of 1.40 binaries which I got from a UK BBS. No, I haven't been able to cross-compile 1.40 yet, so I can't vouch for these binaries, except to say that I used them to compile the library sources on my ST.

Cheers,

Graham
======

Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554

Disclaimer: My opinions above are exactly that, mine and opinions.
---

458. Vortex Hard Disk Drive question

Newsgroup: comp.sys.atari.st
Date: 1991-06-15 13:21:21 UTC
From: iws9060@eva.fmi.uni-passau.de
Message-ID: <1991Jun15.132121.19008@forwiss.uni-passau.de>
Source record: 231182

Hi there!

I have some questions to all of you in Netland:
How good is the Software that comes with Vortex' Datajet drives? It is
specially written for them and I do not know if it is comparable to
ICD Tools or SCSI Tools. In a German mag (PD Journal) I have read that
using SCSI Tools on Vortex drives may cause loss of data. Is this true?
If so, then why does this happen? Would you advise me to buy a new controller
instead of going on with the one built in?

Hope there is someone who knows.

Thorsten Guenther

- If they tell the truth when they say that Rock Music was created by Satan -
- himself, I'd rather try not to get to heaven. -
---

459. TCB soundtracker / ST User??

Newsgroup: comp.sys.atari.st
Date: 1991-06-15 15:40:58 UTC
From: adm2@doc.ic.ac.uk
Message-ID: <1991Jun15.154058.19205@doc.ic.ac.uk>
Source record: 231185

Hi all,

I've just been down to the local newsagent,and I see that the latest
ST User has a ,so called,FULL version of the TCB tracker! Can this be so??

What I would like to know is how full a version is the full version??

I have the demo version of the tracker,is this ST user version just a
fuller version???

Does it support MIDI??

Does it come with playback routines???

In short has anyone brought the latest ST User and can tell us what comes on
the cover disk in terms of the TCB tracker??

Enquiring minds want to know...

Bye for now,

Alan.

--
+----------------------------+---+
Alan Messer.	Janet: adm2@doc.ic.ac.uk
Dept. of Computing,	Internet: adm2%doc.ic.ac.uk@nsfnet-relay.ac.uk
Imperial College,	BITNET: adm2%doc.ic.ac.uk@ukacrl

460. Re: How is Atari doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1991-06-15 16:16:14 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5360@syma.sussex.ac.uk>
Source record: 231190

From article <1991Jun14.010821.9903@noose.ecn.purdue.edu>, by
yegerleh@vivaldi.ecn.purdue.edu (James D Yegerlehner):
> I don't think Atari is making much of a splash over here (yet?)
> with the new STEs and TTs, but can any of you guys over in Europe
> say how the new machines are being received there? Is Atari
> maintaining the significant market share that it once had?

I'm fairly sure Atari's market share in the UK is declining. Most STs
here have been sold as games machines, and judging from the relative
amounts of software in the shops and the number and thickness of
magazines on the newsstands, the Amiga's winning hands down in that
arena.

Anything else has been niche marketing. The TT is more expensive here
than in some other countries, partly because Atari don't expect to sell
many. The Mega STE hasn't even been released here yet - it's just been
delayed even further until the beginning of July.

Atari are still selling a fair number of STFMs (still!) and STEs, and
the existing number of installed machines means that games and music
software will continue to be produced here, along with the occasional
non-games product. Also, Atari UK have started to advertise the ST as a
'serious' computer again. But, in my opinion, it's too little, too
late. The best is not yet to come.

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: .. 685865

461. Story of the demo folks

Newsgroup: comp.sys.atari.st
Date: 1991-06-15 16:31:59 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jun15.163159.3992@mailer.cc.fsu.edu>
Source record: 231188

In article <2865725@MVB.SAIC.COM>, steveg@cseic.saic.com (Stephen Harold Goldstein) writes:
>
>Now can anyone tell me just who these guys are that wrote things like
>the WHATTHEHECK and Life's a bitch demos? The demos are pretty neat
>but I'm concerned about references to 'ripping' sounds from commercial
>games and 'copy parties' in their 'scroll texts'. Are these demos nothing
>more than cut and paste jobs of stolen code and artwork?

Well, most of these guys are/were pirates, more specifically crackers. A cracker is one who removes copy protection from a piece of software, so it can be more easily distributed via BBS's. After the program is "cracked", these folks sometimes put a little graphic demo at the beginning, stating which "cracking group" did the work, and perhaps a scrolling message (usually containing hellos to other cracking groups). All the "scroller" type demos originated from this. As they got more and more complex (remember that they had to be able to coexist with another program, so they are generally small), and as competition increased they got more and more impressive (in terms of graphics/sound). Some common techniques were to "rip" sounds from games or other demos, and sometimes graphics backgrounds or sprites. At some point, a cracking group organized and produced a full disk of these demoes (I believe the first was the Union demo, still one of the best). Many others followed, including the ones you have mentioned. They usually consist of offerings from many "groups", collected together under some sort of common menu program. The theft of music/graphics from copyrighted stuff is going down, although using stuff found in other demos is still common (it is usually of better quality).

Now, interestingly enough, many "cracking" groups have become "demo" groups. They have given up cracking and pirating in favor of writing demos. One reason for this might be increased legal awareness developing in europe of software pirating. For whatever reason, some of these folks are now being employed to write games and sound/graphic tools (for example, the TCB Soundtracker, named best music program in europe, was written by The Care Bears, a former cracking group). Also, some "demo" groups have formed that have no history of pirating. At most european computer shows, there is a "latest and greatest" demo competition, with software companies looking on. There are also some other interesting categories, like "best demo written in 24 hours". I have been seeing less "scroller only" type entries, and more snazzy stuff, like real time 3D (although just about all the demoes have some sort of scrolling message).

Please note that most of these folks are REALLY young (like 14, for chrissake!). Kind of humbling, huh? Anyway, almost all coding is done exclusively in assembly (I have seen reference to the TURBOASS assembler, which has been discussed recently here on c.s.a.st). Thus, I would say that these demos

are much more than just "cut-and-paste" jobs, but they do have a definite ancestory to software cracking. With the advent of "demo only" type groups, offers to share source code and have "demo parties" are becoming more common. One groups usually hosts a party, inviting members from other groups. Zillions of Cokes and Doritos later, a new demo disk emerges. At some point in the future, I am going to try to attend one (and pretend I broke my two typing fingers in a bench vise :-). I am very curious as to just how they do all that stuff, and I hope to come back with some disks of source.

As someone pointed out on the net, most of these demos work at a very low level. Thus, you should not expect to see standard GEM windows, or expect them to work on all computers made by Atari. What you should expect is some mind-blowing graphics and sound which push your particular machine to the limit (I can't wait until some TT specific ones come out, that should be impressive). By the way, almost all of the "full disk" type demos contain at least one hidden demo (the one for the Union demo is incredible, and was the root for the TCB Soundtracker). Usually one of the scrolltexts will tell you how to invoke it.

--

Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |

---

462. Erie PA show cancelled

Newsgroup: comp.sys.atari.st
Date: 1991-06-15 16:33:40 UTC
From: nelson@cygnus.Kodak.COM
Message-ID: <1991Jun15.163340.8733@kodak.kodak.com>
Source record: 231184

The Spectrum Group of Erie just informed me that their Atari show scheduled for June 29-30 in Erie, PA has been cancelled due to lack of interest on the part of vendors, developers, and Atari.

--
Bruce Nelson | Phone: (716) 726-7890
Rochester Distributed Computer Services | Internet: nelson@kodak.com
Eastman Kodak Company |
Rochester, NY 14653-5221 |

463. Re: Hard-drive on a 520ST?

Newsgroup: comp.sys.atari.st
Date: 1991-06-15 17:05:45 UTC
From: la_carle@sol.brispoly.ac.uk
Message-ID: <LA_CARLE.91Jun15170545@sol.brispoly.ac.uk>
Source record: 231189

In article <VJJe41w164w@admiral.UUCP> slammy@admiral.UUCP (Dave Litchman) writes:
You will have almost the same amount of free memory with a hard drive as
without. The driver only takes up a few bytes. If you could run Word
Perfect and Timeworks DTP before (which I suspect you could) you can
still run them with a hard drive, only MUCH, MUCH faster.

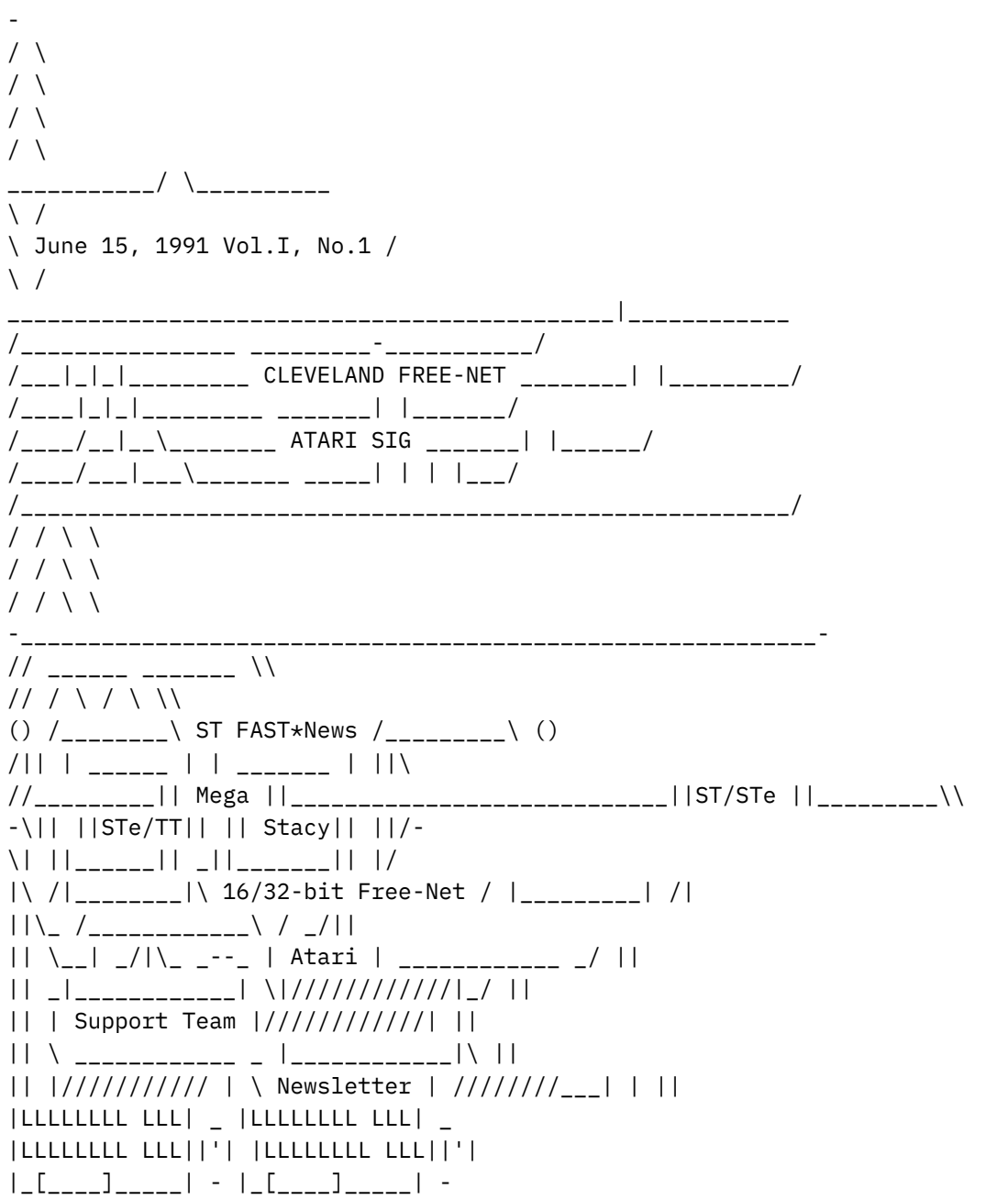
Careful here ... the ICD boot system I have does take up a lot of
memory if you use the disk seriously (extra 500-1000 folders). I have
up to now lost ~100K (out of 1Mb (yes I know I should get more :-))
with all caching off.

...Les...
"6x uudecode at the same time"
--
+---------------------------+---+
Les Carleton	la_carle@uk.ac.bristol-poly.gould2 (JANET)
MCI#4 Bristol Polytechnic	"My Life - My Opinions - ALL MINE!!!"
Brissle, England	"I love children ... but I couldn't eat a
"UNIX troubleshooter"	whole one"
Moving soon ... redirect to les@decuk.uvo.dec.com after July 1st
+---------------------------+---+

464. ST FAST*News: 15-Jun-91 #001

Newsgroup: comp.sys.atari.st
Date: 1991-06-15 18:50:17 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <9106151850.AA05813@cwns10.INS.CWRU.Edu>
Source record: 231192

Note: Only this issue of the ST*FAST Newsletter will be posted to UseNet. The
newsletter can be received by simply joining the 16/32-bit info/support
group and contributing information concerning the Atari 16/32-bit world.



(aka C.A.I.N. - Central Atari Information Network)

216/368-3888 | 300/1200/2400 bps | type 'Go Atari' at any menu

---
'telnet' to any of the following:

129.22.8.82, 129.22.8.75, 129.22.8.76
freenet-in-a.cwru.edu, freenet-in-b.cwru.edu, freenet-in-c.cwru.edu
cwns16.INS.CWRU.Edu, cwns9.INS.CWRU.Edu, cwns10.INS.CWRU.Edu

Atari SIG, P.O. Box 21815, Cleveland, Ohio, 44121

Contribute to any of the following:

Internet: xx004@cleveland.freenet.edu
CompuServe: >INTERNET: xx004@cleveland.freenet.edu
Bitnet: xx004%cleveland.freenet.edu@cunyvm

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-
LEADERS!
-

Team Leaders' Thoughts

Welcome Team Members! This first issue will be distributed publicly
so that others will know exactly what this is all about. The following issues
will be distributed e-mail to members only - that is the privilege you get
for being a member! If you haven't received or filled out a questionnaire,
please let us know so that we can get one to you. This tells the team leaders
about you so they can decide how you can be helping the Support Team.

Each of you that have filled out a questionnaire will notice that you
have been listed to do specific volunteer jobs for the team. The jobs that
you were given was a result of the team leaders looking over the questionnaire
that you filled out and figuring out what you you could do best for the team.
If we were mistaken and gave you a job that you cannot do, or if you feel
you can do many other things besides the things that were listed for the
support team, please inform us by the Atari SIG address located on the cover
page of this newsletter.

A question that will soon arise is how often will a team member have
to contribute? This all depends on the job that you have agreed to have.
If you contribute online magazines, you should do it every week- that is unless
you have worked out an agreement with someone else to take some of the

burden. If you agreed to search through online magazines, Usenet, and BBS', you should do it when you read these information sources and just capture any news or information that seems important to you as you go along. If you decide to review products as a support team member, you should do it as often as you can- even monthly if possible. And if that isn't specific enough- just do it as often as you can and as best as you can.

There are a few things that you should remember. The reason for the assigning of jobs, etc. is so that we can have a real great information source covering every area. Everyone will know exactly what to do so they will be able to contribute without trying to guess what needs to done. In the first announcement of the "16/32-bit Support Team", it was said that this team works by everyone doing their part in order to get the most. If everyone does their job, they will be able to get a lot of information. Just imagine- one person contributing tips and tricks, a few people contribute reviews, another person contributes online magazines, and yet another contributes Usenet information. You get all of these just because you contribute BBS news or any other job that you have chosen. Meanwhile, the person contributing online magazines that you are reading is getting everything you are but also the information you are contributing. It is a good system and it works! The amount of information you receive is determined by the amount of support members so tell your friends to join!

This Support Team is very unique since the only requirements to join is that you have commitment to the team (meaning that once you say you will do a job, you will do it) and you have at least an e-mail box address that is on Free-Net or can receive e-mail through Internet. If you have an e-mail box on Compuserve, you can also join the Support Team without even having to access the Cleveland Free-Net Computer system.

If you have Cleveland Free-Net access, you'll be able to obtain any of this information anytime that you wish. You will also be the first to know about it. But if you don't have access to the Cleveland Free-Net, do not frat! You can always request a contribution listed in this newsletter from the Atari SIG on the Cleveland Free-Net. The Atari SIG will make sure you are a team member and then send you the contribution through e-mail to your mail box.

Spread the word around about the 16/32-bit Support Team! Get your user group involved! And DEFINITELY contact us by the addresses above if you have any questions about any of this.

Thanks.

Marc Lombardo, Len Stys
Atari 16/32-bit Support Team Leaders

-
HIGHLIGHTS!
-

The Highlights of Contributions

The main highlights for this newsletter is the Atari Computer Files area completion. Even though we are not allowed to have files on-line, we have come up with a clever alternative.

You can now access the "16/32-bit Computer Board" through the Support Area. Just type "go atari16" and you'll be there!

There are many NEW online magazines being posted. There is also some information on the Summer CES at Chicago. There has also been several reviews uploaded within the last month.

-
EVENTS!
-

Upcoming Events

(if you go, take notes and report what went on!)

June 15-16 PACIFIC NORTHWEST ATARIFEST June 15th and 16th at the Steveston Senior Secondary School, 10440 Number Two Road, Richmond B.C. Canada. This is the first major Canadian Atari show west of Toronto, and is just across the US border from Seattle. Contact Terry Schreiber at (604) 275-7944, T.Schreiber1 on GEnie, or Node #505 Atari West BBS on F-Net.

June 29-30 The Great Lakes Atari Computer Users Conference at the Mercyhurst College Campus Center (501 East 38th St.) in Erie, Pennsylvania. GLACUC, call Patty Marshall at 412-225-8637.

July 20 Blue Ridge AtariFest, Noon to whenever, Saturday July 20, Westgate Shopping Center, Asheville, North Carolina, at I-240 and US 19-23. Contact B.R.A.C.E, Van Estes, 704-685-8358.

July 27 MIST AtariFest III in Indianapolis, Indiana on Saturday, July 27th, sponsored jointly by the user groups at Indianapolis and Bloomington known as MIST (Mid-Indiana ST). Held at CADRE, Inc., 6385 Castleplace Drive, Indianapolis, IN. Bill Loring, 812-336-8103.

-
RECENT!
-

Most Recent Contributions

Contribution Contributor Author Source Date
--- --- --- --- ---

ST Report: 08-Jun-91 #723 Bruce D. Nelson ------ ST Report 06/13/91
ST Report: 08-Jun-91 #723 Chris A. Joseph ------ ST Report 06/13/91
Z*Net: 07-Jun-91 #9124 Bruce D. Nelson ------ Z*Net 06/13/91
ST Report: 31-May-91 #722 Bruce D. Nelson ------ ST Report 06/13/91
Z*Net: 31-May-91 #9123 Michael Current ------ Z*Net 06/06/91
The Chicago CES (NEWS) Mark T. Vassel Mark T. Vassel D.A.N.I.E.L. 06/03/91

ST REPORT: 24-May-91 #721 Bruce D. Nelson ------ ST Report 05/30/91
Z*Net: 24-May-91 #9122 Michael Current ------ Z*Net 05/26/91
ST Report: 17-May-91 #720 Bruce D. Nelson ------ ST Report 05/21/91
Z*Net: 17-May-91 #9121 Bruce D. Nelson ------ Z*Net 05/21/91
Z*Net: 17-May-91 #9121 Michael Current ------ Z*Net 05/21/91
Z*Net: 15-May-91 #9120 Bruce D. Nelson ------ Z*Net 05/21/91
ST Report: 10-May-91 #719 Bruce D. Nelson ------ ST Report 05/18/91
Z*Net: 10-May-91 #9119 Bruce D. Nelson ------ ST Report 05/18/91
ST Report: 03-May-91 #718 Bruce D. Nelson ------ ST Report 05/18/91
Z*Net: 03-May-91 #9118 Michael Current ------ Z*Net 05/18/91
GEM-View/Graphics(REVIEW) Ed Krimen Ed Krimen Original 05/07/91
Synchro Express (REVIEW) Marc Lombardo ScottyMeredith Original 05/07/91
Drakkhen/Games (REVIEW) Marc Lombardo Scott Sorg AIM Magazine 05/05/91
GranSlam/Wrd.Proc.(REVIEW)Marc Lombardo Bill Pike AIM Magazine 05/04/91
PageStream-Color (REVIEW) Marc Lombardo Bill Rayl AIM Magazine 05/03/91

-
LIST!
-
16/32-bit Computer Support Team Leaders

Marc Lombardo (aa400), Len Stys (aa399)

16/32-bit Computer Support Team Members

Name Address Job(s) Volunteered
---- ------- ----------

Ed Krimen.....al661@cleveland.Freenet.Edu...Writing reviews of products
Searching through Online
for valuable information
Contributing of tips & tricks

Mark T. Vassel...am076@cleveland.Freenet.Edu...Keeping Team updated on anything
happening on pay systems
Contributing of tips & tricks
Writing reviews of products

Shoo-yu tang.....sytang@lamar.ColoState.EDU....Recopying reviews from user
group newsletter to review area
* Searching through Usenet for
valuable information
Writing reviews of products

John Thaanum.....thaanuj@prism.CS.ORST.EDU.....Writing reviews of p.D. programs
Retyping to ASCII from paper
* Searching through Usenet for
valuable information

Alan Messer......adm2@doc.imperial.ac.uk.......Writing reviews of products

Richard Slansk,,,slansk@cs.ualberta.ca.........Writing reviews of products
Searching through BBS' for
valuable information

Marshall Harris..marshall@cs.uq.oz.au..........Recopying reviews from user
group newsletter to review area
Writing reviews of products

Adam David.......adamd@rhi.hi.is...............Contributing of tips & tricks
Writing reviews of products

Carlos Borges....an630@cleveland.Freenet.Edu...Recopying reviews from user
group newsletter to review area
Contributing of tips & tricks
Writing reviews of products

David A. Johnson.aq009@cleveland.Freenet.Edu...Recopying reviews from user
group newsletter to review area
Searching through BBS' for
valuable information
Contributing of tips & tricks
Writing reviews of products

Michael D. Lewis.ar224@cleveland.Freenet.Edu...Recopying user group newsletter.
Recopying reviews from user
group newsletter to review area
Recopying to ASCII from paper
Writing reviews of products

David Paschall-Z.al770@cleveland.Freenet.Edu...Searching through Usenet for
valuable information
Writing reviews and summaries of
P.D. programs

Paul Steffen.....aq386@cleveland.Freenet.Edu...

Brian Cooper.....lanai!bcc@uunet.UU.NET........
Sommers Marl A...n8510295@unicorn.cc.wwu.edu...
Dan Oliver.......am015@cleveland.Freenet.Edu... NEEDS TO FILL OUT
Nick Visic.......af338@cleveland.Freenet.Edu...
Mark Leair.......aa338@cleveland.Freenet.Edu... QUESTIONNAIRE
Chris Continenza.ap912@cleveland.Freenet.Edu...
John W. Giguere..ah619@cleveland.Freenet.Edu...
Jason Baker......an375@cleveland.Freenet.Edu...

16/32-bit Computer Support Team User Groups

Name Location User Group Member Ctrb.#
---- -------- ----------------- ------

WILL BE UPDATED WHEN CONTRIBUTIONS START ARRIVING THAT ARE MADE POSSIBLE
BY USER GROUPS.

-
JOBS!
-

Volunteer Job Listing

The following are things that need to be done on a continuing basis.
If you think you can do any of these for the Support Team, please tell the
support team leaders by the Atari SIG address of xx004 (complete address
located on cover page of newsletter).

- Writing reviews on software, hardware, and public domain files that you own
or recently aquired.
- Retyping articles and reviews from your user group newsletter.
- Retyping articles from AIM magazine or other user group newsletters.
- Retyping press releases or product summaries.
- Searching through online magazines and capture valuable information and
reviews from it.
- Searching through BBS' and capture valuable information and reviews from it.
- Searching through Usenet and capture valuable information and reviews
from it.
- Updating Support Team on anything new happening on pay computer systems.
- Posting of online magazines weekly.
- Writing an article about an Atari computer show that you attended.
- Writing short summaries of new public domain software that has been
released.
- Updating Support Team on new files uploaded to the atari archive ftp site.
- Writing tips and tricks for other Atari ST users.
- User Group Newsletter recopied in ASCII form.

And Anything else not listed.

-
CONTRIBUTE!
-

Contributing Information

If you do not have access to the Cleveland Free-Net, all information should
be sent to the Atari SIG address located on the cover page.

If you do have access to the Cleveland Free-Net, each contribution should be
contributed to the appropriate place (eg. online magazines should go in online
magazine section, reviews should go in review section).

All information or news being contributed that does not have a specific place
should be posted on the "16/32-bit Computers Bulletin Board".

-
ALL!
-

All Information Obtained

Contribution Contributor Author Source Date
------------ ----------- ------ ------ ----

PageStream-Color (REVIEW) Marc Lombardo Bill Rayl AIM Magazine 05/03/91
GranSlam/Wrd.Proc.(REVIEW)Marc Lombardo Bill Pike AIM Magazine 05/04/91
Drakkhen/Games (REVIEW) Marc Lombardo Scott Sorg AIM Magazine 05/05/91
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ST Report: 08-Jun-91 #723 Chris A. Joseph ------ ST Report 06/13/91
ST Report: 08-Jun-91 #723 Bruce D. Nelson ------ ST Report 06/13/91

Any more ideas for the newsletter??? Write the Atari SIG (xx004)!

(c)1991 16/32-bit Computer Support Team

ST FAST*News (16/32-bit Free-Net Atari Support Team)

The name Atari, Atari logo, and computers are copyrighted by Atari Corp.
This newsletter is in no way affiliated with Atari Corp. Opinions expressed
within are that of the individual and is not necessary that of the Support
Team. The information present is believed to be factual but cannot be
guaranteed.

465. inaccessability of GEM on boot

Newsgroup: comp.sys.atari.st
Date: 1991-06-15 19:25:06 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <1991Jun15.192506.29872@gmuvax2.gmu.edu>
Source record: 231193

Could someone please explain why GEM can't be invoked before one arrives at the desktop? You can get to TOS, but not GEM, even though they're on the same chip?!? HELP!!

Steve "Stevers!" Coile scoile@gmuvax[{.BITNET|[2].gmu.edu}]
"Maturity is knowing when and where to act immature"

466. Re: Mega STe processor speed switch

Newsgroup: comp.sys.atari.st
Date: 1991-06-15 21:33:12 UTC
From: danny@fiction.ms.sub.org
Message-ID: <rsm319@fiction>
Source record: 231199

meulenbr@cst.prl.philips.nl (Frans Meulenbroeks) writes:

> I've been told that the Mega STe can switch the processor speed.
> Most likely this is controlled to write some magic value into some
> unknown register.

Speed and cache status are controlled by the lowest two bits of the
byte 0xffff8e21.

Daniel

467. Re: How many MBytes would _you_ recommend?

Newsgroup: comp.sys.atari.st
Date: 1991-06-15 21:42:00 UTC
From: techno@lime.in-berlin.de
Message-ID: <8WWR51O@lime.in-berlin.de>
Source record: 231186

There's no ersatz for memory except more memory.

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

468. Re: X for the ST? (Unix Windows)

Newsgroup: comp.sys.atari.st
Date: 1991-06-16 00:07:24 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.91Jun15190725@brahma.cs.odu.edu>
Source record: 231196

> Unix Windows is not related to X in any way (other than coincidental
> appearance). It is a great program, which allows one to have muliplexed
> terminals over one serial line (the terminals are in the form of windows).
> You can set font sizes, cut and paste, file transfer, etc. It consists
> of an ST end and a Unix end (which must be compiled for your particular
> system).

Unix windows uses kermit protocol and it has hosed every download I
have tried. Now I know the authors wouldn't release it if it didn't
work, so I must be doing something wrong.

Also, I can't seem to get Chamelian, Maxidisk, Cpanel++ and The_Accessory
to work with each other.
1) Maxi seems to kill one of them.
2) Chamel won't load Cpanel or The_Acc
3) either maxidisk or quikst or something (tos 1.4?)
is making my publisher not do the "rulers" correctly, the hair-lines
don't show up.

DOES ANYONE KNOW HOW TO DUMP TOS TO A DISK TO USE WITH QUIKTOS?

HELLO, IS ANYONE OUT THERE?

Scott

469. Atari 1040STF and SC1224 for sale

Newsgroup: comp.sys.atari.st
Date: 1991-06-16 00:21:05 UTC
From: es2a+@andrew.cmu.edu
Message-ID: <gcKevly00YU68dAaZI@andrew.cmu.edu>
Source record: 231194
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

Well, I sold the computer, but the monitor remains.

I have an SC1224 color monitor (original JVC, crisp&bright,
better picture than modern SC1224s). It handles 50Hz just fine (usually
used when running demos or European games) with no adjustment. I'd like
$200+S&H for it. A new one would set you back significantly more than
$300 even by mail order.

-Eric Stuyvesant
es2a+@andrew.cmu.edu || es2a%andrew@CMCCVB || JNET%"es2a%andrew@CMCCVB"
al782@cleveland.Freenet.Edu || {uunet,harvard}!andrew.cmu.edu!es2a
"To hate is to study, to study is to understand, to understand is to
appreciate, to appreciate is to love." -John A. Wheeler
Go MEMS!

470. Wanted: GDOS driver for LQ500 printer

Newsgroup: comp.sys.atari.st
Date: 1991-06-16 00:21:32 UTC
From: hohr@cernvax.cern.ch
Message-ID: <5702@cernvax.cern.ch>
Source record: 231197

Hi Atarians,

All my problem is in the title.

Thanks in advance for your help/reply.

Roger hohr@cernvax.cern.ch

471. Okami/osh help.....

Newsgroup: comp.sys.atari.st
Date: 1991-06-16 00:41:27 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.91Jun15194127@brahma.cs.odu.edu>
Source record: 231198

Hello, I just happened to come across the Okami shell at atari.archive.umich.edu.

Impressive.

However, most all of the files are in german-- is there any hope of a translation?

Scott

472. Re: RE: DMJ_GIF 2.0

Newsgroup: comp.sys.atari.st
Date: 1991-06-16 02:57:27 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <43363@cup.portal.com>
Source record: 231195

DMJ gif 2.0 is slow. Why would anyone want it?

Bryan_Jones_Woodworth@cup.portal.com

473. Re: ST FAST*News: 15-Jun-91 #001

Newsgroup: comp.sys.atari.st
Date: 1991-06-16 10:14:13 UTC
From: darling@cellar.UUCP
Message-ID: <eaqm42w164w@cellar.UUCP>
Source record: 231108

xx004@cleveland.Freenet.Edu (Atari SIG) writes:

> There are a few things that you should remember. The reason for
> the assigning of jobs, etc. is so that we can have a real great information
> source covering every area.

And with such real great editing, how can it miss?

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

474. Music file formats

Newsgroup: comp.sys.atari.st
Date: 1991-06-16 11:10:57 UTC
From: adm2@doc.ic.ac.uk
Message-ID: <1991Jun16.111057.21331@doc.ic.ac.uk>
Source record: 231101
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

Hello,

Does anyone out there,have any information of any of the popular music programs,file formats.Like for example the format of a Soundtracker module, or of a Music Studio file,or some other format???

Any help on any file format would be appreciated...

Thanks in advance,

Alan.
--
+----------------------------+---+
Alan Messer.	Janet: adm2@doc.ic.ac.uk
Dept. of Computing,	Internet: adm2%doc.ic.ac.uk@nsfnet-relay.ac.uk
Imperial College,	BITNET: adm2%doc.ic.ac.uk@ukacrl

475. Atari ST software (MIDI, games, etc.) for sale.

Newsgroup: comp.sys.atari.st
Date: 1991-06-16 11:45:05 UTC
From: stevela@beach.csulb.edu
Message-ID: <1991Jun16.114505.4566@beach.csulb.edu>
Source record: 231200
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I have the following items (Atari ST software) for sale:

* TigerCub.....$ 45
* Roland MT-32 Editor/Librarian.....$ 30
* Dr T's MIDI Recording Studio.....$ 30

* Epstart (Epson driver for Mac/Spectre).....$ 35
* Switch/Back + hardware device.....$ 30
* SLICCTOP (desktop replacement).....$ 30
* ST Control.....$ 25
* dBMAN (dBASE compatible database).....$ 25
* GST Assembly.....$ 25
* Backup! (HD backup).....$ 15
* Timework SwiftCalc (spreadsheet).....$ 20
* Tempus (super fast text editor).....$ 20

* Mean-18 (golf).....$ 5
* Golden Path.....$ 5
* Sky Fox.....$ 5

Price does not including shipping. Everything are in excellent condition. I
have the original box, disks, and manual for all programs above. If you don't
like the asking price, make me an offer.
Thanks,
-Steve

____ _ _
// // _//_ // Steve La
((__ // ___ _ ___ // __ Network Manager
)) // //__) // / //__) // ____) stevela@csulb.edu
//___// //_/ //__ _/ //__ //___/ ((__/_ (213) 985-4750
_____
Calstate Univ. Long Beach, 1250 Bellflower Blvd. Long Beach, CA 90840

476. help on upgrading Atari STFM to 2.5 Megs wanted (please!)

Newsgroup: comp.sys.atari.st
Date: 1991-06-16 13:14:40 UTC
From: CHT510@SATURN.UKC.AC.UK
Message-ID: <9106161314.AA15971@lilac.berkeley.edu>
Source record: 231102

Hi,
wondered if anyone who has upgraded an Atari STFM with DRAM's could help
me. I was planning on putting an extra couple of MEG in over the summer
and wondered if it was just as simple as soldering 16 * 1 MEG chips in.
I know that the STE is incapable of recognising 2.5 Megs of memory without
the aid of 'simmfix'. Is the STFM similarly affected when upgraded with
DRAM's ?
One last thing. how fast does the access time of the DRAM's have to be.
Is 120 ns fast enough or does it need 100ns/80ns ?

I would be grateful for any help.

--
adam whitham,Eliot College,UKC,Canterbury,Kent,CT2 7NS.UK.
CHT510@saturn.ukc.uk.ac

477. Re: Hard-drive on a 520ST? Summary:

Newsgroup: comp.sys.atari.st
Date: 1991-06-16 13:22:02 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun16.132202.24282@actrix.gen.nz>
Source record: 231103

In article <LA_CARLE.91Jun15170545@sol.brispoly.ac.uk> la_carle@sol.brispoly.ac.uk (Les Carleton) writes:
> In article <VJJe41w164w@admiral.UUCP> slammy@admiral.UUCP (Dave Litchman) writes:
> You will have almost the same amount of free memory with a hard drive as
> without. The driver only takes up a few bytes. If you could run Word
> Perfect and Timeworks DTP before (which I suspect you could) you can
> still run them with a hard drive, only MUCH, MUCH faster.
>
> Careful here ... the ICD boot system I have does take up a lot of
> memory if you se the disk seriously (extra 500-1000 folders). I have
^^^ ^^^^
Why not get TOS 1.4, then there would be no need for all these extra folders.

> up to now lost ~100K (out of 1Mb (yes I know I should get more :-))
> with all caching off.
>
> ...Les...
> "6x uudecode at the same time"
> --
> +--------------------------+---+
> | Les Carleton | la_carle@uk.ac.bristol-poly.gould2 (JANET) |
> | MCI#4 Bristol Polytechnic | "My Life - My Opinions - ALL MINE!!!" |
> | Brissle, England | "I love children ... but I couldn't eat a |
> | "UNIX troubleshooter" | whole one" |
> | Moving soon ... redirect to les@decuk.uvo.dec.com after July 1st |
> +--------------------------+---+

The ICD booter uses a lot more memory that most, and some this is not
needed from looking at the code, German Text, and 'TT' support ?
Try the Supra Booter , this will give you far more memory.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

478. Re: RE: DMJ_GIF 2.0

Newsgroup: comp.sys.atari.st
Date: 1991-06-16 14:04:54 UTC
From: iws9060@eva.fmi.uni-passau.de
Message-ID: <1991Jun16.140454.17005@forwiss.uni-passau.de>
Source record: 231104

In article <43363@cup.portal.com> Bryan_Jones_Woodworth@cup.portal.com writes:
>DMJ gif 2.0 is slow. Why would anyone want it?
>
>
>
>Bryan_Jones_Woodworth@cup.portal.com

OK, DMJ_GIF IS slow, but it produces very high quality (so does v.1.0).
But v.1.0 has lots of bugs and I am missing some options in it. That means,
v.1.0 is unable to handle interlaced gifs, it does not have a default
proportional convert mode and it won't run in 50Hz mode correctly. I'm sure
that at least one or two of these are changed in v.2.0. So, if you have it,
please upload it to atari.archive.

Thorsten Guenther
aka Weregoose

- No promise is honest in a world of change -- Warlock: I rule the ruins -
---

479. Re: inaccessability of GEM on boot

Newsgroup: comp.sys.atari.st
Date: 1991-06-16 17:14:31 UTC
From: Rod.Fulk@therip.FidoNet.Org
Message-ID: <677093104.0@therip.FidoNet>
Source record: 231118

```
Its because Gem doesnt get initialized until after the machine is booted..
You need to start GEM programs with startgem type programs or if you have a
tos 1.4 or newer such programs can be installed as auto programs..
^^^^^^^^^ ^^^^^^^^^^^^^^
I am highlighting these cause this is exactly what you do in tos 1.4 or newer..
Running shells from the auto folder will give you a little extra memory but
wont allow access to gem..

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)
```

480. 8 bit 5 1/4 drive

Newsgroup: comp.sys.atari.st
Date: 1991-06-16 17:59:41 UTC
From: selick@bucsf.bu.edu
Message-ID: <83937@bu.edu>
Source record: 231106

I recently purchased an 800xl with a 5 1/4" floppy drive, and I wantev to know if this drive could be used to read IBM disks? Apple][disks? Atari 800xl disks? Commodore 64 disks? I also have Spectre GCR if that will help the apple][disks.
later,
Steve
<selick@bucsf.bu.edu>

481. Re: Erie PA show cancelled

Newsgroup: comp.sys.atari.st
Date: 1991-06-16 18:38:11 UTC
From: Scott the Great <SML108@psuvm.psu.edu>
Message-ID: <91167.143812SML108@psuvm.psu.edu>
Source record: 231105

In article <1991Jun15.163340.8733@kodak.kodak.com>, nelson@cygnus.Kodak.COM
(Bruce D. Nelson) says:
>
>The Spectrum Group of Erie just informed me that their Atari show
>scheduled for June 29-30 in Erie, PA has been cancelled due to lack
>of interest on the part of vendors, developers, and Atari.
>
>--
>Bruce Nelson | Phone: (716) 726-7890
>Rochester Distributed Computer Services | Internet: nelson@kodak.com
>Eastman Kodak Company |
>Rochester, NY 14653-5221 |

I was planning on attending, oh well. I think it's time to throw in the
towel here. It's been a fun but frustrating 10 years since I bought my 800,
and 5 since I bought my ST, but I give up on the TT.

Only God knows what I'll buy next though...

Scott Le Grand aka sml108@psuvm.psu.edu

482. ST software for sale (good prices!!)

Newsgroup: comp.sys.atari.st
Date: 1991-06-16 19:04:16 UTC
From: tgingric@magnus.acs.ohio-state.edu
Message-ID: <1991Jun16.190416.27419@magnus.acs.ohio-state.edu>
Source record: 231107

I have the following ST software for sale.

Turbo ST 2.?? $10.00
CodeHead Utils $10.00
NeoDesk 3.0 $17.50
BattleHawks 1942 $ 7.50
StarFleet I $ 7.50
Breach $ 7.50
STOS (Game Creator) $12.50
Quartet (Music s/w) $17.50
Dungeon Master $ 7.50
Arkanoid $ 5.00
GhostBusters $ 5.00
OutRun (NO DOCS) $ 5.00

Wico Joystick $10.00 (VERY NICE joystick with a comfortable molded grip)
Details: All software comes with original packaging & documentation (except Outrun).

TERMS: First email message offering to purchase an item for listed amount will have dibs on the item. If you don't think these prices are fair, email me a bid, best offer by 23 Jun 91 will be accepted.

When we agree on a price, mail me a check for the total amount + 2.50 for shipping. When I receive your check, I will mail the software.

Thanks

Tyler Gingrich
5441 Dexter Falls Road
Columbus, Ohio 43221

tsg+@osu.edu
(614)771-9187

483. Re: GCC, the documentation...

Newsgroup: comp.sys.atari.st
Date: 1991-06-16 19:25:13 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Jun16212513@acae127.cadence.com>
Source record: 231120

In article <1991Jun12.124204.19116@uniwa.uwa.oz> ermadmin@uniwa.uwa.oz (Earth Resources Mapping) writes:

> The few docs that I have seen are in TEX format - that is not a lot
> of help for the people out here whe love GCC but hate TEX!

sorry, all the documentation, both from FSF, and atari specific
documentation from Frank Ridderbusch are in TeX format. It should be
easy enough to run them off though, or view them directly, as they are
just text files.
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

484. Unix Windows/Mono Monitor/Auto files/etc...

Newsgroup: comp.sys.atari.st
Date: 1991-06-16 22:58:04 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.91Jun16175804@brahma.cs.odu.edu>
Source record: 231109

Hmmmm... To follow up on my previous post:
1) ICD's copyfix program will cause "The_Accessory_ to crash my system when it is loaded via Chamelian.
2) ACCs seem to pick and choose where they want to look for their conf/inf/rsc files. When loading "Cpanel++" -- if it can't find its .set file, it doesn't have the proper defaults. Look at the mouse setting-- when you finally get to the mouse menu, none of the digits 0-4 is highlighted. The mouse still works, sure, press the button and wait for 15 seconds... so highlight 4 so the mouse would work again. BTW, why would anyone NOT want setting number 4? I believe it also asks you for the date as a default and also defaults to a 512 ramdisk drive d: and 50hz screen. Those are all opposite (with exception to the 50hz) that I would think that they would be set as a default.

3) ACCs seem to want to spit forth text when they are loaded. Sure, this may work when boot loading, but when chamelian is used, it hoses the gem screen.

4) Well, it finally happened and like a fool I didn't save the files. My monochrome monitor has a nice thin, single line running down the center of the screen. Since I believe that this has been hashed into the ground and appears to be an easy fix-- I would like to do the fixes myself. However, even though it has been posted so many times, I never saved the docs. COULD SOMEONE POST THIS YET AGAIN? Also, what about overscan? I figure that since I am going to be in there, I might as well do everything I can.

5) It appears that turbocts.prg will cause Publishing Partner to NOT load files.

6) LLAMATRON is great, esp the samfox sample, I just wish it were longer and the game not so easy-- :-) ps: I played robotron.prg until it quit, both with one joystick and with two (it will quit every time when you get so far: "What a crock!").

7) Does anyone know of a version of UW that will work with a color monitor? and along with this, why "bigscreen" doesn't seem to allow you to increase the "x" axis more than 1 or two steps. ie: Whenever I try to use/simulate a 1024x800 screen, and I open up a gem desktop window with a dir, it loses many of the files. I have not tried this in color with a 50hz screen, but I think the flicker would kill me anyway.

8) Great, I purchased Blood Money and the demo was what made me buy the "Real Thing" but guess what, either everyone's disk drives around here are out of alignment or these disks have some sort of protection on them that is REALLY good-- I bought it and I still can't run it.

9) Hello? Does anyone use STOS? With TOS 1.4? HOW ARE YOU DOING THAT? There was a guy on here from canada who said he knew of the patch for tos 1.4 but that was last November/December and I didn't have tos 1.4 then so I told him I wasn't interested. I know he didn't make the patch, so there are at least 2 people in the world who at one time knew about how to make STOS work with tos 1.4. I need to find them or anyone else who knows how to fix STOS. Now, I am not talking about the STe fixes for tos 1.6-- I need the ST fixes for tos 1.4. No, I haven't seen any files at atari.archive concerning this fix, the STOS files there are for the STe.

Thank you for your support.

Scott

485. Re: Mint ? (Eric Smith to replace Bob Dobbs in character set)

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 03:00:54 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1977@uqcspe.cs.uq.oz.au>
Source record: 231110

(Neil Forsyth) writes:
>(David M. Baggett) writes:
>(Dave Gymer) writes:
>]]Once you get [Mint] running, it _is_ great! (Perhaps someone would care to
>]]replace the piccy of Bob in the character set with one of Eric Smith?

>Well at least it could be said that Eric had contributed more to the Atari
>commmunity than Dobb's did. If Eric looks like an Acid House smiley then the
>characters would also have a general application.

>The problem would be if one process changed the characters to Eric but another
>wanted them as Bob. Can Mint cope with such a scenario? Would the character
>definitions be stored with the context of each process?

I think the best thing would be to have the Eric Smiley active by default
for programs running in the MiNT domain, while retaining the Standard, but
less socially acceptable Smoking Bob in the TOS domain. Also, an additional
MiNT library call would be necessary, since some programs will need to run
in the MiNT domain AND use the Smoking Bob characters.

int Pbobacid(flag);
int flag;

If flag&1==0, set the current process's CHaractEr Extra Set Extentions (the well
documented "CHEESE" characters) to follow the Bob convention. Otherwise, the
IBM-compatible Smiley convention will be used. Returns the currently selected
state.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

486. D&D Utilities?

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 03:34:14 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <7304@vela.acs.oakland.edu>
Source record: 231111

Any good D&D Utilities around anywhere for ST? Just wondering (ie player or DM aides - dice rolling, attack tables, character records, etc.)

swood
--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

487. DOS emulator for Atari STE

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 07:19:31 UTC
From: theo@cs.vu.nl
Message-ID: <10227@star.cs.vu.nl>
Source record: 231112
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.ibm.pc.hardware

I've heard that in Holland is no (not yet) hardware DOS emulator available
working with the Atari STE. It depends on how many configurations will be sold.
Does somebody know if this is true, or is there an emulator for sale in an
foreign country.

Theo
--

Theo Vermeer Fac. Informatica VU A'dam
Internet: theo@cs.vu.nl Boelelaan 1081 k. S408
Phone: +31 20 548 5392 1081 HV Amsterdam Holland

488. Re: How is Atari doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 08:13:52 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0b75r32@pfunk.hanse.de>
Source record: 231001

In <1991Jun14.010821.9903@noose.ecn.purdue.edu>, James D Yegerlehner writes:
>
>say how the new machines are being received there? Is Atari
>maintaining the significant market share that it once had?

Hi,

here in germany ATARI has it's best place on earth, I think. The Mega STE
is going good, since the Mega isn't sold anymore. It's design has been
accepted by the customers and we now have quite a few megabytes of software,
supporting the new features of these machines. The TT, I think, is going
quite well too. If you have a homecomputer and want to upgrade, but you hate
IBM-clones and don't have as much money to buy a SUN, the TT is a good
alternative. Many students from our University's buy a TT.

Bye.....Michael

--

listen to the coolest !	Michael Kistenmacher / blackbox
Music from the Galaxy !	2000 Hamburg 61 / Schippelsweg 64
!!! P-Funk !!!	West Germany / ++ 49 40 552 37 66

489. Mac in Europe(was: How is Atari...)

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 08:22:00 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0b75rgm@pfunk.hanse.de>
Source record: 231100

In <1544@grit.cs.utexas.edu>, Troy Carpenter writes:

>In short, Atari is doing very well in Europe, as far as I could tell.
>(The only Mac store I saw in my 3 week stay was in Copenhagen!)

That's no wonder. Apple Europe is a very strict company. You can only buy
a Mac at an Apple Center, which is a Company only selling Apple products,
having full support and offering courses for they're customers. In Hamburg
we have, I think, 4 Apple Center and they all are quite big, but are making
fat commercials. This is all done by Apple Europe.

Bye......Michael

--
```
-------------------------------------------------------------------------
| listen to the coolest ! | Michael Kistenmacher / blackbox |
| Music from the Galaxy ! | 2000 Hamburg 61 / Schippelsweg 64 |
| !!! P-Funk !!! | West Germany / ++ 49 40 552 37 66 |
-------------------------------------------------------------------------
```

490. Re: Vortex Hard Disk Drive question

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 09:52:36 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun17.095236.26669@informatik.uni-erlangen.de>
Source record: 231114

iws9060@eva.fmi.uni-passau.de (Thorsten Guenther) writes:

>I have some questions to all of you in Netland:
>How good is the Software that comes with Vortex' Datajet drives? It is
>specially written for them and I do not know if it is comparable to
>ICD Tools or SCSI Tools. In a German mag (PD Journal) I have read that
>using SCSI Tools on Vortex drives may cause loss of data. Is this true?
>If so, then why does this happen? Would you advise me to buy a new controller
>instead of going on with the one built in?

When I tested their software (in 1990), it was not completely AHDI3-compatible.
They should have fixed this now. Using SCSITool to partition Vortex HDplus
drives may cause total data loss, that's right. This is due to a
somewhat peculiar hostadapter design in the HDplus series. It is not
SCSITool's fault. Since you're concerning Datajets, this doesn't apply to
you. Datajets will run fine with the SCSITool software or any other driver,
including mine.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de
---

491. TT Realtime Debugger ADEBUG ?????

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 12:06:31 UTC
From: rdjeline@faui09.informatik.uni-erlangen.de
Message-ID: <rdjeline.677160391@faui09>
Source record: 231116

Hi !

A few days ago I got special TT-made demo (Realtime 3D-Vektor
graphics). It's really fantastic, but I would like to know, what
on earth is ADEBUG ? This Demo is written for ATARI France and
this Realtime Debugger would be very interesting for me.
Though I don't know how it should work .....

492. TT beginner questions

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 12:16:01 UTC
From: friedric@r2d2.fmi.uni-passau.de
Message-ID: <1991Jun17.121601.4491@forwiss.uni-passau.de>
Source record: 231117

hi
i just got a TT and have some questions.
maybe that most of them already have been discussed, but as i had no TT i
did not pay attention.

My version of Mint (0.6) does not seem to work with the TT is there a version
that does ?
Is there a switch for gcc (my version is 1.39) to use 68030 code, to use the
co-processor and the full TT memory ?
I tried to connect my external 5 1/4'' floppy i used with the st to the tt
but failed. any ideas why ? (i just pulled the plug out of the st
and into the tt, but the tt couldn't handle it. :( )
Is there already any nice tt - pd -software, and where can i ftp it?
Does anyone have some TT documantation, e.g. new tos-routines and
hardware - registers ? If you only have them on paper, i would give
you some money for stamps, if you send them to me. (send e-mail for
adress)
Is there a version of minix running on the TT?

thanx for any replies,
carsten

carsten friedrich, e-mail: friedric@unipa.fmi.uni-passau.de

493. Upload to atari.archive: cookie.prg

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 12:16:02 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jun17141602@orion.laas.fr>
Source record: 231147

I just uploaded cookie.prg to the atari.archive server. It provides a
default Cookie Jar for those poor STs that don't have one (i.e., TOS < 1.6).
I picked up from cs.uni-sb.de. Just put it in your AUTO folder before
MACCEL3.PRG.

Cheers,
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

494. ECOLOGY program: help!

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 12:46:15 UTC
From: doucet@laas.fr
Message-ID: <5895@laas.laas.fr>
Source record: 231149

I recently downloaded from a.a something called ECOLOGY.LZH,
and unlzh'ed it, giving:
55919 Nov 20 1985 eco.prg
32512 Nov 20 1985 ecoad.art
32512 Nov 20 1985 ecogene.art
32512 Nov 20 1985 ecoload.art
32512 Nov 20 1985 ecomain.art
32512 Oct 26 1990 ecotext.art
32512 Oct 26 1990 ecoworld.art

Once installed on the 1040, I ran ECO.PRG :
a nice panel with quotation from Ch. Darwin
appears, together with a joyful music.

After some minutes have passed, nothing else happens but
the music which continues...

I tried mouse buttons and keyboard keys
(with or without Ctl / Shft / Alt)
and still nothing new...

Has anybody tried this program out and got an idea
about making it go further ?
Maybe I'm not patient enough ?

==
= Jean-Etienne Doucet = doucet@laas.laas.fr =
= LAAS - CNRS == =
= Toulouse, France = this space is NOT left blank... =
==

495. UUPC binaries

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 12:46:35 UTC
From: silvert@cs.dal.ca
Message-ID: <1991Jun17.124635.5495@cs.dal.ca>
Source record: 231115

Some local users without ftp access have been looking for UUPC for the ST and would rather not recompile it. Although I have found archives in "binaries", they actually consist of source code. Can anyone direct me to compiled binaries (I've also heard of mercury uucp which flew by on the net recently with all kinbds of warnings, how is that)?

--

William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biome!silvert
BITNET=silvert%biome%dalcs@dalac InterNet=silvert%biome@cs.dal.ca

496. International Character sets (was Re: man w/ pipe)

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 12:57:50 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jun17145750@orion.laas.fr>
Source record: 231145

In article <15480016@hpdmd48.boi.hp.com> ritchie@hpdmd48.boi.hp.com (David Ritchie) writes:

| >In article <3188@odin.cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth) writes:

| >Darnded right! Atari really screwed up. Why didn't they use the IBM character
|
| The real question is why IBM doesn't have Bob in its character set.

Well, actually why doesn't *everyone* use ISO-Latin-1 ?
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

497. welcome to comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 13:55:44 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Jun17.135544.1@simvax.labmed.umn.edu>
Source record: 231126

```
Last update: 17 June 1991
Author: David Paschall-Zimbel (davidli@simvax.labmed.umn.edu)
Comments and suggestions welcome.

DIRECTORY (new articles and articles with changes are marked with an '*'):
You may search for the capitalized keywords to find the related article.

WEL Welcome to comp.sys.atari.st
CSAST What sort of articles would interest people reading comp.sys.atari.st?
* PD Where can I get Public Domain/Shareware software?
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
ERR What does TOS ERROR nn mean? What do the bombs on my screen mean?
PAINT What is the format for [x] paint program data?
GDOS What is GDOS, and where can I get it?
CLI What Command Line Interpreters are available?
TEX Is TeX/LaTeX available on the Atari ST?
LANG Public Domain/Shareware languages...
GNUC Is GNU C available on the Atari ST? How do I set it up once I get it?
FREE What is Free-Net and how can I get access?
MINIX Is MINIX available on the Atari ST?
DEV How do I become a developer for the Atari ST?
ZNET Where can I get copies of ZNET?
PALS ST Pen Pals list
* MAGS What ST-oriented magazines are available for the Atari ST?
* BOOKS What books are available for the Atari ST?
* TIPS TIPS AND HINTS from other users

WEL
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available. Finally, there is the Lynx (a game machine) and the Atari
ATW.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources
```

CSAST
What sort of articles would interest people reading comp.sys.atari.st?
==========

The most interesting articles are technical articles, impressions of
software/hardware, information on Atari user-groups and shows, or helpful
hints on how to make better use of the machine and its software.

The least interesting articles are in the form of 'my computer is better
than...', especially when cross-posted outside of comp.sys.atari.st. If
you don't know how to eliminate other newsgroups from a reply to an article
which is cross-posted, ask your systems administrator.

'FOR-SALE' articles should be posted to misc.forsale, and ONLY local
distribution of comp.sys.atari.st. Those outside the United States have
little desire to read about that neat bit of [hard/soft]ware you're selling
when you live in the U.S.A. If you don't know how to restrict distribution of
a posting, ask your systems administrator.

Many articles are in the form of "How do I...?" or "Where do I...?" In this
article, I will try to answer some of the most-often asked questions.

PD
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

For Mail Service:

archive-server@twitterpater.Eng.Sun.COM:

(Panarthea has been moved to a new system called Twitterpater.)

Twitterpater holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@twitterpater.eng.sun.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

Bart help may be attained by mailing atari@atari.archive.umich.edu and
enclosing the word 'help' in the body of the message. If
you are from a uucp site, please enclose this statement also

'path host1!host2!....', where host1!host2!... is your path.
Please read the help file completely before you ask questions,
and then send any you may have to jon@atari.archive.umich.edu. Jeff
Weiner will only forward them to Jon, so please save him the time.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu

For anonymous FTP: atari.archive.umich.edu [141.211.164.8]

User anonymous
<enter password>
cd /atari

For anonymous FTP in the UK: uk.ac.lancs.pdsoft

User pdsoft
Password pdsoft

This is a national public domain archive, available to sites in the UK only
via JANET. Mail access is available from within the UK - send mail to
archive-server@lancs.pdsoft for information.

For anonymous FTP in Europe: ftp.Informatik.Uni-dortmund.DE
[129.217.64.63]

Some selected Atari ST software is in the directory pub/comp/atari-st.

NOTE: The server has moved from unido.informatik.uni-dortmund.de. FTP
requests to the old address direct you to the address given above. I do
not know the current status of the old mailserver, but would appreciate
learning if it still exists.

For anonymous FTP in Europe: cs.uni-sb.de [134.96.7.254]

Contains the most interesting tools of the german PD-scene, most of the GNU
programs ported to the ST (including ports of emacs and bash and an extended
version of bammis library for gcc) and also ports of software posted to
comp.sources.unix, alt.sources and comp.sources.misc.

For anonymous FTP in Europe: archive.cs.ruu.nl
[131.211.80.5]

How to get ATARI-ST/index from the archive at
Dept. of Computer Science, Utrecht University:

NOTE: In the following I have assumed your mail address is john@highbrow.edu.

Of course you must substitute your own address for this. This should be
a valid internet or uucp address. For bitnet users name@host.BITNET
usually works.

by FTP: (please restrict access to weekends or evening/night (i.e. between
about 20.00 and 0900 UTC).

ftp archive.cs.ruu.nl [131.211.80.5]
user name: anonymous or ftp
password: your own email address (e.g. john@highbrow.edu)
cd /pub
don't forget to set binary mode if the file is a tar/arc/zoo archive,
compressed or in any other way contains binary data.
get ATARI-ST/index

by mail-server:

send the following message to
mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

BITNET users:

LISTSERV@UOGUELPH.BITNET

Mail messages with the contents HELP will bring you some usage information
and GET INDEX PROG-A16 will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

ARCS
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are
binary files which may contain one or more other files in a compressed format.
Archive files usually take up less disk space, and for this reason have
become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive
program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

These programs are all available via FTP from the atari.archive server, in the
/atari/archivers directory. Recommended files are:

arc.ttp - needed to extract the other archivers, once.
arc_602.arc - latest version of ARC, with the most fancy features

and quite a lot of documentation
lharc.arc
zoo_bin.arc

Julian Coleman recently (December 1990) uploaded an archive starter pack to the atari.archive server. His announcement reads:

" I have just uploaded an archive starter pack to Atari.Archive. It contains the following :

arc / lharc / uud / uue / zoo
U. Michigan monthly posting (05 Dec 90)

The file is 'starter.tos' and is in the form of a self-extracting lzh archive, so only needs to be downloaded (in binary mode !) and run. The archive contains sudirectories and needs about 350k when extracted."

This is probably the easiest way to get hold of the various archiving programs if you have access via FTP and can transfer the binary file to your Atari ST. The program is located in the main directory (ie. /atari/starter.tos)

There are also several GEM programs which act as 'shells' for the archive programs. The most popular are Shareware offerings, also available on atari.archive server. They are:

arcgsh35.zoo - written by Rainer Klute. e-mail will reach him
at klute@irb.informatik.uni-dortmund.de or
klute@unido.uucp, or klute@unido.bitnet

arcshl23.arc - written by Charles Johnson

Both are located in /atari/archivers

The GEM shells are recommended for inexperienced users (and appear to be quite handy for the experienced user as well!) They require a copy of the archive program -- in other words you need BOTH the GEM shell *AND* the archive program in order to use the GEM shell.

Documentation on the use of the archive programs should accompany the archive files mentioned above. To use ARC.TTP in order to extract these files, use the command line:

xh xxxx.ARC *.*

where 'xxxx' is replaced by 'arc_602', 'zoo_bin', etc. For example

xh arc_602.arc *.*

will place all files within the arc_602.arc into the current directory. It assumes you've clicked on the ARC.TTP program from the Desktop and have the parameter dialogue box on your screen.

In many cases, simply typing a '?' or 'h' will provide an extensive list of available options.

Source and binary code for archive programs have also been posted to comp.sources.atari.st and comp.binaries.atari.st. They are available via e-mail through the panarthea archive server. See Steven Grimm's posting for more information on how to obtain files from panarthea.

ERR
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4
Access denied.....-36.....5

```
Invalid handle.................-37............6
Insufficient memory............-39............8
Invalid memory block address...-40............9
Invalid drive specified.........-46...........15

No more files..................-49...........18
Range error....................-64...........33
Internal error.................-65...........34
Invalid program load format....-66...........35
```

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

```
Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator............10
Line 1111 Emulator............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

PAINT
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is on the atari.archive server under /atari/graphics/picfmts.doc.

GDOS
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of
STart, volume 1 number 1 said...)

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and
more)" by Douglas N. Wheeler from the atari.archive server. The file is
/atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server.
The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files
or font files (at least those supplied by Atari). You can get these files
with many commercial programs, such as Degas Elite, WordUp!, etc. You might
also want to check your local user group to see if they received a copy of the
WordFlair demo program (also available on GEnie). The demo program appears to
have the GDOS system and font files.

CLI
What Command Line Interpreters are available?
==========

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor
BASH GNU Bourne Again Shell - available under MINT
ksh Korn Shell - available under MINT
gemini MUPFEL is the shell used by the gemini environment
okami a German shell with many useful utilities built in
pcommand an MS-DOS-like shell

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

TEX
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.0) has recently been made available on the atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the minimum files needed to get a working TeX/LaTeX system up and running on the Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

LANG
Public Domain/Shareware languages...
==========

Check the atari.archive server under /atari/languages. Currently included:

abc
apl Demo and 'J' j_29.arc,apl68000.arc
forth Don't know which, I prefer BRADLEY FORTH
FORTRAN77 BC-FORTRAN version 'C' bcf.lzh
icon ICON icon2.arc,icon_bin.arc
modula-2 From Germany modula2.zoo
Sozobon C Most excellant
Elan
xlisp
xprolog
xscheme

GNUC
Is GNU C available on the Atari ST?
==========

You can also get the GNU C program, which runs on 1 megabyte Atari ST systems. For more than minor programming, you may need to upgrade to 2 or more megabytes, as the GNU programs generally assume you've got plenty memory.

GNU C for TOS is available via anonymous FTP on atari.archive. It is also available via anonymous FTP on cs.uni-sb.de [134.96.7.254] and most of the other European FTP sites.

How do I set it up once I get it?
==========

I just spent a bit of time putting the gcc compiler on my hard drive. I tested it using the good old reliable 'hello.c' program. Here are the notes I made with regard to installation:

The following files were FTP'd from the atari.archive server:

/atari/gnustuff/tos/gcc139b.lzh

(current file [as of 7 May 91] on atari.archive has a corrupt GCC-CC1.TTP)

/atari/gnustuff/cc1-139.zoo

(good copy of GCC-CC1.TTP)

/atari/mint/mntolb8.zoo
/atari/mint/mntinc8.zoo

(you -might- want to use it with MINT, so why not?)

1. Extract all files EXCEPT 'gcc-cc1.ttp' from GCC139B.LZH (the file is corrupted in the current version on atari.archive). Place the files in \EXEC and set the environmental variable GCCEXEC to point to the directory.

2. Extract 'gcc-cc1.ttp' from CC1-139.ZOO and place the file into \EXEC.

3. Extract all files from MNTOLB8.ZOO. Place the files in \LIB and set the environmental variable GNULIB to point to the directory.

4. Extract all files from MNTINC8.ZOO (including subdirectories!). Place the files in \INCLUDE and set the environmental variable GNUINC to point to the directory.

Add the following aliases to your CLI's autoexec file. The following lines come from a slightly modified 'gnu.g' which came with my release of the Gulam shell. Check your CLI docs for differences in how environmental variables, etc. are set!

gnu.g
```
----- cut here ------
unalias cc
unsetenv TEMP
#
# set up commands for gcc and gas
#
alias cpp d:\exec\gcc-cpp
setenv cpp d:\exec\gcc-cpp.ttp
alias cc1 d:\exec\gcc-cc1
setenv cc1 d:\exec\gcc-cc1.ttp
alias gas d:\exec\gcc-as
setenv gas d:\exec\gcc-as.ttp
alias as d:\exec\gcc-as
setenv as d:\exec\gcc-as.ttp
alias link d:\exec\link
setenv link d:\exec\link.ttp
alias ar d:\exec\gcc-ar
setenv ar d:\exec\gcc-ar.ttp
alias ld d:\exec\gcc-ld
setenv ld d:\exec\gcc-ld.ttp
alias gcc d:\exec\gcc
setenv gcc d:\exec\gcc.ttp
#
```

```
alias cc d:\exec\gcc
setenv cc d:\exec\gcc.ttp
alias xcc d:\exec\gcc -Bd:\exec\x
setenv xcc d:\exec\gcc.ttp -Bd:\exec\x
#
alias make d:\util\xmake.ttp
setenv make d:\util\xmake.ttp
#
# bison...
#
alias bison d:\bison\bison.ttp
setenv bison d:\bison\bison.ttp
setenv BISON_SIMPLE d:\bison\bison.sim
setenv BISON_HAIRY d:\bison\bison.hai
#
#
# nm
#
alias nm d:\util\nm.ttp
#
# Flex
#
alias flex d:\flex\flex.ttp
setenv flex d:\flex\flex.ttp
setenv FLEX_DEF d:\flex\flexdef.skl
setenv FLEX_FAST d:\flex\flexfast.skl
#
# General
#
setenv GNULIB d:\lib
setenv GCCEXEC d:\exec\gcc-
setenv GNUINC d:\include
setenv TEMP g:
------ cut here --------
```

OTHER FILES YOU MIGHT WANT/NEED:

FLEX.ZOO - lexical analyzer
BISON.ZOO -
DOCUMENTATION.ZOO - some nice-to-have documents in TeX format
DIFF115.LZH - can handle binary files as well as ASCII files
RCS5AP1B.LZH and RCS5AP1M.LZH - Revision Control System
GULAM.ARC - one of many CLIs which will work with gcc

Like I said, I successfully compiled a program using the above procedure (and I didn't have bison or flex or the documentation or RCS or diff...) so it is the minimum you need to do to get going.

If anyone has corrections, additions, suggestions about these directions, please send me e-mail so I can incorporate them into the next 'welcome to comp.sys.atari.st' ... I'll be working on minimal TeX / LaTeX instructions

next.

FREE
What is Free-Net and how can I get access?
==========

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu" or by calling (216) 368-3888 300/1200/2400 bps. Once on the system, a user can apply for an account application and logon as a visitor.

Once here, simply type "Go Atari" to get to the Atari SIG. A visitor can go anywhere on the Freenet and can read anything. They can't post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to myself via the e-mail addresses above or by writing the SIG at its US mail address:
The Atari SIG
P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout the world. We look forward to seeing you all real soon! Remember the staff of the Atari SIG are volunteering their time for no pay and the Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

MINIX
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386, and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and later in 1991, Sun SPARC. It is available with all the source code for the entire operating system, the libraries, and nearly 200 UNIX-like utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free via anonymous FTP for people on the Internet. A Macintosh version will be online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME file describes the contents of the directory and how to use it. Be sure to fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T ask me to send it by email. I have quite enough work already thank you. The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)

- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line, MINIX itself is copyrighted software and is not available on line. The demo disks are also copyrighted, but permission is hereby granted to upload and use them for evaluation purposes. The READ_ME file tells how MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.

If you want to follow the MINIX discussion, read the comp.os.minix newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

DEV
How do I become a developer for the Atari ST?
==========

Contact Gail Johnson, Atari Rep Person, (408)745-2568

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Gail can explain the program to you, and send an information packet if you desire.

Atari has gone to a 2-tier developer membership. The 'higher quality' developer support goes to commercial developers, and costs $250. The 'no-hand-holding, no announcement of company future products, no access to discounted hardware' goes to noncommercial developers, at an initial cost of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill in an application form and a non-disclosure agreement. Contact Gail for more information.

ZNET
Where can I get copies of ZNET?
==========

ZNET on-line magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

ZNET and some information from the Current Notes user magazine are also
available from the atari.archive server under /atari/magazines.

PALS
ST Pen Pals list
================

Simon Chappell is compiling a list of people interested in exchanging
paper-based mail "of interested parties who could then
keep in touch and prevent themselves losing touch with the ST community
at large (this would be especially easy if someone who still had net
access could summarise current topics or forward news and advice!)"

He is accepting entries in this format:

eg Simon Chappell.
s61304@uk.ac.psw.pa (NOTE: NO LONGER VALID ADDRESS...)
51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ. UK.
C, operating systems (UNIX, VMS) & relational databases.

Contact Simon at his paper mail address if you are interested.

MAGS
What magazines are available for the Atari ST?
==

The information here is preliminary. If you've got updates, mini-reviews,
or more information on other magazines, please send them to me via e-mail.
As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free
[$6.00/50 magazine shipping charge] from participating computer dealers,
bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class (there is
currently a $15.00 introductory subscription available for a limited time).

Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

Subscription costs: UK - 15 pounds; Europe - 18 pounds (Air Mail); worldwide - 28 pounds (Air Mail)

Address: ST Club, 49 Stoney Street, Nottingham, NG1 1LX ENGLAND

ST World:
---

formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90. Now, allegedly, about to be revived as a monthly (under the stewardship of Jean Gollner, mother of ex-editor Hugh) in the wake of Atari UK's new push into the 'serious' market.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people. Lively, but of uneven quality. Big leisure section, but other areas covered too. Includes cover disk - mix of games demos and (usually out of date) PD utilities. Probably the biggest-selling UK ST mag. Has had several public rows with Atari UK.

Atari ST User:
---

like ST Format. Generally (amongst online users) thought to be not quite as good.

ST Action:
---

games, games and more games. And games.

There are ST sections in New Computer Express (weekly), Computer Shopper (monthly) and some general-purpose games mags whose names I forget.

There are also, I think, some MIDI mags with strong ST content. I don't have their names.

German Mags:

Atari PD Journal:

Reviewed in the May '91 issue of Current Notes [from which I'm cribbing this information, DP-Z]. Hardware and Software reviews, some commercial software reviewed. Typical issue runs around 90 pages. Special "Katalog" section.

Subscription: DM 70 (normal mail), DM 100 (air mail). Prices may be for domestic distribution -- write first!

Address: Heim Verlag, PD Abonnement, Heidleberger Landstrasse 194, 6100 Darmstadt 13 GERMANY

ST-Magazin (formerly 68000er):

(monthly) Typical issue: around 150 pages. Includes DTP-magazine CICERO.

Subscription: DM 77 (domestic distribution); foreign - write for information

Address: ST-Magazin, Markt & Technik Verlag AG, Hans-Pinsel-Strasse 2, D-8013 Haar bei Muenchen GERMANY

ST Computer:
---

11 issues/year, typical around 180 pages

Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)

Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

BOOKS
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman

ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa
(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is
based on the 31 articles that Clayton Walnum wrote for Analog. It was written
on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in
the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very
large and takes quite a while to make a hard copy if you desire to do so.
The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar
(.img files to go along with the text)."

```
*****************************************************************
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*
```

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
*****************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
```

* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]

TIPS
TIPS AND HINTS from other users
==============================

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to drive B. Handy when a program 'hard-codes' the data drive, and you wish to use your hard drive instead. (It is available on the atari.archive server.)

==========

I would appreciate feedback, comments, suggestions for more TIPS AND HINTS, etc. E-mail can reach me at the following:

davidli@simvax.labmed.umn.edu Internet
davidli@simvax BITnet

-- David Paschall-Zimbel

498. Re: help on upgrading Atari STFM to 2.5 Megs wanted (please!)

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 14:01:31 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun17.140131.18390@actrix.gen.nz>
Source record: 231121

In article <9106161314.AA15971@lilac.berkeley.edu> CHT510@SATURN.UKC.AC.UK writes:
> Hi,
> wondered if anyone who has upgraded an Atari STFM with DRAM's could help
> me. I was planning on putting an extra couple of MEG in over the summer
> and wondered if it was just as simple as soldering 16 * 1 MEG chips in.
> I know that the STE is incapable of recognising 2.5 Megs of memory without
> the aid of 'simmfix'. Is the STFM similarly affected when upgraded with
> DRAM's ?
> One last thing. how fast does the access time of the DRAM's have to be.
> Is 120 ns fast enough or does it need 100ns/80ns ?
>
> I would be grateful for any help.
>
> --
> adam whitham,Eliot College,UKC,Canterbury,Kent,CT2 7NS.UK.
> CHT510@saturn.ukc.uk.ac

There are no problems in using 2.5 megs on a STFM, also use SIMMS.
There is a file at atari archive 2_5ram.zoo, on how to do this, this is
by far the better method.

You don't need fast rams or simms 150ns or faster, have a look in
the UK Computer Shopper for simm prices, from what I remember about 30 pounds
for a one meg simms.]

I have just upgraded my STFM1040 to 2.5 Megs , but using simm sockets,
mounted on vero board, I had to remove the first bank of ram, but I
did provide the option to go to 4 megs..

The normal way to do it, is to just stick the simm cards down with
double sided tape, plus some wiring and also removing a bank of ram..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

499. Re: X for the ST? (Unix Windows)

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 16:07:17 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Jun17180717@acae127.cadence.com>
Source record: 231134

In article <1991Jun13.034044.27746@minyos.xx.rmit.oz.au> s883334@minyos.xx.rmit.oz.au (James Alan Hall) writes:

> Unix Windows is very good. Just one important facet you forgot to mention:
> its needs BSD flavoured unix to run. Those like myself with SysV will have
> to wait till someone rewrites the whole package for it.
>

nope, ptys for sysv and other such braindead variants of unix :-) has
been posted atleast a half dozen time to comp.sources.*. using those
it should be trivial to bring up uw on the unix end.
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

500. Re: Hard-drive on a 520ST? Summary:

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 16:27:11 UTC
From: la_carle@sol.brispoly.ac.uk
Message-ID: <LA_CARLE.91Jun17162711@sol.brispoly.ac.uk>
Source record: 231140

In article <1991Jun16.132202.24282@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
In article <LA_CARLE.91Jun15170545@sol.brispoly.ac.uk> la_carle@sol.brispoly.ac.uk (Les Carleton) writes:
> Careful here ... the ICD boot system I have does take up a lot of
> memory if you se the disk seriously (extra 500-1000 folders). I have
^^^ ^^^^
Why not get TOS 1.4, then there would be no need for all these extra folders

I'm upgrading to an STE (or maybe a PC) soon. Life is tough when your machine is outmoded.

...Les...
"Thanks for the tip"
--

+--------------------------+---+
Les Carleton	la_carle@uk.ac.bristol-poly.gould2 (JANET)
MCI#4 Bristol Polytechnic	"My Life - My Opinions - ALL MINE!!!"
Brissle, England	"I love children ... but I couldn't eat a
"UNIX troubleshooter"	whole one"
Moving soon ... redirect to les@decuk.uvo.dec.com after July 1st
+--------------------------+---+

501. GFA Assembler wanted.

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 16:45:55 UTC
From: cfhat@ux1.cts.eiu.edu
Message-ID: <1991Jun17.164555.19115@ux1.cts.eiu.edu>
Source record: 231123

I am looking for GFA Assembler that was advertised about a year ago before
michtron (I think) lost the GFA's contract. Dose anyone know of a place
I could order this from?

Taitt

502. In search of "MindLink"

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 17:29:45 UTC
From: sean@think.com
Message-ID: <1991Jun17.172945.20889@Think.COM>
Source record: 231124
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Around 1984, a friend of mine forwarded me a clip he had seen in Popular Science regarding a new Atari product called "MindLink" that purported to allow you to control your computer with your mind (read: play video games):

> Quoted from the September issue of Popular Science, an excerpt
> from an article about the latest Consumer Electronic Show
> in Chicago:
>
> '...Atari's "Mindlink" is a band that goes around your head
> and connects with the company's new 7800 video game. Result:
> no joy stick. Just THINK about where your player should be
> on the screen, and it goes there (eventually). It takes
> practice...'

Presumably this is just a piece of hardware that monitors alpha-waves and you have to train to use it via biofeedback. Does anyone out there know if this product ever really made it to market? Does anyone out there *HAVE* one of these (that they'd be willing to sell)?

--
Sean Colbath
sean@think.com ...harvard!think!sean
"...and now for something completely different..."

503. Cable to connect Atari 520 ST and Macintosh SE.

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 17:54:41 UTC
From: pnh@pmin24.osf.org
Message-ID: <PNH.91Jun17135441@pmin24.osf.org>
Source record: 231125

I would like to transmit data between my Macintosh SE and Atari 520 ST using a cable between their serial ports and kermit or zmodem. Does anyone know where I can get a cable for this purpose?

Peter Harbo

504. I need a 1040ST

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 18:19:01 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <AcLDoJe00WCQAKpo0j@andrew.cmu.edu>
Source record: 231119

I really need a 1040 ST set up. I need a 1 meg machine, either modified 520, or 1040, and a mono monitor. $300 to whoever will part with their machine. Thanks
-mark-

P.S. How a bout a trade?A new (in the box, straight from the distributor) 1040STE for ST+Mono+$50?

505. Re: How is Atari doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 19:00:53 UTC
From: likos@clinet.fi
Message-ID: <1991Jun17.190053.7342@clinet.fi>
Source record: 231127

grahamt@syma.sussex.ac.uk (Graham S Thomas) writes:
Z
>From article <1991Jun14.010821.9903@noose.ecn.purdue.edu>, by
yegerleh@vivaldi.ecn.purdue.edu (James D Yegerlehner):
>> I don't think Atari is making much of a splash over here (yet?)
>> with the new STEs and TTs, but can any of you guys over in Europe
>> say how the new machines are being received there? Is Atari
>> maintaining the significant market share that it once had?

>I'm fairly sure Atari's market share in the UK is declining. Most STs
>here have been sold as games machines, and judging from the relative
>amounts of software in the shops and the number and thickness of
>magazines on the newsstands, the Amiga's winning hands down in that
>arena.

>Anything else has been niche marketing. The TT is more expensive here
>than in some other countries, partly because Atari don't expect to sell
>many. The Mega STE hasn't even been released here yet - it's just been
>delayed even further until the beginning of July.

>Atari are still selling a fair number of STFMs (still!) and STEs, and
>the existing number of installed machines means that games and music
>software will continue to be produced here, along with the occasional
>non-games product. Also, Atari UK have started to advertise the ST as a
>'serious' computer again. But, in my opinion, it's too little, too
>late. The best is not yet to come.

>Graham
>--
>Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
>Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: .. 685865

Sorry, GUIs to dis-a-point you, but there is no future at all.
Even in the biggest market (Germany) the software houses jump over
to a faster train PC and Windows (see Borland, Technobox, etc.)...
TT is not as powerful as IIfx or 486 (don't even think about
NeXT)! Since 1985 ST & Amiga 'a fight between losers' (to be
continued).
Innovation and high tech is made by Bill Gates, Steve Jobs
and others but not in Borregas Avenue...
The old GDOS had only few driver...
The new FSM-GDOS has not yet been released...
...but Adobe's Type Manager, Bitstream, True Type, etc.
enjoy already the best critics as bestsellers in competitors'

computer business community.

It is really frustrating to support a TOS-based system for
five year and to observe a very very slow progress (or degress?)...

likos@clinet.fi

506. Language translation for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 19:20:43 UTC
From: lunnon@qut.edu.au
Message-ID: <1991Jun17.142043.30548@qut.edu.au>
Source record: 231113

I am just completing the last steps to a beta test version of a program
to translate documents between languages. This arose because of the
now common rash of german language texts. The program at this stage
does only literal translations , acting as a mega search and replace
tool. At this time the features are:

Single word translation to multiple word output.
Limited Gem interface.
Extendable dictionary.
multiple target word support
simple dictionary format.
works with mint and overscan

Problems are:

Brain-dead dictionary handling.
Strips punctuation completely.
No pre-built dictionary (Though you can build it as you go)
Needs LOTS of MEMORY (I think I will start writing for FSF after this :-)

I am just trying to sort out a problem with adding dictionary entries, the
program keeps an ordered dictionary but under some conditions new entries are
added in the wrong place, I suspect this is due to a signed-unsigned problem
in the searching routines.

I have translated some simple texts and to say that the process of literal
translation between German and English is inappropriate is an understatement
this program generates ALMOST unreadable english, but this is using a
dictionary created by a non german speaker.

CALL FOR DICTIONARY BUILDERS/BETA TESTERS:

I would like a number of Bi-Lingual volunteers to generate dictionaries
for me and to provide advice on additional features required to make this
useful. I have found that sitting with an english-german dictionary
generates ghastly output especially if you don't know german.
Translat will probably work best with multiple dictionaries tailored to the
type of texts. First type I would like to deal with is computer related
documentation ;-). In the process I expect we will get a couple of useful
documents translated

INITIAL POSTING

Upon completion I will also post the Beta Test version to atari.archive, this
will not contain a useful dictionary but you can build you own while you are
translating the documents. (But I still want some formal beta testers)

Reply to

R.Lunnon@qut.edu.au

R.Lunnon (Centre for Product and Process Development)

507. Re: In search of "MindLink"

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 19:50:46 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1991Jun17.195046.8027@uokmax.ecn.uoknor.edu>
Source record: 231129
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

sean@think.com (Sean Colbath) writes:

> > Quoted from the September issue of Popular Science, an excerpt
> > from an article about the latest Consumer Electronic Show
> > in Chicago:
> >
> > '...Atari's "Mindlink" is a band that goes around your head
> > and connects with the company's new 7800 video game. Result:
> > no joy stick. Just THINK about where your player should be
> > on the screen, and it goes there (eventually). It takes
> > practice...'

>Presumably this is just a piece of hardware that monitors alpha-waves and
>you have to train to use it via biofeedback.

Conceivably, it could be much more mundane; the band could simply monitor tension on the forehead muscles rather than detecting alpha waves. I believe the product "Relax!" by Synapse many, many years ago used a head band that monitored tension as a biofeedback device, with which you could "control" a kaleidoscope display. I never saw the device myself, I just read about it.

>--
>Sean Colbath
>sean@think.com ...harvard!think!sean
>"...and now for something completely different..."

---|\-#-/_|-------/|-------,*.----||---Norman Lin, University of Oklahoma----
---|/-----|------/-|---,"--|---,"-||------norlin@uokmax.ecn.uoknor.edu-------
--/|------------/-*'---|/------|--||-----(IP addr: 129.15.[20|22|24].2)------
-|/|\---/_|-----|-----------------||-"I gazed in your eyes, and saw the moon-
--\|/-----|----*'-----------------||------------and the skies"---------------

508. Llamatron

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 19:51:38 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jun17.195138.7304@mailer.cc.fsu.edu>
Source record: 231128

In article <SCOTT.91Jun16175804@brahma.cs.odu.edu>, scott@cs.odu.edu (Scott D. Yelich) writes:
>
>6) LLAMATRON is great, esp the samfox sample, I just wish it were longer
> and the game not so easy-- :-) ps: I played robotron.prg until it
> quit, both with one joystick and with two (it will quit every time when
> you get so far: "What a crock!").
>

I agree. Great game, and the price is right! As for it being easy,
try playing it with two sticks and no droid. It is easy until about
level 30.

Out of curiousity, which is the samantha fox sample? What does one
have to shoot to invoke it?

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-------------------------------------

509. Re: In search of "MindLink"

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 19:57:37 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jun17.195737.7446@mailer.cc.fsu.edu>
Source record: 231131
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
In article <1991Jun17.172945.20889@Think.COM>, sean@think.com (Sean Colbath) writes:
>
>Around 1984, a friend of mine forwarded me a clip he had seen in Popular
>Science regarding a new Atari product called "MindLink" that purported to
>allow you to control your computer with your mind (read: play video games):
>[....]
>Presumably this is just a piece of hardware that monitors alpha-waves and
>you have to train to use it via biofeedback. Does anyone out there know if
>this product ever really made it to market? Does anyone out there *HAVE*
>one of these (that they'd be willing to sell)?
>

Well, I can vouch that such devices used to exist. I remember playing
with one on my old Atari 800 (8-bit). I cannot remember the name of
the software, but it included a "band" type sensor. The program had
three parts. One was a sophisticated biofeedback monitor, one was
a really neat graphic/sound demo which was supposed to help you "relax",
and finally there was a (very mellow) game. The game had you guide a
balloon up through the sky, avoiding mean old clouds and stuff. As a
controller, the thing basically emulated a paddle (ie left and right).
To get the 9 signals needed for a joystick would take some doing?!?!
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-------------------------------------
```

510. Lattice C Assembly

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 20:45:15 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Jun17.204515.11396@lsuc.on.ca>
Source record: 231137

I've just run into my first problem with Lattice C. The
manual is not sufficiently detailed regarding the requirements
for assembly language for using ASM. I tried using OMD to
disassemble a ".O" file and found that my copy of OMD crashes.
As such, I'm stuck for now. I'm going to be ordering an update
later this week but that'll take about 3-4 weeks (across the US-
Canada border this is about the fastest you can count on).
If has a working OMD for Lattice 5.06, I'd appreciate it if
you could compiler the following test code down to a ".O" file
and then send me, or post a disassembly of it so I can see
the packaging that ASM and CLINK require:

```
/* Test.C */

int
test(arg1,arg2,arg3,arg4)
int arg1;
long arg2;
int arg3;
int arg4;
{
arg1 = arg1;
arg2 = arg2;
arg3 = arg3;
arg4 = arg4;
return 0;
}

/* End of Test.C */
```

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

511. Re: Erie PA show cancelled

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 21:34:12 UTC
From: paulm@dorjam.UUCP
Message-ID: <150@dorjam.UUCP>
Source record: 231122

In article <1991Jun15.163340.8733@kodak.kodak.com>, nelson@cygnus.Kodak.COM (Bruce D. Nelson) writes:
> The Spectrum Group of Erie just informed me that their Atari show
> scheduled for June 29-30 in Erie, PA has been cancelled due to lack
> of interest on the part of vendors, developers, and Atari.

Yep, I can imagin. I used to live in Erie PA. :^)

Now if was only cheaper to live in Orange County California......

--

\ Paul Moreau Orange, California
UUCP: ..!ccicpg!dorjam!paulm \
---

512. 8/16 MHz speed switch

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 21:45:08 UTC
From: larserio@ifi.uio.no
Message-ID: <CMM.0.90.2.677195108.larserio@kvart.ifi.uio.no>
Source record: 231135

```
8/16 MHz Speedswitch for MEGA STE or Hypercache 16 MHz card
"""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

On request from many users I have extracted a small part of
the norwegian keyboard driver I have made. The new program
takes up 522 bytes when installed (incl. basepage and env.)
and has the following (as requested) build-in functions:

- Switches to 16 MHz with cache when started (put in AUTO)
- [CTRL][ALT][-] (on num-pad) switches to 8 MHz NO cache
- [CTRL][ALT][+] (on num-pad) switches to 16 MHz WITH cache
- Speed is confirmed with 2 (8 MHz) or 3 (16 MHz) bells

- To get a character NOT on the keyboard, hold down [ALT],
type in ASCII-number (decimal) on num-pad, release [ALT]

Uploaded to atari.binaries today (don't know when it's out)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association
```

513. Re: Demo of 15 gray levels on ST.

Newsgroup: comp.sys.atari.st
Date: 1991-06-17 23:12:00 UTC
From: rosenkra@convex.com
Message-ID: <1991Jun17.231200.1623@convex.com>
Source record: 231136

In article <1991Jun15.000225.13409@ns.network.com> logajan@ns.network.com (John Logajan) writes:
>This is a self contained demo of using "flicker" techniques to produce
>15 gray scale levels on a regular ST (normally only 8 levels are possible.)

interesting...

i posted to c.{s,b}.a.st about 2+ weeks ago a new version of mgif which now does flicker, too. only now mgif does more than just display. you can do histo equalization, contrast stretching, inversion, thresholding, convolutions of all sorts, median filtering, blurring, and a raft of other image processing. i have a new version ready to go (posted 3.2, current is 3.5) which also saves the flicker screens (i use 3) to a file which is smaller than gif and can be viewed by mgif, too. new version also reads PI2 and PI1 files. maybe i should upload to a.a instead of the "normal" channels of the binaries/source groups? incidently, as always, i post complete source. mgif works with all GIF files (GIF87a, that is). it is still slow, but can be made to go faster. i opted for modularity over speed. mgif only runs on mono systems. the binary posted needs 1.5MB memory or so. there are easy hooks to support spectrum and other formats. just read the file into a raster and colormap (RGB). flicker is tons better than just dithering. you'd be suprised just how good an image can look. the flicker is virtually unnoticable, too. no more standing 10 feet away or squinting!

john, i'd be interested in your technique. mgif does flicker by passing a ptr to a grayscale image to the screen drawing routine which then returns a ptr to the (sequential) flicker screens. it is very modular. i am going to have a look at yours. i assume it works on mono...

-bill
rosenkra@convex.com

(it really only works on gifs up to 400,000 pixels without a recompile. that is 640x600+, however)
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

514. Re: Cable to connect Atari 520 ST and Macintosh SE.

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 01:13:14 UTC
From: stmwang@hubcap.clemson.edu
Message-ID: <1991Jun18.011314.24161@hubcap.clemson.edu>
Source record: 231130

From article <PNH.91Jun17135441@pmin24.osf.org>, by pnh@pmin24.osf.org (Peter Harbo):
> I would like to transmit data between my Macintosh SE and Atari 520 ST
> using a cable between their serial ports and kermit or zmodem. Does anyone
> know where I can get a cable for this purpose?
>
> Peter Harbo

The cable for ImageWriter I printer is probably the easiest to find
answer for you. Some of us Magic Sac (remember that?) users had to
use such a cable to transfer Mac software to the ST. Otherwise it
is also sold as a "null modem" cable.

--
Sam Wang Visual Arts Clemson University stmwang@hubcap.clemson.edu
---

515. Atari 520 st system for sale

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 01:41:22 UTC
From: gathings@hydra3c.cs.utk.edu
Message-ID: <1991Jun18.014122.24210@cs.utk.edu>
Source record: 231133

I have the following system for sale :

Atari ST with, external drive mono monitor, TOS and various software,

asking $300 (price includes shipping).

Thanks
Golando

516. Re: In search of "MindLink"

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 08:01:26 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991Jun18.080126.673@cs.nott.ac.uk>
Source record: 231138
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
In article <1991Jun17.172945.20889@Think.COM> sean@think.com (Sean Colbath) writes:
>Around 1984, a friend of mine forwarded me a clip he had seen in Popular
>Science regarding a new Atari product called "MindLink" that purported to
>allow you to control your computer with your mind (read: play video games):
> > Quoted from the September issue of Popular Science, an excerpt
> > from an article about the latest Consumer Electronic Show
> > in Chicago:
> > '...Atari's "Mindlink" is a band that goes around your head
> > and connects with the company's new 7800 video game. Result:
> > no joy stick. Just THINK about where your player should be
> > on the screen, and it goes there (eventually). It takes
> > practice...'
>Presumably this is just a piece of hardware that monitors alpha-waves and
>you have to train to use it via biofeedback. Does anyone out there know if
>this product ever really made it to market? Does anyone out there *HAVE*
>one of these (that they'd be willing to sell)?

I seem to remember something like this in the APRIL (yes, **APRIL**) issue of
Atari ST User here in the UK a few years ago; think about it...
--
/* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
+* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
+* Olivier's Law: "Experience is something you don't get *+
\*------------------------- until just after you need it." */
```

517. gcc 1.40

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 08:15:00 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991Jun18.081500.851@cs.nott.ac.uk>
Source record: 231139

After all the recent discussion about the forthcoming release of gcc 1.40
on the ST, I'd like to make an appeal to those who are actually doing the
work: please, please, please make sure that it does NOT mangle filenames
like versions up to 1.39 did. My biggest gripe with gcc is that it doesn't
work happily on a Minix partition under MiNT; I know that there are other
people who also use this type of setup who I'm sure would appreciate a
'clean' version. Perhaps it would be enough to use Eric Smith's MiNT
library; I'm not familiar with the changes made to port the compiler to the ST.

I am immensly grateful to those who have ported gcc; it's a superb compiler
and I don't know how I'd get by without it. :-)
--
/* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
+* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
+* Olivier's Law: "Experience is something you don't get *+
*-------------------------- until just after you need it." */

518. Re: GCC, the documentation...

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 09:20:58 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1991Jun18.092058.13039@daimi.aau.dk>
Source record: 231055

bammi@acae127.cadence.com (Jwahar R. Bammi) writes:

>In article <1991Jun12.124204.19116@uniwa.uwa.oz> ermadmin@uniwa.uwa.oz (Earth Resources Mapping) writes:

>> The few docs that I have seen are in TEX format - that is not a lot
>> of help for the people out here whe love GCC but hate TEX!

>sorry, all the documentation, both from FSF, and atari specific
>documentation from Frank Ridderbusch are in TeX format. It should be
>easy enough to run them off though, or view them directly, as they are
>just text files.
>--
>--
>bang: uunet!cadence!bammi jwahar r. bammi
>domain: bammi@cadence.com
>GEnie: J.Bammi
>CIS: 71515,155

Several different 'detex' programs exist, if you don't wan't to go through the trouble of setting up TeX/LaTeX.

I have one for emacs (called detex.el) that I can mail to anyone interested. It should also be avaible on major emacs-lisp ftp-sites. I haven't tried it though, so I don't know how good it is. One probably looses a lot of structure (chapters, sections, headings and such) in the process, I guess.

Christian Lynbech

DAIMI
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

519. MV16 sound cartridge.

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 10:20:10 UTC
From: adm2@doc.ic.ac.uk
Message-ID: <1991Jun18.102010.19752@doc.ic.ac.uk>
Source record: 231054
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech
Body handling: HTML body converted to readable text

Hi,

Well about a month ago,I posted a request for information about using the MV16 sound cartridge,what comes with BAT,for playing samples.I receive little response,unfortunately apart from Dave Lockwood .So I imagine,that not many people out there know how to use it,so after some work ,I have finally worked out how to use it .

So what follows is a describtion of how to play samples through the MV16 sound cartridge,which gives 16-channels of mono 8-bit sound!

The first thing that must be understood is that,because the MV16 plugs into the cartridge port then it is not possible to write data directly to it along the data bus.This is due to the MMU or GLUE,which has this area $FA0000 to $FBFFFF marked as read-only.So what is needed is to find the way in which the volume and channel data is passed to the cartridge.

Now as Dave,rightly pointed out,this is simply done by using the address lines. So to send some data to the cartridge port,you simply place the data as the lower 1->15 bits of an address in the range $FA0000 to $FBFFFF and then when you read this address,those lines are setup correctly.

NOTE:- That the cartridge port is Word addressed and so even though the address may be described as bits 0->23,the zero bit is not used in the cartridge port ,so that even addresses are always used! And the higher bit`s describe the cartridge port area of 128k at $FA0000.So this gives us the bits 1->15 thru the cartridge port.

Now all that was needed was to work out which of the bits 1->15 did what,with a MV16 plugged in.To do this,I sat down with my trustly electronics/computer reference books,a ST and a disassembled MV16 and se about some reverse engineering!

And this is what I found.Firstly bits 1->4 ,of the address,denote what channel to use.And secondly the bits 5->12,of the address,denote the volume data to play on that channel.So an addresses bit pattern looks like this:

```
Bit 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0
5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0

$FA # # # D D D D D D D D C C C C #

| | | | | | | |
Higher < N/A > < volume data 8-bits > < channel> Not used
Bits
```

Give
$FA

So to play the data 10101010 on channel 16 (1111) then you only need to use:

MOVE $FA155E,R0 where $FA155E is the hex (111110100001010101011110)
| | | || |
< $FA >

And it`s as easy as that...

So if you`re thinking of producing some sort of sample playing program,
either commercial or PD,please include support for the MV16 sound cartridge!!!

NOTE:- To test if the cartridge is present,play a note of zero volume and if you
can a none zero value back then it's there,I think...

NOTE:- These are only provisional outcomings and are not guaranteed to be
perhaps after the summer,if there are any correction needed then a newer
version will be published... If you wish to upload load this to a archive
or BBs please feel free.
--
+----------------------------+---+
Alan Messer.	Janet: adm2@doc.ic.ac.uk
Dept. of Computing,	Internet: adm2%doc.ic.ac.uk@nsfnet-relay.ac.uk
Imperial College,	BITNET: adm2%doc.ic.ac.uk@ukacrl

520. PS-Viewer available

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 10:50:11 UTC
From: S_DINGLER@iravcl.ira.uka.de
Message-ID: <1991Jun18.095243.17961@ira.uka.de>
Source record: 231053

Is there a POSTSCRIPT (TM) viewer for the ATARI(TM)-ST available ?

S_DINGLER@irav1.ira.uka.de

521. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 12:22:27 UTC
From: sievert@gypsy.ims.fhg.de
Message-ID: <77@gypsy.ims.fhg.de>
Source record: 231062

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

Hi!

>darekm@microsoft.UUCP (Darek MIHOCKA) writes:

>>Currently there is only one product available (and I'm sure you can guess
>>what it is)
I can't.

>>that not only runs on the TT (sorry Turbo ST!) but actually
>>significantly speeds up ALL TT screen resolutions (sorry NVDI!). :-)
>Don't forget that NVDI includes GDOS which is a big pro for this program
>for me.

And it handles I/O-redirection correctly. I am a gemini-fan.

>Claus Brod, Am Felsenkeller 2,
-Clarence
sievert@ims.fhg.de

522. MEGA STE problems solution

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 12:39:13 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.677248753.larserio@kvart.ifi.uio.no>
Source record: 231056

The last weeks several people having the same trouble with their
new MEGA STE has asked me how we fixed mine, and I hope this file
can help you fix it. It's really the best machine Atari has made
so it would be terrible not to have it in perfect condition :-)

Errors on DMA-sound and video on MEGA STE - HOW WE FIXED IT !
"""

Here's a summary of what we found at service in Norway.
First - the errors on both machines we discovered were:

- Static/noise on DMA sound and MIXed standard ST sound.
- Sync-problems when using Spectrum512 pictures (vertical bars).
- Vertical flickering bars on monochrome (most at 8 MHz).
- Right edge of monochrome screen "flips" over to left edge
when changing screen adress/resolution in mono-mode.

We tried to find a chip that could be the cause of all these
problems and found a big VLSI chip partly hidden under the right
edge of the VME-card holder. It's chip U502 on my MEGA STE and
is called GSTSHIFTER on the print-layout. After looking at the
print-layout on both MEGA STE and standard STE we found the same
chip on standard STE, a combined sound/video chip but with a totally
different part-number. Anyway, we removed the original MEGA STE
chip (made in 1990) and replaced in with the STE chip (from 1989)
and all the problems were gone. If you want to "steal" a chip from
a standard STE it's chip U401 inside the STE (still GSTSHIFTER).

Disclaimer: Even though this solved the problems for us it might not
work for all MEGA STE's and you do this at your own risk

(I still would like Atari Corp to give some official information on
this. It's not "ONLY YOUR MACHINE" anymore. It's quite a few...)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

523. For sale MEGA ST 2 (UK only)

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 13:38:29 UTC
From: nik@st_nik.swindon.ingr.com
Message-ID: <1991Jun18.133829.28042@st_nik.swindon.ingr.com>
Source record: 231061

First a quick apology for the worldwide distribution, my news feed
is a leaf of a tree with its roots in America so I had no choice. Now for
the cream of the correspondence :-

For sale

Atari Mega St 2 (with blitter)
Mono Monitor
40Mb Hard Disk (Triangle)
Star NL10 printer
Various bits of software

and all this for 550 pounds

If you are interested you can call me on

Swindon (0793) 870720 Evenings
(0793) 619999 x4333 work hours (whatever they are)

Or send me email.

--
|---|
| Nik Simpson Mail : nik@swindon.ingr.com |
Systems Consultant (UNIX). Intergraph UK Ltd.

524. ICD Multi I/o (???)

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 14:55:58 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <5310@ryn.mro4.dec.com>
Source record: 231068

Hello,

A friend of a friend has a ICD Multi I/O for sale. It seems
to take input from a 50 pin connector (output from a host
adapter maybe?), and offers several I/O ports, including
one labeled video!

ANYWAY, he thinks it was used on a ST, but someone else that
I described this to, says it's used with the 8 bit systems.

He want to sell it, but I don't know if I can use it or
not...

Does anyone out there have any information on this beast?

ANY/ALL help/info is mucho appreciado!

John

525. Is musedt.lzh corrupted?

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 15:13:48 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1991Jun18.151348.795@ccu.umanitoba.ca>
Source record: 231060

I retrieved music/musedt.lzh from atari.archive last night and tried to convert it to an arc before downloading it, but lharc aborted with CRC errors? Does anyone know if the .lzh is corrupted? Or is this just another in the long line of lharc version incompatibility problems? If the latter, does anyone know which version of lharc might extract the sucker? (I'm using "C-LHarc for UNIX Version 1.00.1 (C) 1989-1990 Y.Tagawa, Kai Uwe Rommel". Is there a more recent version for unix systems?)

Thanks alot for any help,
BBB

(To all the progenitors of lharc and .lzh files: I hope you die a thousand miserable deaths, choking forever on the few megs of disk space you've managed to save the world at the expense of countless hours of frustration and wasted time and net bandwidth.)
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9105

526. Re: Re: GNU Make troubles: 2 bombs!

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 15:48:37 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jun18164837@ghiggins.hpl.hp.com>
Source record: 231065

I wouldn't bother to upload the uni-sb stuff to A.A. There has been some divergence of philosophy between a.a. and uni-db.de (UNIXMODE mainly). I had most of this code (cat as well) and eventually deleted it in favour of currently-supported GNU s/w.

The code at uni-sb.de is mostly binaries with very little sources, due the porter's lack of immediate access to the uni-sb machine. This is one of the reasons I wanted to put together a complete and up-to-date GNU suite on A.A.

Yes, uni-sb.de Make will probably want UNIXMODE setting. It is also possible that you might have to remove the file extensions from your executables, Edgar Roeder pursued bash for a while and it stems from this.

Why don't you try jrb's pdmake? One day real soon now I'll post the make 3.58 which I have been using without problems under Mint v7 (anyone else found Mint v8 to be somewhat flaky?) to compile the GCC 1.40 libraries and utilities on my 4080STFM.

Graham
======

Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554

Disclaimer: My opinions above are exactly that, mine and opinions.
----

527. What to do with antique STs?

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 15:53:48 UTC
From: exspes@gdr.bath.ac.uk
Message-ID: <1991Jun18.155348.4897@gdr.bath.ac.uk>
Source record: 231099
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Well, no one seems to have any hi-tech project ideas for my ancient
ST520, but I got a (hopeful) lateral-thinking piece of mail from
someone in Virginia, as follows:

> From: lch3e@edu.Virginia.acc.holmes (Lauren C. Howard)
>
> Hi! You can always donate the poor thing to our school!
> The Einstein School is a small private school where I teach
> computers to children with dyslexia and other learning problems.
>
> We use lots of Atari's, tho we have only 1 ST to date (needless
> to say, it's the most popular machine!). We can always use more!
> For our purposes, they work pretty well with a TV set.

As I told Lauren, I don't think my ST would meet their needs, not least
because it uses 50Hz 240v electricity, and outputs 25 frame/sec
625-line RGB, and contains neither modulator nor disk drive, but the
overall concept is sound.

If you've got an old ST (or other home computer) lying around, you
probably could find some such (semi-)charitable organization near you
who could make very good use of it. Might be worth thinking about.
(If you're in the US, you should even be able to claim a tax deduction
for it.)

--
Paul Smee, Computing Service, University of Bristol, Bristol BS8 1UD, UK
P.Smee@bristol.ac.uk - ..!uunet!ukc!bsmail!p.smee - Tel +44 272 303132

528. Have IBM Hard Drive, Can ST Use?

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 16:56:14 UTC
From: feather@vuse.vanderbilt.edu
Message-ID: <1991Jun18.165614.21905@vuse.vanderbilt.edu>
Source record: 231063

I am looking into adding a hard disk drive to my 1040st. Is it possible to add an IBM pc drive to my ST? I assume I would need to build the controller? I have the IBM drive, or is there a better alternative?

Unless this topic has not been previously discussed, please respond with Email.

Dave

--

David V. Feather Email: feather@vuse.vanderbilt.edu

529. Re: RTS/CTS (was Re: set-up for Practical Peripherals 9600 modem?)

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 17:10:08 UTC
From: steveg@cseic.saic.com
Message-ID: <2891502@MVB.SAIC.COM>
Source record: 231096

TOS14FIX.PRG fixes the RTS/CTS problem with TOS 1.4
I don't believe earlier versions of TOS had this problem.
Quote from TOS14FIX.PRG docs follows:

"1) A change was made to the BIOS call that sets the RS-232 port
configuration. Specifically, it did not allow RTS/CTS flow control to
be enabled. This is a problem for people with serial printers and high
speed modems, since those devices use RTS/CTS flow control to start and
stop data transmission so that the device can keep up with the
computer. If you have Rainbow TOS, and you use a high-speed serial
device which requires RTS/CTS flow control, you need this program in
your auto folder."

--

Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

530. Re: In search of "MindLink"

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 17:22:22 UTC
From: scale@abode.ttank.com
Message-ID: <1991Jun18.172222.1900@abode.ttank.com>
Source record: 231066
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Sean,
I have a friend in Seattle who has an Atari MindLink, it does
exist (although (to my knowledge) it never actually shipped). Unfortunately he
has no intention of selling it (or his working 1450XLD!); besides..... I have
first dibs! =^) Ha! Bye.................

Luis

531. Atari.archive gnustuff -- status update

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 17:22:54 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jun18182254@ghiggins.hpl.hp.com>
Source record: 231067

```
Thanks to loads of people chipping in with advice and email uploads ...

Currently available on A.A. in ~ftp/atari/gnustuff/tos.
These are (as far as I know), the latest patchlevels.

gemlib/src/gemsrc17.zoo
gemlib/bin/gemolb17.zoo

include/includ68.zoo

lib/src/libsrc68.zoo
lib/bin/libolb68.zoo

pml/src/pmlsrc11.zoo
pml/bin/pmlolb11.zoo

util/src/utlsrc18.zoo
util/bin/utlbin18.zoo

gas/bin/gasbin00.zoo
gas/bin/gasbin01.zoo
gas/src/gassrc1.zoo (expect to see this as gas/src/gassrc01.zoo)

If all goes well, GCC 1.40 binaries will be available by this weekend.

Graham
======

------------------------------------------------------------------
Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554
------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
------------------------------------------------------------------
```

532. 24bit -> spectrum (my solution)

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 17:42:23 UTC
From: dkoski@cs.arizona.edu
Message-ID: <1579@caslon.cs.arizona.edu>
Source record: 231064

Thanks to everyone who replied to my query about converting to
spectrum format. The route I ended up taking was converting my
24 bit image to an 8 bit gif file and then converting that using bgif.

The down side of this is the time required. I am doing raytracing on
my Next and this usually takes 20 seconds to 2 minutes (for a 320x200
fractal landscape image). I can convert the resulting 24 bit image to
gif in under a second, but it takes bgif quite a while (I didn't time
it, but I would guess 2 minutes or more) to convert to spectrum. I
then use dslide to view the pictures. I have gotten really excellent
looking results. I can view the pictures on my Next, but only in shades
of gray, it is nice to see them in color too.

Oh yeah, the raytracer on the Next is Rayshade 4.0, and I use the
Utah Raster Tooolkit to do the image conversions for the ST.

David Koski

533. 1200 bd hayes compat. make offer!

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 19:37:57 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <43436@cup.portal.com>
Source record: 231057
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

```
BRANDNAME: Atari
MODEL : SX212
SPECS : 300/1200 baud, auto answer, hayes compat., speaker, etc. etc.!
CONDITION: LESS THAN ONE MONTH OLD
Y SELLING: GOT a 2400 baud w/mnp5, no longer need 1200 baud.
COMESWITH: Original packing materials (instruction manual, box, power supply
...)
PRICE : Make me an offer! I just want to get SOMETHING outta this.
MISC : This is an external modem which will work with *any computer*
which sports an RS-232 port. Can also be hooked up to a serial
port if you are into kinky connections. :)
CONTACT : Bryan_Jones_Woodworth@cup.portal.com

Thanks,
Bryan_Jones_Woodworth@cup.portal.com
```

534. Re: RE: DMJ_GIF 2.0

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 19:48:23 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <43437@cup.portal.com>
Source record: 231058

I will post DMJ Gif 2.0 within the next week.. I just got my 2400 baud mnp5 and want to test it, heh..

Bryan_Jones_Woodworth@cup.portal.com

535. Re: Llamatron

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 19:53:12 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <43438@cup.portal.com>
Source record: 231059

>>6) LLAMATRON is great, esp the samfox sample, I just wish it were
>>longer
>Out of curiousity, which is the samantha fox sample? What does one
>have to shoot to invoke it?

Knowing how hot and horny Samfox is, I think it has to do with the
"I love you" digitized effect. What you do is grab the heart; then the
sample is played and every camel/llama onscreen runs toward you!

Llamatron is a GREAT game.

Bryan_Jones_Woodworth@cup.portal.com

536. Re: inaccessability of GEM on boot

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 20:22:36 UTC
From: apratt@atari.UUCP
Message-ID: <2965@atari.UUCP>
Source record: 231083

Rod.Fulk@therip.FidoNet.Org (Rod Fulk) writes:

>Its because Gem doesnt get initialized until after the machine is booted..
>You need to start GEM programs with startgem type programs or if you have a
>tos 1.4 or newer such programs can be installed as auto programs..
> ^^^^^^^^^ ^^^^^^^^^^^^^^

To clarify, to install a program as the auto-exec GEM program in TOS 1.4
and newer, you click on the program, then click "Install Application" and
select "Auto" for the "Boot Status." Then Save Desktop to save this
selection to disk. Next time you boot, the program thus installed will run
after GEM is up but before you see the Desktop. If it's a shell, then
you'll never see the Desktop, which I guess is what some people want.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

537. Re: TT beginner questions

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 20:27:44 UTC
From: apratt@atari.UUCP
Message-ID: <2966@atari.UUCP>
Source record: 231084

friedric@r2d2.fmi.uni-passau.de (Carsten Friedrich) writes:

>Does anyone have some TT documantation, e.g. new tos-routines and
> hardware - registers ? If you only have them on paper, i would give
> you some money for stamps, if you send them to me. (send e-mail for
> adress)

These kinds of documentation are available to developers through the Atari.
Call Gail Johnson at (408) 745-2022 for information on becoming a
developer.

>My version of Mint (0.6) does not seem to work with the TT is there a version
> that does ?

The latest one, 0.8, does. However, there are some problems in exception
handling. 0.7 worked better, but I don't know if the released version of
0.7 had the TT modifications.

>Is there a switch for gcc (my version is 1.39) to use 68030 code, to use the
> co-processor and the full TT memory ?

Yes, use -m68020 and -m68881 on the GCC command line, and use PRGFLAGS.PRG
(freely copyable, available on GEnie at least) to set the program-load and
malloc bits so your program can see all TT memory.

>I tried to connect my external 5 1/4'' floppy i used with the st to the tt
> but failed. any ideas why ? (i just pulled the plug out of the st
> and into the tt, but the tt couldn't handle it. :( )

Don't know why. Should have worked. Do you use a hack program to change
the seek rate, or a program that makes the Floprate() XBIOS call? In the
former case the program is probably TOS-version-specific, and in the latter
case it should work.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

538. ST System For Sale

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 22:09:22 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750119@hpsad.HP.COM>
Source record: 231077

I'm willing to sell my (old but little used) system given a reasonable
offer.

System Hardware:
520ST w/JRI SIMM memory expansion (2.5M installed)
Atari single sided drive
Atari color monitor
ICD Host Adaptor/Adaptec 5500 with 10M and 40M discs
(installed in box manufactured by Tech Specialties)

Software:
WordPerfect (latest release)
Mark Williams C
Quick ST 2.2
DC Desktop
Universal Item Selector III
Pha$er
DungeonMaster/Chaos Strikes Back
TeX (from Current Notes)
Turbo Hard Drive Kit
Hippo Disk Utilities
(lots of other stuff, most public domain, I can't remember
right now)

As much fun as I think the Atari is, my partner and I really need
something IBM compatible. I need a good HP terminal emulator to call
work with, something to dependably run my diabetes maintenance
software and (for her) run the latest WP just like at her work (I like
TeX).

All offers considered.

---------------------------------- --
Bob Waltenspiel	AT&T: (707) 794-3091 (Telnet: 794-3091)
ATE Software Team	e-mail: bobw@hpsad.HP.COM
HP Signal Analysis Division	HPDesk: Bob WALTENSPIEL/HP5300/A0
1212 Valley House Dr.	HP Mailstop: 1UR-M
Rohnert Park, CA 94928-4999	GEnie: B.WALTENSPIE
Disclaimer: I can't sway my co-workers to my opinion, much less my boss.
---------------------------------- --
"Maybe this is heaven." -Ray in the film _Field of Dreams_

539. Re: GFA Assembler wanted.

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 22:13:35 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <cXcR41w164w@ersys.edmonton.ab.ca>
Source record: 231002

cfhat@ux1.cts.eiu.edu (Henry Taitt) writes:

> I am looking for GFA Assembler that was advertised about a year ago before
> michtron (I think) lost the GFA's contract. Dose anyone know of a place
> I could order this from?
>
> Taitt

You might try GFA Software Technologies in Salem, MA. Here is their
address and phone number (BTW, ask for Maurice Giguere):

GFA Software Technologies Inc.
27 Congress Street
Salem, MA 01970
/
Fax: (508) 744-8041

Greg Granger

< Internet: ggranger@ersys.edmonton.ab.ca > "Just say 'No'
< FoReMNet: Greg Granger @ 532 or Dark Knight @ 595 > to drugs."
< Mail Adr: 5906-188 St. Edmonton, AB Canada T6M-2A9 >
< Phone : +1 403 481-0803 or +1 403 481-5110 > - Wm. Sessions

540. handling serial io in turbo-c

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 22:37:00 UTC
From: msoysal@mcimail.com
Message-ID: <00000000.msoysal@mcimail.com>
Source record: 231070
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, I have a problem accesing the serial port with the fgets and fscanf functions.

If I use "aux:" for filename and "r+" option for permissions, I read garbled characters into the buffer, and sometimes it sits there and probably waits for input from serial port, while the data is pouring in.

If I use the predefined stream stdaux, I get a bus error with one of the tries to get something with fgets.

Has anyone done any work with the serial work using Turbo-C ?

Please help

Mustafa

541. Ram Disk

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 23:08:42 UTC
From: asplundm@physc1.byu.edu
Message-ID: <310asplundm@physc1.byu.edu>
Source record: 231087

I am presently using EDISK on my ST, and I love the reset-proofness of it, but I find it annoying that I can't change Ram Disk sizes without a cold re-boot. Can anybody either tell me what I am doing wrong, or tell me about a better program?

Matt Asplund
BYU
Provo UT

542. midi sys-ex

Newsgroup: comp.sys.atari.st
Date: 1991-06-18 23:25:24 UTC
From: selick@bucsf.bu.edu
Message-ID: <84085@bu.edu>
Source record: 231097

I am looking for a simple pd midi sys-ex handling program. All it has to do is send a sys-ex file to the synth, and store a synth's sys-ex file to disk. Please refer me to an ftp site, or by all means, e-mail directly to <selick@bucsf.bu.edu> a uuencoded, arc'ed (or lharc or zoo) file.
later,
Steve
<selick@bucsf.bu.edu>

543. Re: International Character sets (was Re: man w/ pipe)

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 00:22:55 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2007@uqcspe.cs.uq.oz.au>
Source record: 231098

```
>| >Darnded right! Atari really screwed up. Why didn't they use the IBM character
>|
>| The real question is why IBM doesn't have Bob in its character set.

>Well, actually why doesn't *everyone* use ISO-Latin-1 ?

I heard Atari was trying to capture the Arab market (so that's what all those
squiggles are!)

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
\_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.
```

544. How to install Multi-sync monitor onto Atari STe?

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 01:12:01 UTC
From: ayee@coyote.datalog.com
Message-ID: <k7kR41w163w@coyote.datalog.com>
Source record: 231071

I want to know how to put an multi-sync monitor onto an Atari STe?
I need to know what the horizontal Hz and vertical Hz in color and
monochrome mode. I need to know what is the best multi-sync available
for this type of job.
Thanks in advance.
A.Y.

545. lharc woes (AGAIN, was Is musedt.lzh corrupted?)

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 01:26:53 UTC
From: rosenkra@convex.com
Message-ID: <1991Jun19.012653.8005@convex.com>
Source record: 231003

here he goes again...

as an (outspoken?) opponent of lharc (until it gets it sh*t together),
i read with interest a previous post about testing at least a dozen
(!!!!!!!) versions of lharc on a particularly nasty file. since at least
one of them (2, i think) worked, the file COULD be considered "good"
(not by ME or any other sane, rational user, however).

then i came across this gem:

In article <1991Jun18.151348.795@ccu.umanitoba.ca> bright@ccu.umanitoba.ca (Bob Bright)
writes:
>(To all the progenitors of lharc and .lzh files: I hope you die a
>thousand miserable deaths, choking forever on the few megs of disk
>space you've managed to save the world at the expense of countless
>hours of frustration and wasted time and net bandwidth.)

i LOVE this guy. he hits the point home! "a pox on you [lharc-ers] and
all your ancesters" as ed norton would say :-).

and NO, as much as i would REALLY like to, i will NOT eat my words (yet :-)

so you STILL think i am nuts? (rhetorical: don't answer that... :-)

-bill
rosenkra@convex.com

(incidently, i will try to ftp mgif v3.5 to terminator tonite if i can.
it takes steve tons of time to post. i will post to c.{s,b}.a.st as well.)
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

546. SW for trade in Gainesville, FL

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 02:35:46 UTC
From: daremo@alpha.eng.ufl.edu
Message-ID: <1991Jun19.023546.5542@eng.ufl.edu>
Source record: 231069

ATTENTION GAINESVILLE ATARIANS!

I have recently purchased an ST, and am interested in trading some of the programs I don't want (originals with docs) for some of the things I do want. I am also willing to trade for MIDI equipment, if you have anything interesting. If you are interested, please call me at the following number (_voice only_)- 377-8308.

programs I want: (originals w/ docs)
wordperfect
notator (midi program)

hardware that interests me:
MIDI equipment (esp. a master keyboard)
a hard drive
a clock chip
1 meg expander chips (I have a 520, expanded to 1 meg)

If you have anything else of interest, let me know!

Things I have to offer/trade:
Targhan
Goldrunner
Eightball
Warship
Starflight
Dungeon Master
Chaos Strikes Back
Falcon
Time Bandit
Flight Simulator II
Spitfire 40
Sundog
Empire
Captain Blood
Gunship
Universal Military Simulator

I will, of course, modify the number of programs I'm willing to trade based on what you have and which programs you want. I will also consider _small_ monetary settlements depending on the situation.

P.S.! if you reply by E-mail I might not see it for a week or more, so use the voice line!!!

Thanks,
Keith

P.P.S.- I'd even be willing to trade my piano for a good master keyboard- but only because I'm moving and one is a lot easier to move than the other...

547. 1040ST for $350?

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 07:03:24 UTC
From: MRC@CAC.Washington.EDU
Message-ID: <1991Jun19.070324.24445@milton.u.washington.edu>
Source record: 231073

I have the opportunity to get a used Atari 1040ST for $350 -- monitor, computer, mouse, single floppy drive. I'm trying to decide if this is a worthwhile purchase or not. Part of the trouble is whether or not it can be put to use as a useful computing engine or, if it is is just a toy, is it at least viable as a toy. [Note: I have a NeXT, so where I draw the line between "toy" and "engine" may be different from you.]

Specific questions (reflecting several possible uses):

Is Atari still in business and making the 1040ST?
Is it a 68000 or does it have something better (e.g. 68020)? Clock speed?
Is there an Ethernet interface (preferably thinwire) and TCP/IP software for it?
What software is bundled with it?
What software is generally available?
Is anyone doing software development for it any more?
Is the available software real, or is it a just glorified game machine the way the 8-bit Atari was?
What's the scoop on the Macintosh emulator, in particular how would a $450 1040ST plus the emulator compare to a Mac Classic for $800?
What sort of educational software for it exists to teach children programming, e.g. is there a reasonable Logo? Has anyone had any experience using it as an educational tool for their children?

Finally:
Is $350 a reasonable price for a floppy-based 1040ST?

Email please to the above address, since I don't read this newsgroup.

548. mgif v3.5 ftp'd to atari.arch

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 07:05:20 UTC
From: rosenkra@convex.com
Message-ID: <1991Jun19.070520.10506@convex.com>
Source record: 231074

several folks sent mail, so rather than wait for it to appear on the
net, i ftp'd it to a.a. only i am not sure how to notify the maintainer
(i know, RTFM) so consider this the notification as well. i did basically

cd new
binary
mput mgif35*.arc (no LZH for me, thanx :-)

files are mgif35s.arc (source, about 100k) and mgif35b.arc (bin, about 75k).
anyway, if this worked, it should be avail in a day or 2.

mgif is a gif viewer for monochrome. this version also does flicker mode
displays for like 8+ levels of grayscale. i say 8+ because the images
in each screen are also F-S dithered, so it "looks" like more. anyway,
i think images look good. i'd rather program useful stuff than dick
around with lharc formats anyday :-) (sublim advert).

this version also adds tons of imag proc funtions, too. u can save the
flicker screens and view them. u can also view .PI1 and .PI2 images. src
has relatively easy hooks for other formats (like spectrum). ONLY WORKS
FOR MONOCHROME. you also will need 1.5 MB of free ram for the executable
posted. else recompile yerself (src is there, too). sorry, i don't trust
Malloc so i static alloc big stuff like this.

and most importantly, it is in good 'ol american .ARC format, so ANYBODY
should be able to read it :-). well, u will need arc 5.21 or later, which
has been around for at least 3-4 years. sorry. and no flames on this, i
have smileys in key places, like now: :-)...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

549. Re: Review of LHARC Test Archive Function

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 07:16:31 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3545@laura.UUCP>
Source record: 231072
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <RALPH.91Jun7120359@orion.laas.fr>, ralph@laas.fr (Ralph P. Sobek) writes:
[LHarc test results deleted.]

|> I hope that these results might be of use to all.

Oh yes, it is. They clearly show at least two facts:

1. You have to fiddle around to get a proper LHarc version.

2. If you pack something with (your version of) LHarc you can't be sure the fellow at the receiving end will be able to unpack it, because he might not have an edequate LHarc.

Your test still leaves open the question if the tested LHarcs are compatible to one or more Unix LHarcs.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

550. Re: Review of LHARC Test Archive Function

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 09:06:12 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jun19110612@orion.laas.fr>
Source record: 231076
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <3545@laura.UUCP> klute@tommy.informatik.uni-dortmund.de (Rainer Klute) writes:
| Your test still leaves open the question if the tested LHarcs are
| compatible to one or more Unix LHarcs.

I use xlharc that was posted to USENET. It works *very* well, since I test all the archives before bringing them to my Mega 4 ST. I then retest them on my Atari to be sure that all is fine. Its reference is the following:

C-LHarc for
Usage: %s {axevlufdmctp}[qnftv] archive_file [files or directories...]
Version 1.00 (C) 1989-1990 Y.Tagawa, Kai Uwe Rommel

The original Unix lharc had problems for uncompressed file members, a common problem for many of the ST lharc versions that abound. Someone locally patched the initial Unix lharc. Its reference is:

C-LHarc for UNIX Version 1.00 (C) 1989-1990 Y.Tagawa, Kai Uwe Rommel

Unfortunately, they are virtually indistinguishable. Xlharc was posted to the net by B. Davidsen.

Hope that this helps further.
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

551. Re: Okami/osh help.....

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 09:47:45 UTC
From: wolfram@cip-s04.informatik.rwth-aachen.de
Message-ID: <wolfram.677324865@cip-s04>
Source record: 231075

scott@cs.odu.edu (Scott D. Yelich) writes:

>Hello, I just happened to come across the Okami shell at
>atari.archive.umich.edu.
>Impressive.
>However, most all of the files are in german-- is there any hope of a
>translation?

Hi,
I'm very sorry I don't have the time to translate all this into English.
Anybody else who tried please let me know!!!
The `help' file should give you some hints about available commands and
options.
The next version (1.3 to be released soon) will come with brief English
instructions explaining at least the principal commands and flags.

For all other problems, I'll be glad to help. If you need information
about commands, flags and so on, please contact me on
Wolfram_Roesler@ac2.maus.de
from where I will respond quickly.

(Btw, now that we're talking about it: 1.3 will come with up to 2000%
speed increase for cp and helpfile loading, some new commands and an
MSDOS compatible format.ttp. Keep looking...)

BCingU
\/\/olfram

552. Re: GNU Make troubles: 2 bombs!

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 10:04:52 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1991Jun19.100452.19538@cs.ruu.nl>
Source record: 231078

In <GJH.91Jun18164837@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:

>my 4080STFM.

You mean 4160.

>
>Graham

The formula is: {# of Kilobytes} * (520/512)
--
____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

553. SIMMFIX.PRG

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 11:35:27 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1991Jun19.113527.23586@cs.ruu.nl>
Source record: 231081
Body handling: Inline uuencoded payload not displayed: simmfix.prg

```
Here's a version of SIMMFIX.PRG. Sorry, but I don't have
the docs available here.

Annius.

cut here-
------------
table
!"#$%&'()*+,-./0123456789:;<=>?
@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_

[Inline uuencoded payload not displayed: simmfix.prg]

--

_____________________________________________________
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.
```

554. loadspx

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 11:37:53 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Jun19.113753.12518@watmath.waterloo.edu>
Source record: 231079

In article binaries newsgroup, the file

v15i005: loadspx -- Spectrum picture viewer

I tried running the file "loadspx.prg" and succeded in getting nothing
but a warm boot.

There was no documentation, and no information about system requirements.

Can anyone shed some light on this?

555. Re: Double click software

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 12:46:30 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Jun19.124631.1@simvax.labmed.umn.edu>
Source record: 231095

In article <sgHs41w164w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
> dh@tardis.cs.ed.ac.uk writes:
>...If they're listening now, though, I
> wonder if they will ever write a program that allows you to change paths
> on your hard drive from a "tree"? This would be a good program, since
> GEM is such a pain to use when you want to go several layers deep.

DC Desktop has the ability to place folders on the desktop, so I guess they've already addressed your problem.

In a similar vein, I came across a program posted to GENIE last week called LOGDRIVE -- it basically let's you set a folder on your hard drive as a logical drive. I haven't used it yet (too many other things to do last week...), but I can see about posting it to the atari.archive site if it isn't already there. I don't remember if the program is shareware or no...

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

556. Re: Double click software

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 12:49:15 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <sgHs41w164w@ersys.edmonton.ab.ca>
Source record: 231082

dh@tardis.cs.ed.ac.uk writes:

>
> I've just heard about DC softwares commitment to produce one program per
> week for this year to show their commitmet to the ST.

Areyou sure about this figure? That seems like quite a bit. The people
at DC write excellent programs. If they're listening now, though, I
wonder if they will ever write a program that allows you to change paths
on your hard drive from a "tree"? This would be a good program, since
GEM is such a pain to use when you want to go several layers deep. With
a few default paths, this could be a really nice program. The ohter
programs I have seen from them (DC Topper most recently) are quite
impressive.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>

<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

557. Atari ST 1040 For Sale

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 13:45:20 UTC
From: djkahle@athena.mit.edu
Message-ID: <1991Jun19.134520.2802@athena.mit.edu>
Source record: 231080

```
Atari ST 1040 For Sale

-1 meg ram

-color monitor

-books

-software

Best reasonable offer. Send email or call 3-5661.
```

558. Re: 8/16 MHz speed switch

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 13:45:34 UTC
From: ignac@electro.com
Message-ID: <1991Jun19.134534.19245@electro.com>
Source record: 231089

In article <CMM.0.90.2.677195108.larserio@kvart.ifi.uio.no> larserio@ifi.uio.no writes:
>
[stuff deleted]
>- To get a character NOT on the keyboard, hold down [ALT],
> type in ASCII-number (decimal) on num-pad, release [ALT]
>
>Uploaded to atari.binaries today (don't know when it's out)
>

Lars: could you release an autofolder prog that does only the ALT-ascii
number feature as described above. I've just got a normal 1040 st and
i'm not sure what the other features of your program would do (ie: i cannot
change the clock speed - would it crash the 1040ST??)
the other feature is present on PC's and is something i wish the ST ALWAYS
had in it's roms!

--
========Ignac A. Kolenko (The Ig)=======watmath!watcgl!electro!ignac=========

"Blowed up REAL good!" - Big Jim McBob (Celebrity Blowup - SCTV)
==

559. File format for Microsoft Write

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 13:52:04 UTC
From: podacc@rigel1.concordia.ca
Message-ID: <527@daily-planet.concordia.ca>
Source record: 231086
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I would greatly appreciate it if someone could tell me where I can find
the file format for Microsoft Write for the Atari ST. Also, can someone
tell me if there is a bug with Microsoft Write's print Metafile option?
(I have a utility to convert a Metafile to postscript, but I always get
a metafile corruption error. Unfortunately, I do not know whether it is
a problem with the utility or Write and I do not have another application
that generates metafiles!).
Thank you in advance.

Andrew Francis
podacc@rigel.concordia.ca

560. DC Formatter & Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 13:52:46 UTC
From: plucky@ais.org
Message-ID: <ZK!D9BH@irie.ais.org>
Source record: 231085

I'm trying to format the largest Spectre format MFS disk possible
(so that I can do some transverting), preferably something like an 800K
Spectre MFS disk. DC Formatter seems to have the buttons for this, but
none of the disks I've formatted with that fine program seem to work.
Could someone e-mail me the correct settings (# tracks, step rate, etc.),
if you've gotten it to work?

```
==========================================================================
/ Chris L. Adamson / "But I am like the wind: untameable, /
/ Michigan State U. / yet annoying..." -- Babs Bunny /
/ Telecomm Production/ ------------------------------------------- /
/ M.A. student / plucky@ais.org, @wybbs.mi.org, @m-net /
==========================================================================
```

561. Re: International Character sets (was Re: man w/ pipe)

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 14:51:48 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Jun19.145148.3668@lsuc.on.ca>
Source record: 231011

In article <2007@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>
>>| >Darnded right! Atari really screwed up. Why didn't they use the IBM character
>>|
>>| The real question is why IBM doesn't have Bob in its character set.
>
>>Well, actually why doesn't *everyone* use ISO-Latin-1 ?
>
>I heard Atari was trying to capture the Arab market (so that's what all those
>squiggles are!)

Well, actually, the North American version has Hebrew letters.
We don't have Arabic.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

562. Re: lharc woes (AGAIN, was ls musedt.lzh corrupted?)

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 15:01:09 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Jun19.150109.3946@lsuc.on.ca>
Source record: 231013

In article <1991Jun19.012653.8005@convex.com> rosenkra@convex.com (William Rosencranz) writes:
>
>as an (outspoken?) opponent of lharc (until it gets it sh*t together),
>i read with interest a previous post about testing at least a dozen
>(!!!!!!!) versions of lharc on a particularly nasty file. since at least
>one of them (2, i think) worked, the file COULD be considered "good"
>(not by ME or any other sane, rational user, however).
>
>then i came across this gem:
>
>In article <1991Jun18.151348.795@ccu.umanitoba.ca> bright@ccu.umanitoba.ca (Bob Bright) writes:
>>(To all the progenitors of lharc and .lzh files: I hope you die a
>>thousand miserable deaths, choking forever on the few megs of disk
>>space you've managed to save the world at the expense of countless
>>hours of frustration and wasted time and net bandwidth.)
>
>i LOVE this guy. he hits the point home! "a pox on you [lharc-ers] and
>all your ancesters" as ed norton would say :-).
>
>and NO, as much as i would REALLY like to, i will NOT eat my words (yet :-)
>
>so you STILL think i am nuts? (rhetorical: don't answer that... :-)
>

Well, I wouldn't exactly say that, but I agree that all the
incompatible versions are bad enough that I won't support LHARC
for the time being either. In retrospect, the law suit against
Phil Katz by the originator or "ARC" was right too. Katz was on
the same road to messing up the .arc file standard that these
guys are on with .lzh files. The only things I use by choice now
are ARC 6.02 and Zoo. At least I know with some certainty that
anyone on almost any computer in the world will be able to unpack
these and with a minimum of frustration due to "incompatible versions."

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

563. Atari Mega-2 ST System For Sale

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 15:03:01 UTC
From: crouland@gmuvax2.gmu.edu
Message-ID: <1991Jun19.150301.21051@gmuvax2.gmu.edu>
Source record: 231092
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers,dc.forsale

For Sale: Full Atari Mega-2 ST Developers System

$$ Hardware:
$650 Mega-2 CPU
$200 SupraDrive 30 Meg Drive (30 Meg in 20mg case)
$175 SC1224 Colour Monitor
$100 SM124 Monochrome Monitor
$20 Monitor Master
$100 Star NX-10 Printer
(w/cpu) Golden Image Hi-Res Mouse
$50 Navarrone ST Sound Digitizer
$50 IMG Scan Print-Head Optical Scanner

Software:
$35 Prospero Developers Toolkit
$60 Prospero C
$60 Prospero Fortran
$60 Prospero Pascal
$35 Mark Williams C
$35 Neural Network Construction Set
$35 GFA Basic 3.0
$35 TimeWorks DTP
$35 TimeWorks SwiftCalc
$5 1ST Word Plus
$35 CAD 3D 2.0 w/ CyberMate and Architect Design Disk
$10 Flash
$10 Shadow
$15 Circuit Maker I
$25 Circuit Maker II
$5 Captain Fizz
$5 Chrono Quest
$5 The King of Chicago
$5 TV Sports Football
$5 Star Trek (The Rebel Universe)
$5 Red Storm Rising
Large PD Library

Books:
$35 STart Collection 1986-1991 w/ disks
$5 Introducing the Atari ST (Abacus, #1)
$5 Atari ST Internals (Abacus, #2)
$5 Atari ST Gem Programmers Reference (Abacus, #3)
$5 Atari ST Machine Language (Abacus, #4)
$5 Atari ST Tricks and Tips (Abacus, #5 (2 copies!))

$5 Atari ST Graphics and Sound (Abacus, #6)
$5 Atari ST Peeks and Pokes (Abacus, #8)
$5 Atari ST Basic to C (Abacus, #11)
$5 Atari ST 3D Graphics (Abacus, #12)
$5 ST Disk Drives: Inside and Out (Abacus, #13)
$20 Compute! ST series V1-3 (AES,VDI,TOS)
$5 Atari ST Applications Programming (Bantam)
$5 Programmers Guide to GEM (Sybex)
$10 C-Manship Complete (Clayton Walnum, ST Specific)
(w/cpu) Atari ST Developers Guides:
GEM Programmers Guide V1. VDI
GEM Programmers Guide V2. AES
A Hitchhikers guide to the BIOS
Engineering Hardware Specifications
Rainbow TOS Release Notes
MIDI Specifications 1.0

Please make all offers/inquiries to crouland@gmuvax2.gmu.edu

564. Re: Double click software

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 15:25:08 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jun19.152508.12255@mailer.cc.fsu.edu>
Source record: 231005

In article <sent.Tue.Jun.18.18:18:33.GMT.1991.via.CS.TARDIS>, dh@tardis.cs.ed.ac.uk writes:
>I've just heard about DC softwares commitment to produce one program per
>week for this year to show their commitmet to the ST.
>
>As a journalist abuot to write an article on DC, I'd like to hear from
>someone at Double Click to tell me more about this. I reckon we must
>be nearly halfway through the year now, so have 26 programs been released?
>

Take a peek in the DC directory on atari.archive. I don't know about 26
this year, but there has been lots of really neat stuff released recently.

By the way, before I got Neodesk I used to use DCshowit (and loved it).
Unfortunetely you cannot use it from within Neodesk. Any chance of a
stand alone .ttp version for us Neodesk folks?
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-------------------------------------

565. Re: RTS/CTS (was Re: set-up for Practical Peripherals 9600 modem?)

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 16:59:42 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun19.165942.18899@actrix.gen.nz>
Source record: 231093

In article <2891502@MVB.SAIC.COM> steveg@cseic.saic.com (Stephen Harold Goldstein) writes:
> TOS14FIX.PRG fixes the RTS/CTS problem with TOS 1.4
> I don't believe earlier versions of TOS had this problem.
> Quote from TOS14FIX.PRG docs follows:
>
> "1) A change was made to the BIOS call that sets the RS-232 port
> configuration. Specifically, it did not allow RTS/CTS flow control to
> be enabled. This is a problem for people with serial printers and high
> speed modems, since those devices use RTS/CTS flow control to start and
> stop data transmission so that the device can keep up with the
> computer. If you have Rainbow TOS, and you use a high-speed serial
> device which requires RTS/CTS flow control, you need this program in
> your auto folder."
> > Stephen Goldstein steveg@cseic.saic.com
> My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
> Disclaimer: That's not what I said.

Some one Stated on here that he was using the Patched Version of the
TOS 4 fix, does any know what this meens ??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

566. Re: How to install Multi-sync monitor onto Atari STe?

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 17:05:11 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun19.170511.19059@actrix.gen.nz>
Source record: 231094

In article <k7kR41w163w@coyote.datalog.com> ayee@coyote.datalog.com (allen yee) writes:
> I want to know how to put an multi-sync monitor onto an Atari STe?
> I need to know what the horizontal Hz and vertical Hz in color and
> monochrome mode. I need to know what is the best multi-sync available
> for this type of job.
> Thanks in advance.
> A.Y.

There is only one Monitor to use and that is the NEC 3D, there are
none better.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

567. MegaMax Asteroids

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 19:43:02 UTC
From: george@electro.com
Message-ID: <1991Jun19.194302.897@electro.com>
Source record: 231012

Over the last few years I have been able to enjoy
the Megamax version of asteroids on my ST.

There is a menu option which offers you the source
code for $25.

Has anyone sent away for this? Is it still available?
Is Megamax still in business? If not, does anyone know
where I can get a copy of the source?

thanks in advance

--

____
|---|---|line--upon--line---|---|---|---| watmath!watcgl!electro!george
|---|--building the foundations-|---|---|---| george@electro.com

568. The demo of 15 gray levels

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 19:52:33 UTC
From: logajan@ns.network.com
Message-ID: <1991Jun19.195233.20589@ns.network.com>
Source record: 231037

That demo I sent out which displayed 15 gray levels on an ST was intended for COLOR systems. Though there are 16 color registers on a color system there are only three bits per color meaning you can only get eight shades of gray (except, of course STe's.)

I've received a number of complaints that it fails to work, but only one person who has complained has mentioned whether he was using a mono or color system.

The reason I didn't post the code was that the data portion, which is RLE encoded, is huge in its ASCII hex representation, well over 150k.

The only other potential problem I am aware of is how I allocate memory for the second virtual screen. I don't. I just assume I own 32k of memory after the end of the program.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

569. Re: gcc 1.40

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 20:53:33 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Jun19135333@acae127.cadence.com>
Source record: 231004

In article <1991Jun18.081500.851@cs.nott.ac.uk> dpg@cs.nott.ac.uk (Dave Gymer) writes:

>
> After all the recent discussion about the forthcoming release of gcc 1.40
gcc-1.40 for the St is already our there. see update10.zoo on
atari.archive

> on the ST, I'd like to make an appeal to those who are actually doing the
> work: please, please, please make sure that it does NOT mangle filenames
huh, all you got to do is set the env variable UNIXMODE
appropriately. see UNIXMODE.doc in the lib sources. it will be
perfectly happy to use the other env variables (GNULIB etc) with
forward slashes in them.
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

570. Spectre/Atari formats

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 20:58:52 UTC
From: darling@cellar.UUCP
Message-ID: <T54s41w164w@cellar.UUCP>
Source record: 231009

I'm looking at a Spectre GCR system, which apparently reads Mac disks straight away, and wondering: if I buy such a thing, is there an easy way to transfer files from ST disks to Mac disks and vice versa? It seems that if both formats can be accessed this should be no big deal. Is such a copy utility included/available?

Anyone?

^~^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~^~

571. Re: RTS/CTS (was Re: set-up for Practical Peripherals 9600 modem?)

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 22:09:15 UTC
From: millert@tramp.Colorado.EDU
Message-ID: <1991Jun19.220915.18507@colorado.edu>
Source record: 231007

That was probably me. TOS14FIX.PRG has a bug (actually a typo) where an RTS instruction should have been an RTE instruction. There is was article in ST Report a while back that told how to fix it. Or you can get tos14fx5.lzh from atari.archive that has the bug fixed and adds xbra support. The fixed version is by Karsten Isakovic.

- todd
--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

572. Clock for ST; ST vs STE, and other questions

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 22:38:35 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <43478@cup.portal.com>
Source record: 231088

Well, Ive got a load of questions. I hope I can keep my attention centered long enough to post them...

1. Is there a clock available for the ST? Ive a 520ST and I kinda find if annoying that I have to reset the clock each time I want to use my computer. Is there a device I can build or buy thatll battery back the clock?

2. Whats the difference between various ST models. Such as the ST vs STE. I know the E means Enhanced or something. I am wondering if its possible to modify my 520STFM to be an STE? Also, in a coupla months, I plan to upgrade my RAM, either 2mb or 4mb, and also want to know whats the difference between an upgraded 520ST, to say a Mega-2 or -4?

3. Anyone have TOS 1.4 they wanna sell? :-) Ive the 6 chip version 1.0, and want to upgrade. Im sure that someone must have upgraded their 1.4 machine to a higher rev, and now has the 1.4 chipset just laying around.

4. Finally. CPU accelarators? I see in a mag or two that one company makes a 16MHz 68000 thats pretty simple to install. Is there any other CPU replacements, like an 020 or an 030? (dont tell me get a TT, I never buy computers new :-) I know that these must exist, but am looking for opinions on the 'best' (cost effective and also installation, and how good it is in speeding up the processor)

Thanx!

Billy D'Augustine
Azog-Thoth@cup.portal.com

573. Re: inaccessability of GEM on boot

Newsgroup: comp.sys.atari.st
Date: 1991-06-19 23:09:49 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2029@uqcspe.cs.uq.oz.au>
Source record: 231010

```
>To install a program as the auto-exec GEM program in TOS 1.4
>and newer, you click on the program, then click "Install Application" and
>select "Auto" for the "Boot Status." Then Save Desktop to save this
>selection to disk.

This is quite silly when you think about it. Why would you Install an
application as Auto start and then NOT save the desktop. I am suprised
that this isn't done automatically (or at least by default). I am also
confused as to why the disk is accessed (considerably) when you install
a program file as auto-start.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
\_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.
```

574. Re: International Character sets (was Re: man w/ pipe)

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 00:17:16 UTC
From: adamd@rhi.hi.is
Message-ID: <3282@krafla.rhi.hi.is>
Source record: 231018

In <RALPH.91Jun17145750@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:

>Well, actually why doesn't *everyone* use ISO-Latin-1 ?

Otherwise known as 8859-1. It is the character set used on this here Uni*
system. Also all ST, Amiga and Archimedes sold in Iceland use Latin-1.
Pity about IBM and Apple, but we all know they aren't *real* (please no flames).
I wonder which other countries have ISO 8859-1 installed in their Atari systems.

Email answers please, I will summarise.

--
Adam David.
(adamd@rhi.hi.is)

575. One program, one week, for one year!

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 00:35:20 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Jun20.003520.17303@menudo.uh.edu>
Source record: 231008

OK, let's settle this once and for all. Here is our commitment:

We at Double Click Software will write one (1) FREEWARE program per week for one (1) year.

Officially, we announced our intentions to the known universe in February, however, we were already doing this from October 1990. To date, we have well over 26 programs released.

If you are on GEnie, you can do a search on the name DOUBLE-CLICK and find out for sure that we did start back in October 1990. On Compuserve, just go to Atarivendors area 13 and do a DIR on our library (13) and you will see nearly four (4) pages of programs.

When we call it quits, is up to us (hee hee). Officially, we have it marked down on our calendar already. However, no one knows whether we could stop 'cold turkey.' <grin>

So, yes, we are regularly releasing a program each week to:

GEnie
Compuserve
the Double Click Software BBS
and the InterNET (altho the moderator is _extremely_ slooooooow!!! at releasing)

I know that they haven't been released on the internet regularly (we just sent all of them to him about 6 weeks ago, and have been sending him one a week since then) from the moderator.

So... We will have nothing to do with 'nay-sayers,' because we are doing it, and have been for almost nine months already. <nyah nyah> :-)

Any other questions? :-)

- mike vederman

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

576. VIDTEX (RLE)

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 00:41:22 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Jun20.004122.20488@oz.plymouth.edu>
Source record: 231006

Hello out there,

VIDTEX graphics (RLE) used to be a big deal in the Atari world,
BBS's used to have them so you could view pictures while logged onto the
BBS. This is way cool and for those of us with Flash, dearly missed. What
I'm looking for is a UNIX program which might convert GIF's to RLE and then
send them to be viewed in Flash or any other VIDTEX viewer. Any Ideas?

Stephan

--
\/\/\/

577. Re: Clock for ST; ST vs STE, and other questions

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 00:56:06 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <141966@unix.cis.pitt.edu>
Source record: 231090

In article <43478@cup.portal.com> Azog-Thoth@cup.portal.com (William Thomas Daugustine) writes:
>
>Well, Ive got a load of questions. I hope I can keep my attention centered
>long enough to post them...
>
>1. Is there a clock available for the ST? Ive a 520ST and I kinda find if
>annoying that I have to reset the clock each time I want to use my
>computer. Is there a device I can build or buy thatll battery back the
>clock?

Easiest thing would be to find an old Magic Sac cartridge (the early MAC emulator) minus the ROMS - I believe if you pop a battery in there, it has a clock that will work fine for you. I personally use the clock built into my Deskcart cartridge...

>2. Whats the difference between various ST models. Such as the ST vs
>STE. I know the E means Enhanced or something. I am wondering if its
>possible to modify my 520STFM to be an STE? Also, in a coupla months,
>I plan to upgrade my RAM, either 2mb or 4mb, and also want to know
>whats the difference between an upgraded 520ST, to say a Mega-2 or
>-4?

There are various differences between the ST and STe series, most notably enhanced color (4096 colors, instead of 512 palette) and stereo sound. Also a newer TOS (like DOS on the IBM), etc. An STe owner could better compare... Oh, a biggie: ALOT easier to upgrade the ram of an STe - just pop in some SIMMS (whereas with the ST you need a memory board setup to upgrade)... As for Mega, I believe the main difference is a couple extra expansion port(s)....

>3. Anyone have TOS 1.4 they wanna sell? :-) Ive the 6 chip version 1.0,
>and want to upgrade. Im sure that someone must have upgraded their
>1.4 machine to a higher rev, and now has the 1.4 chipset just laying
>around.

Nah, I like my 1.4s...

>4. Finally. CPU accelarators? I see in a mag or two that one company
>makes a 16MHz 68000 thats pretty simple to install. Is there any
>other CPU replacements, like an 020 or an 030? (dont tell me get a
>TT, I never buy computers new :-) I know that these must exist, but
>am looking for opinions on the 'best' (cost effective and also
>installation, and how good it is in speeding up the processor)

There are two 16mhz 68000 upgrades - by ICD (AdSpeed) and the Turbo16 by Jim Allen. A 20mhz version by Jim Allen is supposed to be coming soon. Then there is the Gadgets by Small 68030 upgrade, which I believe is at 32mhz (Dave?)...

>Thanx!

No problem...

Robert Anisko
rjast1@unix.cis.pitt.edu

578. Re: How is Atari doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 00:56:26 UTC
From: adamd@rhi.hi.is
Message-ID: <3283@krafla.rhi.hi.is>
Source record: 231017

In <1991Jun17.190053.7342@clinet.fi> likos@clinet.fi (Johannis Likos) writes:

[deleted negative comments about software houses abandoning ship]
>TT is not as powerful as IIfx or 486 (don't even think about
>NeXT)! Since 1985 ST & Amiga 'a fight between losers' (to be
>continued).

TT is rumoured to see a new incarnation "sometime soon".

>Innovation and high tech is made by Bill Gates, Steve Jobs
>and others but not in Borregas Avenue...

Mustn't forget to mention Dave Small. I haven't seen an SST yet but heard
they were shipping. If you can get a 50 MHz 68030 in one of those, it'll
burn the pants off anything that has yet been mentioned here.

>The old GDOS had only few driver...
>The new FSM-GDOS has not yet been released...

TOS has yet to be junked. In all seriousness Atari, why not have a REAL OS
in ROM and the option to load TOS and GEM from disk for backward compatibility?
There is nothing fundamentally wrong with the Atari hardware, though there are
certain limitations which I feel should not be imposed.

The TOS ROMs are a joke though. (Does anyone know which compiler they used?).
I would guess 20% or more of the space in them is wasted because the C
compiler didn't optimise the code. There is plenty in need of revision.
It seems the same compiler has been used for all TOS versions up to at least
1.62. Even recent TOS versions have backward compatibility to features of CP/M
which have never been used on Atari ST/TT hardware products. Until very
recently there has been no support for HD floppies. The list goes on ......

If the hardware wasn't useable and some good quality application software
packages then I wouldn't have stuck with Atari. Despite their failings,
the equipment (with third party support) is still a fair cut above the rest.

--
Adam David.
(adamd@rhi.hi.is)

579. SUpra2400 modem and cable for sale

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 02:55:52 UTC
From: Duncan.Lewis@bbs.oit.unc.edu
Message-ID: <4134@beguine.UUCP>
Source record: 231091
Cross-posted to: misc.forsale,comp.sys.amiga.marketplace,comp.sys.atari.st

```
Brand new condition Supra2400 modem with serial cable
for sale in original boxes. 75.00+shipping.
all manuals and cables included.
-Dunc.

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: bbs.oit.unc.edu or 128.109.157.30
```

580. Re: 8/16 MHz speed switch

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 06:35:49 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.677399749.larserio@kvart.ifi.uio.no>
Source record: 231016

Just to clearify.... SPEED.PRG works ON all STs.... The speed change bit
for MEGA STE or ST with Hypercache takes only 10 or 20 bytes, so if you
want the ALT key-pad stuff you can still use it in your AUTO-folder !!

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

581. Re: ICD Multi I/o (???)

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 08:25:18 UTC
From: scale@abode.ttank.com
Message-ID: <1991Jun20.082518.395@abode.ttank.com>
Source record: 231034

In article <5310@ryn.mro4.dec.com> miskinis@aidev.enet.dec.com (John Miskinis) writes:
>
>Hello,
>
> A friend of a friend has a ICD Multi I/O for sale. It seems
> to take input from a 50 pin connector (output from a host
> adapter maybe?), and offers several I/O ports, including
> one labeled video!
>
> ANYWAY, he thinks it was used on a ST, but someone else that
> I described this to, says it's used with the 8 bit systems.
>
> He want to sell it, but I don't know if I can use it or
> not...
>
> Does anyone out there have any information on this beast?
>
> ANY/ALL help/info is mucho appreciado!
>
>_John_
>

Hi John,
The Multi I/O (MIO for short) is an interface for the Atari
800XL's and 130XE's. It provides a SCSI/SASI host adapter (for connecting
hard drives to the Atari 8-Bits), a parallel printer port, a RS232 serial
port and either 256k or 1m of RAM that can be configured as either a RAMdisk
and/or a print buffer/spooler. The video actually does not work, it was
intended as a future 80 column RGB upgrade, ICD canned the upgrade.
The MIO is strictly for either the 800XL or the 130XE, a ST user has no
use for it; unless of course you decide to an 8-Bit! The MIO is a handy piece
of hardware, a must for anyone who wants to run an 8-Bit BBS. A used 256k unit
is worth around $100, a used 1m unit is worth around $250. ICD still (for the
moment at least!) sells them. Bye.....

Luis

582. Re: Re: GNU Make troubles: 2 bombs!

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 08:51:24 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jun20095124@ghiggins.hpl.hp.com>
Source record: 231019

```
++ >my 4080STFM.
++
++ You mean 4160.

You ain't seen my soldering :-)
```

583. Re: loadspx

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 09:04:42 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun20.090442.4790@informatik.uni-erlangen.de>
Source record: 231015

ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:

>In article binaries newsgroup, the file

> v15i005: loadspx -- Spectrum picture viewer

>I tried running the file "loadspx.prg" and succeded in getting nothing
>but a warm boot.

>There was no documentation, and no information about system requirements.

>Can anyone shed some light on this?

loadspx needs a file named madonna.spc (included in the sources of loadspx
in c.sources.a.s) and a color monitor (of course 8-)). Both files *must*
be in the same dir.

You may rename any SPC or SPU into MADONNA.SPC and run loadspx to show it.

Hope this helps,

Lars

+---------------------------------------+---------------------------------+
lsmichae@faui43.uni-erlangen.de				
Lars Michael				"Down with ATARI,
Graduate Student of Computer Science	/	\ Long live the ST !"
at University of Erlangen/Germany	/	\
+---------------------------------------+---------------------------------|
"May the Schwartz be with you!"
+---+

584. Re: lharc woes (AGAIN, was Is musedt.lzh corrupted?)

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 12:09:42 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991Jun20.120942.28747@cs.nott.ac.uk>
Source record: 231025

In article <1991Jun19.012653.8005@convex.com> rosenkra@convex.com (William Rosencranz) writes:
> [...]
>
>In article <1991Jun18.151348.795@ccu.umanitoba.ca> bright@ccu.umanitoba.ca (Bob Bright) writes:
>>(To all the progenitors of lharc and .lzh files: I hope you die a
>>thousand miserable deaths, choking forever on the few megs of disk
>>space you've managed to save the world at the expense of countless
>>hours of frustration and wasted time and net bandwidth.)
>
>i LOVE this guy. he hits the point home! "a pox on you [lharc-ers] and
>all your ancesters" as ed norton would say :-).
>
>and NO, as much as i would REALLY like to, i will NOT eat my words (yet :-)
>
>so you STILL think i am nuts? (rhetorical: don't answer that... :-)

Just some random mutterings...

Have you tried the version of lharc in the gnustuff directory on a.a? I've yet to find a .lzh which it couldn't handle. The difference in compression ratios between zoo and lharc is quite considerable, up to 30%. Arc is somewhere in between.

My complaint with lharc is that's its's too damn slow. I still mainly use zoo because I just can't be bothered to spend hours waiting for lharc.

As long as people stop using the brain-dead Arc I really don't mind which one they use... let's hope we can avoid tar and compress, at least until Minix support in MiNT is better. :-)
--
/* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
+* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
+* Olivier's Law: "Experience is something you don't get *+
*------------------------- until just after you need it." */

585. waits.mf?????

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 14:29:55 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Jun20.142955.5367@chinet.chi.il.us>
Source record: 231024

In my never-ending quest to get TeX running ROUTINELY on my ST (without, to the best of my knowledge, ever having spoken to anyone else who knows or cares about TeX AT ALL), I've run into another 'challenge'. Near as I can figure it, the version of plain.bas that was posted to the binaries group here a while back had printer definitions loaded from a 'localization' file called waits.mf (thank you for memfile, Gribnif people). Rather than discarding this version of plain and making a new one, I'd prefer to know what it contains. Does anyone have waits.mf? Would it be possible (reasonable) to post it to comp.sources.atari.st, since it was part of the source for a binary that was distributed in in comp.binaries.atari.st? If someone has it and doesn't care to post it, please email me a copy.
Steve saj@chinet.chi.il.us

586. Splitting up large binary files.

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 16:16:49 UTC
From: stahl@zippy.fnal.gov
Message-ID: <N62OSQT9@linac.fnal.gov>
Source record: 231022

A friend of mine has been trying to get Emacs running on
his 1040ST. He collected emacs-18.55.zoo (sic) from
atari.archive. This file is too big to fit on a single DD
floppy. Soooo, I advised him to try "split"ting it on one
of the Unix boxes at work, and then transferring it to floppies
via a Mac--using Apple File Exchange, and formatting the
disks on the Mac--and then recombining the individual parts back on
his Atari using "cat."

With a "cat" collected from cs.uni-sb, he was able to do this.
Byte count checked out ok. But "zoo" bombed immediately
when it tried to work on the result, reporting a corrupted
header. He assures me he used the proper modes of transfer
along the way. Can someone tell us what went wrong, or better,
how we should have gone about this in the first place ?
Finally, when this is all done will it have been
worth the effort ?
--
Steve Stahl | Fermilab, Batavia, IL | stahl@calvin.fnal.gov

587. ICD Multi I/O seems to be for the 8-bit, Thanks!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 16:27:10 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <5328@ryn.mro4.dec.com>
Source record: 231031

Hi,

Many thanks to those who provided information to me!

John

588. SPEED.PRG

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 16:47:43 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.677436463.larserio@kvart.ifi.uio.no>
Source record: 231021

For those interested I have posted the assembler source for SPEED.PRG
to comp.sources.....

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

589. comp.sys.atari.st.tech

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 16:54:14 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Jun20.165414.9100@oz.plymouth.edu>
Source record: 231023

Hello,

I have a DS1216E Smartwatch from Dallas Semiconductor. When installed in the ST and used with a program called TD 1.3 it will automatically set the system time and keep it in its own little memory. It is an intelligent socket. But a hardware mod is required to use it with the 1040ST. In the docs circa 1987 a company Transformation Technologies is listed as having a $15 solution to this problem, and a tel # for more info. Calling that number results in someone answering who has never heard of TransTech. I called information in CA, they have no listings either. Does TransTech exist anymore or did they go under? Anyone with any suggestions please reply. I may just do the mod and forget about the possible consequences.

Stephan

--
\/\/\/

590. A.A. Gnustuff Status Update

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 17:11:34 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jun20181134@ghiggins.hpl.hp.com>
Source record: 231029

Progress indeed:

GCC 1.40 sources:
~ftp/atari/gnustuff/tos/gcc/src/gccsrc00.zoo

GCC 1.40 binaries (gcc.ttp, gcc-cpp.ttp, gcc-cc1.ttp)
~ftp/atari/gnustuff/tos/gcc/bin/gccbin00.zoo

GCC 1.40 utilities (gcc-ld sym-ld, etc) now at PatchLevel=20
~ftp/atari/gnustuff/tos/util/src/utlsrc20.zoo
~ftp/atari/gnustuff/tos/util/bin/utlbin20.zoo

These have been freshly compiled (they're still steaming) with the new A.A.
GCC cross-compiler. I haven't yet exercised them. Consider them as an alpha
release for the meantime. I will do gdb next, then move on to the ancillaries
(tar, patch, flex, etc).

BTW - I notice that gnugdb.olb is half the size of the old gnugdb.olb (from the
jrd port), I'd treat this all with caution at the moment.

Graham
======

Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554

Disclaimer: My opinions above are exactly that, mine and opinions.
---

591. Re: Double click software

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 17:56:54 UTC
From: bill@mwca.UUCP
Message-ID: <1878@mwca.UUCP>
Source record: 231040

In article <1991Jun19.152508.12255@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>By the way, before I got Neodesk I used to use DCshowit (and loved it).
>Unfortunetely you cannot use it from within Neodesk. Any chance of a
>stand alone .ttp version for us Neodesk folks?

They have released a commercial version known as DC Shower (show-er, not
shauer) which will work from Neodesk. I believe cost is $29.95, sounds like
a fine program.
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
Opinions expressed are my own, though you'd be wise to adopt them!

592. Re: How to install Multi-sync monitor onto Atari STe?

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 17:59:17 UTC
From: bill@mwca.UUCP
Message-ID: <1879@mwca.UUCP>
Source record: 231035

In article <1991Jun19.170511.19059@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <k7kR41w163w@coyote.datalog.com> ayee@coyote.datalog.com (allen yee) writes:
>> I want to know how to put an multi-sync monitor onto an Atari STe?

>There is only one Monitor to use and that is the NEC 3D, there are
>none better.

Sorry, I have to disagree. The NEC may be the best (it's certainly very good), but there are definitely other monitors worth using, often less expensive. The Sony 1302/1304 make very nice ST monitors, and for cost I don't think you can beat the PanaSync 1391, locally seen at $329. Don't get the 1381, it can't sync to 15.75KHz, but the 1391 can.
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
Opinions expressed are my own, though you'd be wise to adopt them!

593. Re: lharc woes (AGAIN, was Is musedt.lzh corrupted?)

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 18:21:28 UTC
From: rosenkra@convex.com
Message-ID: <1991Jun20.182128.10910@convex.com>
Source record: 231020

In article <1991Jun20.120942.28747@cs.nott.ac.uk> dpg@cs.nott.ac.uk (Dave Gymer) writes:
>Just some random mutterings...

i expect no more :-)

>Have you tried the version of lharc in the gnustuff directory on a.a? I've

this is not the point. the fact that i can (eventually) FIND a version
of lharc to unpack any particulary archive may sound like there is no
problem at all. there is. the SEARCH for the lharc version to do it IS
the problem. until all the various lharc developers (many of whose work
by itself is excellent, BTW) get together and standardize an extensible
file format, this is basically still russian roulette.

>My complaint with lharc is that's its's too damn slow. I still mainly use zoo
>because I just can't be bothered to spend hours waiting for lharc.

yes, this, too is a major problem. i consider MY time far more valuable
than the few pennies i save on floppies (which can cost as little as $0.35
each). my time (to me, anyway) is more like $50-100/hour. if i can archive
say 10 MB/hr with arc and only 5 MB/hr with lharc, and lharc saves me
50%, then i wasted $50 of my time to save maybe $2 on disks. hardly worth
it. after all, we are only on the planet for a short time. i'd hate
to waste it waiting for lharc :-) (or continuing this debate as well)

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

594. Re: International Character sets (was Re: man w/ pipe)

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 18:50:24 UTC
From: silvert@cs.dal.ca
Message-ID: <1991Jun20.185024.17565@cs.dal.ca>
Source record: 231026

In article <1991Jun19.145148.3668@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
>In article <2007@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
> Well, actually, the North American version has Hebrew letters.
>We don't have Arabic.

That has always puzzled me. There aren't enough letters there to write
either Hebrew or Yiddish, and only a few letters (like alef) are used in
other languages. What does a partial Hebrew alphabet do for you?
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biome!silvert
BITNET=silvert%biome%dalcs@dalac InterNet=silvert%biome@cs.dal.ca

595. Spectrum converters

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 20:30:19 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.677449819.larserio@kvart.ifi.uio.no>
Source record: 231028

Are looking for the following programs:
1) GIF to Spectrum converter that can use STE palett (4096 colors)
2) IFF to Spectrum converter that can use STE palett (4096 colors)
3) Spectrum to GIF converter that handles STE palett (4096 colors)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

596. Re: Review of LHARC Test Archive Functio

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 21:20:30 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b7bjq4@jonh.wimsey.bc.ca>
Source record: 231047
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <RALPH.91Jun19110612@orion.laas.fr>, Ralph P. Sobek writes:
>In article <3545@laura.UUCP> klute@tommy.informatik.uni-dortmund.de (Rainer Klute) writes:
>| Your test still leaves open the question if the tested LHarcs are
>| compatible to one or more Unix LHarcs.
>
>I use xlharc that was posted to USENET. It works *very* well, since I
>test all the archives before bringing them to my Mega 4 ST. I then
>retest them on my Atari to be sure that all is fine.

I also use the version posted to the net. xlharc version 1.2, and
have never had any problems with any archive in extracting. The only
drawback I've found is tah it is a little slow, but an ADSpeed cures
that.;-)

--
John Henders jhenders@jonh.wimsey.bc.ca
MIND over MIDI Productions or ubc.cs!van-bc!jonh!jhenders
Vancouver,B.C

597. Re: How to install Multi-sync monitor onto Atari STe?

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 22:51:02 UTC
From: scale@abode.ttank.com
Message-ID: <1991Jun20.225102.2365@abode.ttank.com>
Source record: 231041

In article <k7kR41w163w@coyote.datalog.com> ayee@coyote.datalog.com (allen yee) writes:
>I want to know how to put an multi-sync monitor onto an Atari STe?
>I need to know what the horizontal Hz and vertical Hz in color and
>monochrome mode. I need to know what is the best multi-sync available
>for this type of job.
>Thanks in advance.
>A.Y.

Hi Allen,
You could build your own cable to connect a multisync-type
monitor to your Atari, but it can be a major pain in the.... well you... butt!
You can also buy a interface such as the OmniSwitch (from Talon) or the IB
MultiSwitch (from IB Computers); and then get your own monitor such as the NEC
3D, the Mitsubishi DiamondScan or the Sony 1402. Although getting any of these
monitor/interface combos will cost you around $600 (give or take!).
Or (here comes... the shameless plug!) you could just get yourself a
Omnimon monitor from Omnimon Peripherals (it is a multisync monitor and
interface already packaged for the Atari's)!EBm). The phone is 800/429-OMNI.
It costs the same as doing it yourself.

luis

P.S. I have no affiliation with Omnimon Peripherals, other than I am aware of
thier products.

598. SC1224 color $150

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 23:00:33 UTC
From: twmanino@taco.cc
Message-ID: <1991Jun20.230033.13638@ncsu.edu>
Source record: 231039

Oh yeah!!!

An SC1224 color monitor for $150!

Such a deal! email or call me!

Tony
twmanino@eos.ncsu.edu
(919) 851-8092

599. Who sells, ASCI -> SCSI Host adapters here in Oz.

Newsgroup: comp.sys.atari.st
Date: 1991-06-20 23:45:16 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1991Jun20.234516.29398@monu6.cc.monash.edu.au>
Source record: 231014
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,aus.wanted

Can some kind soul direct me to were in Australia I can purchase a Host
Adapter for an ST. Either ICD Advantage or BMS200. Any help appreciated.

---
* Nino Benci. * Confucious say *
* Monash University, Caulfield Campus * 'Never stand alone against *
* Physics Department * ignorance' *
* 900 Dandenong Rd, Caulfield East **
* VIC, 3145. Australia. *
* Tel (61) (3) 573 2355/2519. Fax (61) (3) 573 2350 *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *
---

600. Re: How to install Multi-sync monitor onto Atari STe?

Newsgroup: comp.sys.atari.st
Date: 1991-06-21 01:39:33 UTC
From: david10@garfield.cs.mun.ca
Message-ID: <1991Jun21.013933.17769@garfield.cs.mun.ca>
Source record: 231033

In article <1879@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>
>Sorry, I have to disagree. The NEC may be the best (it's certainly very
>good), but there are definitely other monitors worth using, often less
>expensive. The Sony 1302/1304 make very nice ST monitors, and for cost I
>don't think you can beat the PanaSync 1391, locally seen at $329. Don't get
>the 1381, it can't sync to 15.75KHz, but the 1391 can.
>--

I was thinking about getting the Panasync C1391, but then I read this (from the
file "multsnc7" in the multisync archive uploaded to a.a) :

[start of quote]

The following is the list of monitors recommended by Talon:

1.) Acer Multisync
2.) Mitsubishi Diamond Scan #1381
3.) Samsung Model #CN 4551

Talon's Comments are
---
1. You must use a "Multisync" and NOT a "Multiscan" monitor. The best
way to find out which monitor you have is to see if it can "Auto Scan"
in both horizontal and vertical.

2.) Your monitor must be able to receive an "Analog" signal.

3.) The frequency range of your monitor must be as follows;

Vertical Auto-Sync 15 - 36Khz or better
Horizontal Auto-Sync 45 - 90Khz or better

4.) The "Dot Pitch" of your monitor should be at least .31mm.

5.) Frequency band width should be at least 35Mhz or better.

It was this last which was hard to match. I found a cheaper monitor
which looked like it would work, but the frequency band was only 30Mhz
and it put too much strain somewhere and started to overheat.

[end of quote]

The Panasync C1391C (which is the model described by the spec sheet here on
the desk) meets all the requirements EXCEPT one . . . you guessed it, the
last one (Frequency Band width isn't listed on the spec sheet, but Video
Band width is (30Mhz), so I'm assuming they're referring to the same thing).

Is this really a big deal? Does anyone out there have one of these working
with an ST(e)? Enquiring minds want to know . . .

>--
> ##
> # Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill #
> # Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201 #
> ##### Opinions expressed are my own, though you'd be wise to adopt them! #####

Dave C

--
Dave Churchill DoD #266 CS Undergrad
david10@garfield.cs.mun.ca Memorial University of Newfoundland
ar473@freenet.cleveland.edu St. John's, Nfld. Canada
"I'm always sober enough to know when I'm drunk." - Andy Capp

601. Re: Spectre/Atari formats

Newsgroup: comp.sys.atari.st
Date: 1991-06-21 03:13:16 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jun21.031316.17980@mailer.cc.fsu.edu>
Source record: 231036

```
In article <T54s41w164w@cellar.UUCP>, darling@cellar.UUCP (Darling) writes:
>I'm looking at a Spectre GCR system, which apparently reads Mac disks
>straight away, and wondering: if I buy such a thing, is there an easy way to
>transfer files from ST disks to Mac disks and vice versa? It seems that if
>both formats can be accessed this should be no big deal. Is such a copy
>utility included/available?
>

I posted something along this line, and was told that there are several
utilities available for the mac that allow it to read/write IBM format
disks (which of course work on the ST). I seem to remember that at least
one of these packages is PD or shareware.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-------------------------------------
```

602. Re: Splitting up large binary files.

Newsgroup: comp.sys.atari.st
Date: 1991-06-21 03:24:00 UTC
From: marshall@cs.uq.oz.au
Message-ID: <2056@uqcspe.cs.uq.oz.au>
Source record: 231038

In article <N62OSQT9@linac.fnal.gov> stahl@zippy.fnal.gov (Steve Stahl) writes:
>A friend of mine has been trying to get Emacs running on
>his 1040ST. He collected emacs-18.55.zoo (sic) from
>atari.archive. This file is too big
....
>Finally, when this is all done will it have been
>worth the effort ?
>--
>Steve Stahl | Fermilab, Batavia, IL | stahl@calvin.fnal.gov
Probably not worth the effort. Why not use JOVE: in a.a I believe.
It works well, and is much smaller than emacs - but lacks some of emacs
bells and whistles. But it's good.
.

603. Re: Splitting up large binary files.

Newsgroup: comp.sys.atari.st
Date: 1991-06-21 04:12:21 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2064@uqcspe.cs.uq.oz.au>
Source record: 231032

```
>collected emacs-18.55.zoo (sic) from
>atari.archive. This file is too big to fit on a single DD
>floppy.

Just un-zoo it on your unix box and re-zoo it into smaller components.
Or does it contain a single, HUGE file !?!
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
\_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.
```

604. Re: Spectre/Atari formats

Newsgroup: comp.sys.atari.st
Date: 1991-06-21 07:30:03 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <1471@idcapd.idca.tds.philips.nl>
Source record: 231043

In article <1991Jun21.031316.17980@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>In article <T54s41w164w@cellar.UUCP>, darling@cellar.UUCP (Darling) writes:
>>I'm looking at a Spectre GCR system, which apparently reads Mac disks
>>straight away, and wondering: if I buy such a thing, is there an easy way to
>>transfer files from ST disks to Mac disks and vice versa? It seems that if
>>both formats can be accessed this should be no big deal. Is such a copy
>>utility included/available?

If you are using Spectre 3.0you can use:

AccessPC
Dosmounter
Apple File Exchange (text only I think)

I tried both AccessPC and Dosmounter, and they work fine, AccessPC even
correctly formats MSDOS disks. The above also works if you only have the
Spectre 128 cartridge, without the GCR

Hope this helps

(Note: I have never seen a PD or shareware program that does the trick; the
programs above were only on loan so I don't know their price)

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) System Engineering uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: +31 55-432372 fax: +31 55-432103
"Do, or do not. There is no 'try'" Yoda - The Empire Strikes Back
---

605. Re: Splitting up large binary files.

Newsgroup: comp.sys.atari.st
Date: 1991-06-21 08:46:22 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jun21094622@ghiggins.hpl.hp.com>
Source record: 231046

```
++ Finally, when this is all done will it have been
++ worth the effort ?

I seem to have collected a more robust version of emacs than the one originally
ported by Edgar Roeder. I will upload it to atari.archive into the
gnustuff/tos/Emacs directory --- look for emacsbin.zoo. It'll fit on a DS disk.

I have had problems with zoo, split files and Mac xfrs as well. I suspect that
it's something to do with CR+LF or not. I will arrange for the emacs.zoo files
on atari.archive to be split into DS-disk-sized files which can be catted back
together on the ST.

Graham
======

----------------------------------------------------------------------
Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554
----------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
----------------------------------------------------------------------
```

606. Re: gcc 1.40

Newsgroup: comp.sys.atari.st
Date: 1991-06-21 08:46:23 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991Jun21.084623.8632@cs.nott.ac.uk>
Source record: 231044

In article <BAMMI.91Jun19135333@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:
>In article <1991Jun18.081500.851@cs.nott.ac.uk> dpg@cs.nott.ac.uk (Dave Gymer) writes:
>> After all the recent discussion about the forthcoming release of gcc 1.40
> gcc-1.40 for the St is already our there. see update10.zoo on
>atari.archive

I don't have time at the moment to get sources. If I did I wouldn't be worried about...

>> on the ST, I'd like to make an appeal to those who are actually doing the
>> work: please, please, please make sure that it does NOT mangle filenames
> huh, all you got to do is set the env variable UNIXMODE
>appropriately. see UNIXMODE.doc in the lib sources. it will be
>perfectly happy to use the other env variables (GNULIB etc) with
>forward slashes in them.

Can't we get away from this UNIXMODE thing, a la Eric Smith's MiNT library? It does seem silly to have two diverging libraries when one would suffice. I do _not_ use your library (because I'm a MiNTer), so I don't have any info on UNIXMODE. The foward slashes are not a problem, it's the fact that all the names are truncated to fit 8.3 and converted to uppercase.

These are fairly small gripes, but when they're so easily avoided, why do we need the extra hassle?

Here's hoping for gcc 2.00... :-)
--
/* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
+* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
+* Olivier's Law: "Experience is something you don't get *+
*------------------------- until just after you need it." */

607. Re: Spectre/Atari formats

Newsgroup: comp.sys.atari.st
Date: 1991-06-21 08:52:25 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jun21095225@ghiggins.hpl.hp.com>
Source record: 231045

>I'm looking at a Spectre GCR system, which apparently reads Mac disks
>straight away, and wondering: if I buy such a thing, is there an easy way to
>transfer files from ST disks to Mac disks and vice versa? It seems that if
>both formats can be accessed this should be no big deal. Is such a copy
>utility included/available?

Yes, there is a utility called Transverter which allows fairly free transfer
between ST format disks and MFS format Mac disks. I have an MFS HD partition on
under Spectre which I use as a source/destination area for file transfers. It
allows Binary or Text format and with the Binary, enables Spectre to recognise
the file types (.SIT, etc).

++ I posted something along this line, and was told that there are several
++ utilities available for the mac that allow it to read/write IBM format
++ disks (which of course work on the ST). I seem to remember that at least
++ one of these packages is PD or shareware.

But beware, most of this is TEXT only, Transverter allows transfer of Binaries.

Graham
======

Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554

Disclaimer: My opinions above are exactly that, mine and opinions.
----

608. modes.mf (was re: waits.mf?????)

Newsgroup: comp.sys.atari.st
Date: 1991-06-21 09:31:33 UTC
From: schwab@julien.informatik.uni-dortmund.de
Message-ID: <3554@laura.UUCP>
Source record: 231027

In article <1991Jun20.142955.5367@chinet.chi.il.us>, saj@chinet.chi.il.us (Stephen Jacobs) writes:

|> In my never-ending quest to get TeX running ROUTINELY on my ST (without, to the
|> best of my knowledge, ever having spoken to anyone else who knows or cares
|> about TeX AT ALL), I've run into another 'challenge'. Near as I can figure
|> it, the version of plain.bas that was posted to the binaries group here a
|> while back had printer definitions loaded from a 'localization' file called
|> waits.mf (thank you for memfile, Gribnif people). Rather than discarding this
|> version of plain and making a new one, I'd prefer to know what it contains.
|> Does anyone have waits.mf? Would it be possible (reasonable) to post it to
|> comp.sources.atari.st, since it was part of the source for a binary that
|> was distributed in in comp.binaries.atari.st? If someone has it and doesn't
|> care to post it, please email me a copy.
|> Steve saj@chinet.chi.il.us

You should use modes.mf, the successor of waits.mf. It has the same functionality and much more. It is available from the major TeX archives.

--
Andreas Schwab
schwab@ls5.informatik.uni-dortmund.de

609. Re: How is Atari doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1991-06-21 10:42:33 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun21.104233.24151@informatik.uni-erlangen.de>
Source record: 230954

adamd@rhi.hi.is (Adam David) writes:

>TOS has yet to be junked. In all seriousness Atari, why not have a REAL OS
>in ROM and the option to load TOS and GEM from disk for backward compatibility?
>There is nothing fundamentally wrong with the Atari hardware, though there are
>certain limitations which I feel should not be imposed.

TOS is usable. TOS is useful. TOS isn't more bug-ridden than other OS's.
And personally, I think GEM is a real gem. It has all the potential
to rival the MacOS. So don't junk TOS, Atari. Instead, give us MultiTOS
soon. Besides, you can run lots of other OS's on the Atari NOW: OS/9,
Minix, MacOS, QL OS, MS DOS, Mirage... just to name a few.
And with the advent of Atari Unix we also have a full-featured SysV.4.
Think about it.

>The TOS ROMs are a joke though. (Does anyone know which compiler they used?).
>I would guess 20% or more of the space in them is wasted because the C
>compiler didn't optimise the code. There is plenty in need of revision.
>It seems the same compiler has been used for all TOS versions up to at least
>1.62. Even recent TOS versions have backward compatibility to features of CP/M
>which have never been used on Atari ST/TT hardware products. Until very
>recently there has been no support for HD floppies. The list goes on ......

The XBIOS floppy routines worked with HD drives from the day they were
created, likewise for BIOS and GEMDOS. Now, isn't that a sign of
thoughtful design? You might start picking on other design mistakes
like the troublesome GEMDOS I/O redirection, but HD drive support
is a very bad example.

With machines speeding up considerably and speeders all over the place,
the need for fine-tuning the ROM code diminishes. It's more important
for Atari to have control over the various TOS development lines, and
this is near to impossible to do with hand-optimized code. And the only
reason why Atari does not use Turbo C officially (though developpers at
Atari Sunnyvale are said to be allowed to use their favorite dev
package) is that it is not available in the US - no English docs and such.
With the Turbo C developpers falling off from Borland and starting with
a new distributor, this situation may change soon.

>If the hardware wasn't useable and some good quality application software
>packages then I wouldn't have stuck with Atari. Despite their failings,
>the equipment (with third party support) is still a fair cut above the rest.

D'accord.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.

D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de
---

610. TOS 2.5+ modular control panel

Newsgroup: comp.sys.atari.st
Date: 1991-06-21 11:41:11 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1991Jun21.114111.5137@cs.ruu.nl>
Source record: 231048

Two things which are essentially the same:

- I own an STE and lost the 4096 STE control panel. I can't find anyone here that has one for me. I suppose it's public domain(?) and would appreciate if someone could post it to this group.

- What about the modular panel that's supplied with mega STEs and TTs?
--

____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

611. Re: Spectrum converters

Newsgroup: comp.sys.atari.st
Date: 1991-06-21 11:48:34 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1991Jun21.114834.5861@cs.ruu.nl>
Source record: 231049

In <CMM.0.90.2.677449819.larserio@kvart.ifi.uio.no> larserio@IFI.UIO.NO (LarsErikOsterud) writes:

>Are looking for the following programs:
>1) GIF to Spectrum converter that can use STE palett (4096 colors)
>2) IFF to Spectrum converter that can use STE palett (4096 colors)
>3) Spectrum to GIF converter that handles STE palett (4096 colors)
>
> Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
> Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
>_________/ _____________________/ ____/ / Klubben, user association

I happen to have written a GIF2SPU converter using 4096 colors. SOME pictures are converted really nice (try SUNSET.GIF currently on alt.binaries.pictures). I'll post it monday, if I won't forget. It DOES make 'corrupted' GIF pictures, i.e. it uses all 16 palette entries, and spectrum.prg behaves real stupid with them.

--

____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

612. Re: Splitting up large binary files.

Newsgroup: comp.sys.atari.st
Date: 1991-06-21 12:03:15 UTC
From: raichle@azu.informatik.uni-stuttgart.de
Message-ID: <RAICHLE.91Jun21140315@azu.informatik.uni-stuttgart.de>
Source record: 231030

> [Problems with splitting a big file and ...]
> and then recombining the individual parts back on
> his Atari using "cat."
> With a "cat" collected from cs.uni-sb, he was able to do this.

I don't know this "cat" version, but most "cat" versions for the
ST work in `text mode', not in `binary mode'. This means they
ignore `CR' in a line (not all) and wrote `LF' as `LF/CR' pair.

Try this: Wrote your own version of `cat' and be sure that you open
the input files and the output file in binary mode!

-bernd

PS: I use GnuEmacs to recombine binaries ;-)

613. ST and Multisync

Newsgroup: comp.sys.atari.st
Date: 1991-06-21 12:51:45 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.677508705.larserio@kvart.ifi.uio.no>
Source record: 231050

```
Multisync monitor switchbox and cabel (this is tested and works)
"""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

If you want monochrome your monitor must handle 71 Hz frequency
NOT all monitors do this - To be sure - Test before you buy it!

Multisync side (no pin number - they depend on your monitor outlet)

Red Green Blue HorSync VertSync Ground
| | | | | |
| | | | | |
SW1---SW2---SW3-------. | | |---SW4---.
| | | | | | | |
| | | | | | | |
Red Green Blue Monochrome HorSync VertSync Ground MonoDetect
7 6 10 11 9 12 13 4

Atari ST, STE or MEGA STE side (number as in operating manual)

The switch you need must be of the type with 4 pins in that can be
switched between 2 x 4 pins out (two choices) and works like this:

Switches 1,2,3: When in color red, green and blue passes straight
--------------- through without contact with each other or mono.
When in monochrome they are all disconnected from
ST RGB and instead all connected to ST monochrome

-------- ST RGB (in color mode)
Monitor --------- SW
-------- ST Mono (in mono mode)

Switch 4: Open in color, monochrome detect not connected.
--------- When in monochrome monochrome detect is connected
to ground (this tells the ST it's in monochrome).

Monitor GND --------------- ST GND (always connected)
SW ------ ST Mono Detect (in mono)

Don't worry, the worst bit isn't making this - it's getting the
13-pin Atari monitor connector for the ST side and solder it !!

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association
```

614. What archiving format?

Newsgroup: comp.sys.atari.st
Date: 1991-06-21 15:27:22 UTC
From: D.B.Barratt@newcastle.ac.uk
Message-ID: <1991Jun21.152722.17873@newcastle.ac.uk>
Source record: 230956

I'm a bit confused regarding the different formats available for archiving files e.g. arc, lharc, zoo etc. Is any one of these formats more efficient or reliable than the others, if so does this not make the others somewhat redundant? Is there any compatibility between the different formats?

In other words which format should I be using to archive my files?

Cheers,

Dave

****

Dave Barratt JANET: D.B.Barratt@uk.ac.newcastle
Computing Laboratory
University of Newcastle upon Tyne
UK

" A spacers not a spacer till his trod vac "

615. Wanted TT owner?

Newsgroup: comp.sys.atari.st
Date: 1991-06-21 16:19:00 UTC
From: hvaalde@cs.vu.nl
Message-ID: <10279@star.cs.vu.nl>
Source record: 230958

```
Is there someone out there with a TT that likes to test a program for me?
Please respond with email

Harold van Aalderen (hvaalde@cs.vu.nl)
```

616. Hard Disks

Newsgroup: comp.sys.atari.st
Date: 1991-06-21 16:39:45 UTC
From: malay@sae.com
Message-ID: <1991Jun21.163945.19610@sae.com>
Source record: 230957

A month ago I purchased a 1040STe and have upgraded it to 4 Megs. I now want to buy a hard disk in the $500-$600 range preferably >= 50 Megs and not slow with clock and ICD Adv+. Anybody got anything to say about these choices:

D & P Computer's 85 MB 28 MS $584
Joppa Computer Products 82 MB 19MS $609
Toad Computers 85MB 24MS $599
L & Y Electronics Supra 110 MB $599
Rising Star Computers ICE Systems 85MB $579

If you know of anybody else in this price/performance range that I should consider - explain ?

Bob Malay

617. Gnu Emacs under MiNT?

Newsgroup: comp.sys.atari.st
Date: 1991-06-21 16:46:45 UTC
From: peter@geog.ubc.ca
Message-ID: <1991Jun21.094645@geog.ubc.ca>
Source record: 230955

I want to run gnu emacs on my 2.5M ST under MiNT with the possibility of multiple shells etc. within emacs (ie. cmushell). Is this possible? Has it already been done? If so, and someone could send details, I will be pleased to summarize.

--
==========
Peter L. Jackson | peter@geog.ubc.ca
Atmospheric Science Programme | pjackson@unixg.ubc.ca
Department of Geography | usermeso@ubcmtsg.bitnet
University of British Columbia | ph:(604)822-2269 fax:(604)822-6150

618. Another Atari write-in campaign...

Newsgroup: comp.sys.atari.st
Date: 1991-06-21 18:16:38 UTC
From: lch3e@holmes.acc.Virginia.EDU
Message-ID: <1991Jun21.181638.21970@murdoch.acc.Virginia.EDU>
Source record: 230953

OK, folks, it's time for yet another write-in campaign. Believe it or not, they ARE effective (when a reasonable number of people write); and this is one of the most important issues I've seen in the ST world.

WORDPERFECT FOR ATARI
Z*Net announced weeks ago that WordPerfect was going to end its Atari support after a cancellation of a major order by Atari Germany. The story continues to develop. The German order was for version 5.1 of WordPerfect, which is not yet completed and may now never be.

WordPerfect programmers had prepared the code and had grafted major parts of the NeXT computer version of 5.1 into what was to be the Atari version. Full FSM GDOS management and compatibility was also integrated, making the Atari WordPerfect 5.1 perhaps the most advanced version that would have been available on any platform.

However, after
Atari Germany canceled their advance order of 10-15,000 units under pressure of German developers, WP contacted Atari in Sunnyvale. Reports vary somewhat, but the result of that talk seems to be that Atari Corp will not at this time back WordPerfect by assuring a minimum order.

WP has left the matter open-ended, and does plan to
continue the periodic bug-fixes and minor tweaks of the 4.1 version that is available for the Atari. Some Atari officials are working to reverse the situation and persuade all parties to take whatever measures needed to assure production of WordPerfect 5.1 for the Atari.

Ataris' developer man, Bill Rehbock, has asked Z*Net to clarify what he is looking for in support for a new revision of WordPerfect. The company is hesitant to release version 5-point-something because of fears of insufficient sales. Bill has been actively soliciting reports from users as to their actual reasons for buying/ not buying WordPerfect to date, including bug reports.

So far, Bill tells Z*Net that his mail has
been primarily negative, bashing him and Atari for flubbing the WP deal.

What he NEEDS are letters to take with him to WordPerfect in July. Those letters should say what YOU think about WordPerfect, both in the current incarnation for the Atari and what would make you buy a new version. Reasons you didn't buy the existing version are important too. Atari Corp, Bill Rehbock, 1196 Borregas Blvd, Sunnyvale, CA 94088. And /or direct to WordPerfect, 1555 North Technology way, Orem, UT 84057.

619. Geneology program for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-06-21 18:33:55 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1991Jun21.183355.12345@cs.wayne.edu>
Source record: 230961

I'm having a family reunion next year! We had a really great one last year where we all said it'd be really nice to have a family tree as a keepsake, but no-ones jumped on it yet. I'd like to have a try at in, only if I can find a geneology program for the ST. PD or commercial. Have found lots of PD stuff for the PC, but I don't think I really want to depend on PC Ditto (soft version) for any serious work.

Anybody?

--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

620. MSDOS 5 on ICD drive via ATSpeed

Newsgroup: comp.sys.atari.st
Date: 1991-06-21 20:30:33 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Jun21.203033.22485@rodan.acs.syr.edu>
Source record: 230972

I am running ATSpeed on my ST with an ICD hard drive. ATSpeed allows you to reassign hard disk partitions to facilitate booting gem and msdos. So, I boot my ST off c: and msdos off d: (under msdos, the names appear reversed, i.e. c: from ST shows up as d: under dos and d: from ST shows up as c: under dos). Everything was fine until I upgraded to MSDOS 5. For some reason, it will not recognize the d: drive (which is really c: under GEM). There seems to be some sort of incompatability between what the icd boot requires and what msdos 5 needs to read. I have reformatted the drive in question under msdos 5, but then the ST is not able to boot. When I fix the drive so the ST can boot, msdos 5 will not recognize the drive. Does anybody have any idea why this is so? and/or if there is a fix? The older versions of dos cause no problem...Which is good, I guess, because at least I have a fall back position.
Thanks very much for any help you can offer.
--Gerry
ggreenbe@rodan.acs.syr.edu

621. UUPC Program wanted

Newsgroup: comp.sys.atari.st
Date: 1991-06-21 20:57:23 UTC
From: johnn@pcsceln.uucp
Message-ID: <1991Jun21.205723.1215@pcsceln.uucp>
Source record: 230952

I am looking for a good UUPC program for an Atari 520ST upgraded to 2.5 megs. I don't have ftp access, but I do get the group comp.binaries.atari.st and I have looked through that to no avail. Could someone direct me to a good PD or commercial program to fill that need? Thanks in advance to all. Please respond to johnn%pcsceln.uucp.@sapphire.idbsu.edu or this newsgroup. Later.

-Ness

622. Re: Another Atari write-in campaign...

Newsgroup: comp.sys.atari.st
Date: 1991-06-22 00:00:29 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.677548829.larserio@kvart.ifi.uio.no>
Source record: 230951

ABout WP for Atari ST. How can they expect to sell it if they don't have it
:-) Word Perfect Scandinavia didn't even know the dofference between Atari
and Commodore and they didn't have WP for any of them (they said to me)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _____________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

623. Word Perfect 5.1

Newsgroup: comp.sys.atari.st
Date: 1991-06-22 00:31:43 UTC
From: revpk@cellar.UUCP
Message-ID: <kB4w47w164w@cellar.UUCP>
Source record: 230959

Well, good luck, and I also recommend making a few phone calls to
WP's help lines as well.

I'd be very interested to know if the following features would be
included:

1. The Tables and Equation Editor functions.
2. Ability to run of of 720K floppies
3. The new Labels Formatting ability.

In other words, rough compatibility with the IBM version.

```
=============================================================================
Brian Siano, aka [ "Mr. A. Hitler, the old Nazi thing, says
[ Mickey's silly. Imagine that! Well, Mickey is
Rev. Philosopher-King [ going to save Mr. A. Hitler from drowning or
[ something some day. Just wait and see if he
revpk@cellar.UUCP [ doesn't. Then won't Mr. A. Hitler be ashamed!"
[ -- Walt Disney, 1933.
=============================================================================
```

624. Expanding a Supra HD

Newsgroup: comp.sys.atari.st
Date: 1991-06-22 05:33:21 UTC
From: i9853100@ivax.ccit.arizona.edu
Message-ID: <21JUN91233321@ivax.ccit.arizona.edu>
Source record: 231042

I have a Supra 20 meg HD which uses a Rodime embedded SCSI mechanism. Can
I upgrade to a higher capacity drive by just swapping out the mechanism?
(I was thinking of using a Segate ST-157N 49 meg drive). Also, I have version
2.62 of the Supra software. Would this software be able to format the drive?
Also, if there newer versions of the software, what are the differences?
Using RATEHD.PRG, my current drive checks out at about 220 k/s and over
100 ms avg access (Very slow!). Would changing the drive mechanism speed this
up?
Help with any of these questions would really be appreciated. Thanks!

Doug Tarico
I9853100@ccit.arizona.edu

625. Re: lharc woes

Newsgroup: comp.sys.atari.st
Date: 1991-06-22 05:47:13 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0b7du58@nathan.ruhr.de>
Source record: 230960

```
Hi,
what about giving STZip a try? Ok, it's still called a beta version, but
it works, its faster than LHarc, and the compression rate is alomost the
same as LHarc's...
The actual version is 0.9beta...
/s/
--
Udo Erdelhoff smart: ue@nathan.ruhr.de
Am Westheck 170 Fido: Udo Erdelhoff on 2:245/52.1
W-4600 Dortmund 12 (FRG) Maus: Udo Erdelhoff @ DO
Please keep your replies short - I have to pay for recieving mail
```

626. Re: modes.mf (was re: waits.mf?????)

Newsgroup: comp.sys.atari.st
Date: 1991-06-22 07:55:08 UTC
From: piet@cs.ruu.nl
Message-ID: <1991Jun22.075508.820@cs.ruu.nl>
Source record: 230962

>>>>> schwab@julien.informatik.uni-dortmund.de (Andreas Schwab) (AS) writes:

AS> You should use modes.mf, the successor of waits.mf. It has the same
AS> functionality and much more. It is available from the major TeX
AS> archives.

How to get modes.mf from the archive at
Dept. of Computer Science, Utrecht University:

NOTE: In the following I have assumed your mail address is john@highbrow.edu.

Of course you must substitute your own address for this. This should be
a valid internet or uucp address. For bitnet users name@host.BITNET
usually works.

by FTP: (please restrict access to weekends or evening/night (i.e. between
about 20.00 and 0900 UTC).

ftp archive.cs.ruu.nl [131.211.80.5]
user name: anonymous or ftp
password: your own email address (e.g. john@highbrow.edu)
cd /pub
don't forget to set binary mode if the file is a tar/arc/zoo archive,
compressed or in any other way contains binary data.
get TEX/MF/modes.mf

by mail-server:

send the following message to
mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send TEX/MF/modes.mf
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

627. Re: How is Atari doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1991-06-22 11:35:47 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5892@wucc.waseda.ac.jp>
Source record: 230963

Well, this is going to be the most familiar talk about whether Atari has a future or not. I have my personal opinion but I had bette keep it to myself so as not to offend Atari zealots, particulary German enthusiasts. But let us remember on this day next year that there were people who believed in Atari's future.

Cheers,
Tsuji (a very, very disappointed person, particularly by ATARI UK's developers support scheme).

628. Re: lharc woes (AGAIN, was Is musedt.lzh corrupted?)

Newsgroup: comp.sys.atari.st
Date: 1991-06-22 19:49:14 UTC
From: Vincent.Pomey@linn.fidonet.org
Message-ID: <fido_2
Source record: 230967

In a message of <20 Jun 91 12:09:42>, dpg@cs.nott.ac.uk (Dave Gymer) writes:

> My complaint with lharc is that's its's too damn slow. I still mainly

You could try using STZip, it process zip files (compatible with PKZip on PC), is faster than LHArc 1.13.19, compress roughly the same (better on big text files, worse on very small files), and has a built-in GEM interface.

Should appear in comp.binaries.atari.st soon.

Vincent.Pomey@linn.fidonet.org
or tfd.com!afp!gna!linn!vincent

629. Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-23 01:27:02 UTC
From: ai065@cleveland.Freenet.Edu
Message-ID: <30257@know.pws.bull.com>
Source record: 230968

First let me begin this message by paying Atari users a kind remark...Atari users are smart, much in the same way as Amiga owners. We have both choosen our machines based on the facts, and the facts are that IBM and Apple computers don't offer us power for the price. IBM is too controlled by dull and generic standards, and Apple almost has to sell machines at three times what they are worth in order to keep up their BMW-like image. We have choosen our machines because they were simply the best (one more so than the other :')) for the price.

As of late, Atari has taken a sudden turn for the worse. The new machines didn't live up to their promise of having better features than their Amiga twin. Software vendors, shows, and even magazines are jumping ship as a result of the somewhat flat sales of the new machines. Even Atari's best feature, good MIDI software, is weakening as several of those authors port their software to the Amiga. Atari has gone deep into debt and not even a rumor of a totally new computer, if that rumor existed, looks to offer hope.

On the other hand, Amiga sales are higher than ever. New prices, better outlet exposure, recent introduction of high quality professional software, new "media" hits (Toaster, CDTV, AmigaVision), recent introduction of leasing programs and onsight service that even IBM and Apple don't offer, all of this and more has resulted in a big year for Commodore. Sales are way up. Even the 3000 is sold out right now. The recent trade-up program, which will give you massive discounts if you already own a Commodore, has put the 3000 in reach for even lowly Vic-20 owners. The Amiga went well over 3 million units some months ago and, if sales continue at this pace, could go over 4.5 million by the end of this year. It is said that Commodore just experienced their most profitable quarter in history, and Commodore stock is higher than it has been in years. CDTV, which many predict to be the biggest electronics smash since "Nintendo", has received much press and will be advertised by Commodore in a big way this fall.

As a result, the trickle of Atari users switching to the Amiga has (in my *limited* view) turned into a flood recently. Because of my exposure through messages here on Cleveland Free-Net, I have received several requests for information to smooth the conversion from the Atari to the Amiga. I do this as a service to fellow computer users. If you need any advice on file conversion, where to buy Amiga-related hardware for the best price, information on the Atari ST emulators out for the Amiga, or have any other questions related to the Atari-to-Amiga conversion process, please feel free to write me via Email. Please note: I'm not impressed by stupid remarks and swear words from those who still love their Atari. You have every right to stick with your choice. Please allow others to do what they feel is right.

Tom

Why purchase a MAC when an Amiga with the same CPU will run 99% of all
__ MAC software..and FASTER at that?! The same can be said of the IBM and
__/// Atari computers, and I can run those in a window. IBM's greatest sales
\XX/ tool is ignorance on the consumer's part. IBM=(I)'ve (B)een (M)islead.
A If you want to be popular then buy a MAC....If you want to be powerful
M then buy an Amiga..and use all that money you save to buy friends. :')
I Classic=B&W, no blitter, no DMA, almost no sound, almost no expansion,
G price tag of $1000. Amiga 500=4096 colors, DMA galore, great sound, an
A 86 pin expansion port, price tag of $500. Confused? Only the Amiga!!!!

630. What is wrong? How to fix?

Newsgroup: comp.sys.atari.st
Date: 1991-06-23 03:36:18 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <9106230336.AA10108@cwns5.INS.CWRU.Edu>
Source record: 230969

I am collecting information, I have been for sometime on all the things that people say is wrong with Atari.

Some say that Atari is only considered a game machine in some countries.

Some say that the technology of Atari computers isn't enough to compete against other computers.

Some say Atari doesn't advertise enough.
Others say that Atari Corp. doesn't support its customers as it should.

WHAT IS WRONG WITH ATARI?

This is what I would like to know from you and I would also like to know how you would fix it if you had any control of what was happening.

Please respond to me in e-mail since I don't think people don't want to read this string.

Also please be aware that I understand all computer companies have their problems not just Atari. Atari has some positive things going for them but all I am interested is the things that is wrong with Atari.

Thanks.

P.S. Please give your country's name as well as if you are a user, dealer, or developer.

--

631. Re: Atari-to-Amiga junk

Newsgroup: comp.sys.atari.st
Date: 1991-06-23 04:35:26 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <9106230435.AA12185@cwns5.INS.CWRU.Edu>
Source record: 230964

I have just read the message posted by Thomas Hill, SysOp of the Commodore SIG on the Cleveland Free-Net.

There is no proof that Atari is doing bad anywhere. There is no proof that anyone is switching over to Amiga and if there are some, I am sure the same amount are switching to the ST.

Thomas Hill is famous for attempting to "scare" Atari users into becomming Amiga users, especially on the Cleveland Free-Net. I should know, I am the Atari SIG Manager on the Cleveland Free-Net.

There is no proof and frankly, I believe Tom just made up information on the new Atari computers being a flop because he doesn't really know and would like to think so.

Many claim, especially developers that the TT030 will be easier to develop quality software on the TT than the Amiga. I'd like to wait and find out. After all, the TT030 hasn't even made it to the U.S. yet! It is at least one-year newer than the Amiga 3000 and I'm sure Atari had enough time to examine that of its competitors to bring you- a superior machine.

The Mega STe will be selling for $1400 with 55 meg hard drive, 2 megs of RAM, LAN, etc. at an Atari Dealer in my home town. This is an amazing price and I definitely do not see failure there.

Atari has had trouble manufacturing enough computers to compete properly.

It is now over this problem with contracts with several new factories.

Don't give up on your computer yet folks, because if you let messages like Tom's frighten you, Atari is doomed because of you not because of them.

And don't worry about ST computer users switching to Amigas on Free-Net. They would be switching a computer that is supported by a SIG with a great amount of information to a computer with a SIG that only has "my computer is better than yours" messages throughout it.
Len

--

632. speller and Mac fonts

Newsgroup: comp.sys.atari.st
Date: 1991-06-23 04:55:42 UTC
From: sytang@lamar.colostate.edu
Message-ID: <15644@ccncsu.ColoState.EDU>
Source record: 230966

Well, Spell32 and Makedict has been added to atari.archive.umich.edu, these two programs are from UK archive pdsoft for ST. The spell32 is english spell checke , and the makedict is the dictionary maintainer for the spell32. Documents are included in the archived file.
One more file from pdsoft has been uploaded and should be availible soon. It contains the Mac fonts converted to be use with GDOS. This file has been mentioned in previous messages about Fonts.
Have fun.
Tang
sytang@lamar.colostate.edu

633. Tom and Free-Net Commodore SIG

Newsgroup: comp.sys.atari.st
Date: 1991-06-23 04:56:13 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <9106230456.AA12796@cwns5.INS.CWRU.Edu>
Source record: 230965

If anyone cares to know how little you should think of the recent message posted by Thomas Hill, please take a look of a capture that I took from the Commodore SIG on Free-Net concerning Atari...

ews
437. USENET REPOST: Commodore SemiConductor In News
438. YWCA looking for donation

439. USENET REPOST: Atari In Europe
440. USENET REPOST: Atari Sells Plant
441. USENET REPOST: Atari Show Cancelled
**R 442. USENET REPOST: Atari Us Position
443. USENET REPOST: Slow Macs

444. Re: USENET REPOST: Atari In Europe

---
c = Contribute a new mess

(AND HOW ABOUT ONE OF THOSE MESSAGES WHILE I'M AT IT?)

Article #439 (444 is last):
Newsgroups: freenet.sci.comp.c64.forum
From: ai065@cleveland.Freenet.Edu (Thomas Hill)
Subject: USENET REPOST: Atari In Europe
Date: Sun Jun 16 16:47:26 1991

What follows is a series of messages from the Atari UseNet SIG. They represent the down hill trend at Atari right now. While thumbing through the Atari messages I was taken by the number of "For Sale" messages being posted. Read into this what you will. Also, if any of you Mac users think Atari and Commodore activity has always been about the same level, I would suggest you go to the few Atari SIGs for a quick look, then go to the Amiga SIG (# 5) and take a quick look around all those special interest SIGs within it. Things are hopping at Commodore these days. Things at Atari are...Well, let's let the Atari message traffic speak for it's self. I'd also like to mention to my fellow Amiga users out there what this could mean to Commodore. With Atari out of the picture Commodore would be by it's self in the < $1000 market. With the recent rush of Atari users switching to the Amiga, this "rush" could soon turn into a flood.

Article #28178 (28194 is last):
From: grahamt@syma.sussex.ac.uk (Graham S Thomas)
>Newsgroups: comp.sys.atari.st
Subject: Re: How is Atari doing in Europe?
Date: Sat Jun 15 12:16:14 1991

From article <1991Jun14.010821.9903@noose.ecn.purdue.edu>, by
yegerleh@vivaldi.ecn.purdue.edu (James D Yegerlehner):
> I don't think Atari is making much of a splash over here (yet?)
> with the new STEs and TTs, but can any of you guys over in Europe
> say how the new machines are being received there? Is Atari
> maintaining the significant market share that it once had?

I'm fairly sure Atari's market share in the UK is declining. Most STs
here have been sold as games machines, and judging from the relative
amounts of software in the shops and the number and thickness of
magazines on the newsstands, the Amiga's winning hands down in that
arena.

Anything else has been niche marketing. The TT is more expensive here
than in some other countries, partly because Atari don't expect to sell
many. The Mega STE hasn't even been released here yet - it's just been
delayed even further until the beginning of July.

Atari are still selling a fair number of STFMs (still!) and STEs, and
the existing number of installed machines means that games and music
software will continue to be produced here, along with the occasional
non-games product. Also, Atari UK have started to advertise the ST as a
'serious' computer again. But, in my opinion, it's too little, too
late. The best is not yet to come.

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: .. 685865

[END]

Tom

Would you now like to:
t - Type out (Re-read) this message
s - Read next unread message on same Subj

If posting of information like this makes you angry, do what I do and
try to make the Atari SIG a great place to get information.

In fact, after seeing what Tom is doing, I'm encouraged to work on the
Atari SIG even harder and I'm sure the users are as well.

Join the Atari SIG... or the 16/32-bit Computer Support Team.

Len

--

634. Mint and big screen

Newsgroup: comp.sys.atari.st
Date: 1991-06-23 08:55:32 UTC
From: lahtinen@nic.funet.fi
Message-ID: <1991Jun23.085532.24428@nic.funet.fi>
Source record: 230970

I am using my Atari with a big screen (Matrix C32) and would
like to use Mint and GEM together, but so far I have only succeced
it in normal ST-resolution. For some reason the program GEM.PRG
does not like the driver of the big screen.

Does somebody has a solution? Otherwise Mint is working fine and
also mgr is nice on 800x600 resolution.

Kimmo

lahtinen@gideon.fmi.fi

635. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-23 14:01:07 UTC
From: ai065@cleveland.Freenet.Edu
Message-ID: <30270@know.pws.bull.com>
Source record: 230971

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>I have just read the message posted by Thomas Hill, SysOp of the Commodore
>SIG on the Cleveland Free-Net.

Nice to see you here on the Atari UseNet SIG, Len. I'm afraid you've once again made the mistake of calling me the Sysop of the Commodore SIG on the Cleveland Free-Net. Let's hope this is the last time I have to say this... I am not the System Operator of the Commodore SIG on Cleveland Free-net.

>There is no proof that Atari is doing bad anywhere. There is no proof that
>anyone is switching over to Amiga and if there are some, I am sure the same
>amount are switching to the ST.

Even some members of your SIG in very high "positions" have asked me details on switching to the Amiga. I was asked to not print their names, so I won't. Since your an avid reader of the "computer forum", you should know that I always complain that people make statements without any proof. I'm a big believer in facts, and putting your money where your mouth is. Much of the source material for these statements comes from your very SIG. Exactly what statements don't you agree with? I have source material for everything down to the Atari music authors switching to the Amiga. I like to think that I never make a remark without the facts to back it up. Please try to do the same.

>Thomas Hill is famous for attempting to "scare" Atari users into becomming
>Amiga users, especially on the Cleveland Free-Net. I should know, I am the
>Atari SIG Manager on the Cleveland Free-Net.

This statement is uncalled for. I never try to "scare" people into buying an Amiga. I present the facts and allow you to make up your own mind. Again, most of the information I post simply came right from the MAC or Atari SIG. I do "try" to inform people. I believe that most people buy a computer with no real knowledge of how it compares to other systems. This is what I am trying to change.

>There is no proof and frankly, I believe Tom just made up information on the
>new Atari computers being a flop because he doesn't really know and would like
>to think so.

I can even give you remarks from Atari users in this very SIG to support that statement. And I never make up information. To do that would be a turn from the facts. The facts our that the Atari sales are slowing. The initial sales flow of the new machines was mainly due to Atari users upgrading.

>Many claim, especially developers that the TT030 will be easier to develop
>quality software on the TT than the Amiga. I'd like to wait and find out.

I'd love to hear your facts to support this statement. The Amiga is well known for it's excellent library of support routines. I've always heard people say that the Amiga is a dream to program on. Never heard it the other way around.

>After all, the TT030 hasn't even made it to the U.S. yet! It is at least
>one-year newer than the Amiga 3000 and I'm sure Atari had enough time to
>examine that of its competitors to bring you- a superior machine.

Being released a year after the 3000 has nothing to do with it being a newer machine. This just enforces Atari's rap of showing products long before they are ready. Remember the big discussion we had about the new Atari computers? You liked to call them "totally new computers", while I made the point that they are simply the old machines with minor upgrades here and there. They still didn't offer better special chip ability than what the Amiga already had. These are repackaged machines, not totally new ones. I wish Atari would have released a totally new line from the ground up. It would have made the market competitive again and it probably was the only thing that could have saved them.

>The Mega STe will be selling for $1400 with 55 meg hard drive, 2 megs of RAM,
>LAN, etc. at an Atari Dealer in my home town. This is an amazing price
>and I definitely do not see failure there.

Not a bad price, but not the best price either.

>Atari has had trouble manufacturing enough computers to compete properly.

I find the recent remark on this curious. Atari has had trouble selling computers. What makes you think fixing a plant problem will increase sales?

>And don't worry about ST computer users switching to Amigas on Free-Net.
>They would be switching a computer that is supported by a SIG with a great
>amount of information to a computer with a SIG that only has "my computer
>is better than yours" messages throughout it.

Len, once again your not exactly right. Len had tried to make it sound like this discussion has gone on in the Commodore Amiga Forum on Free-Net. Not so. A new section was set aside, called "The Computer Forum", for all computer users to discuss and compare the powers of their systems. This is not an Amiga board, not a Commodore board, but a board for the discussion of all computers. Saying that the Amiga SIG does not support it's users is a remark based in no fact. I know your SIG supports it's users. Never said it didn't. If you'll kindly read over a small list below of titles found in the Amiga SIG then I think we can clear up this small misunderstanding...

From the Amiga Forum...

First message is #17, last message is #239

R 216. USENET REPOST: Videography Magazine On Amiga
R 217. Hands-on Toaster impressions
R 218. COMDEX IN CLEVELAND?
R 219. How about a "Programmers' Forum?"
R 220. AmigaUUCP

R 221. How to find Maple?
=> R 222. USENET REPOST: CDTV AT CES
R 223. USENET REPOST: Fushion 68040 Board
R 224. USENET REPOST: Ad For CDTV
R 225. USENET REPOST: AMAX Compatibility
R 226. USENET REPOST: CDTV In InfoWorld
R 227. USENET REPOST: CDTV Reactions
R 228. USENET REPOST: CDTV Titles
R 229. USENET REPOST: Comeau C++ Review
R 230. USENET REPOST: More On InfoWorld And CDTV
R 231. USENET REPOST: More CDTV News
R 232. USENET REPOST: IEEE Spectrum Magazine On 3000UX
R 233. USENET REPOST: Amiga Spotted On Home Show
=> R 234. USENET REPOST: CDTV Spotted On CNN
R 235. USENET REPOST: USER GROUPS- DEMO CDTV OFFER!
R 236. USENET REPOST: CDTV Upgrade News
R 237. USENET REPOST: Commodore SemiConductor In News
R 238. NOTICE TO NEW USERS OF THIS SIG!!!
R 239. Prodigy

From the Amiga Q & A Forum...

R 24. Re: Amiga 500 as IBM compat.
R 25. Re: bad sprites ??
R 26. Re: Amiga hard drives.....
R 27. Re: IFF->MAC converter, anyone?
R 28. Re: Amiga hard drives.....
R 29. Re: Amiga 500 as IBM compat.
=> R 30. Fonts (Hebrew)
R 31. Video Inteference
R 32. A1000 keyboard
R 33. Amiga 1000 & the printer port
R 34. Software via FTP.
R 35. Re: Software via FTP.
R 36. Re: Amiga 1000 & the printer port
R 37. New A3000
R 38. VT220 emulator
R 39. Re: New A3000
R 40. Re: VT220 emulator
R 41. Alegra Upgrade
=> R 42. Amiga Basic: suggestions wanted on how to learn it

As you can see, no messages about "my computer being better than yours". In the computer forum there are a fair number of pro-Atari and IBM messages as well as Amiga messages.

Tom

636. Re: Atari-to-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-23 15:33:58 UTC
From: darling@cellar.UUCP
Message-ID: <BR4Z41w164w@cellar.UUCP>
Source record: 230976

ai065@cleveland.Freenet.Edu (Thomas Hill) writes:

> Even Atari's best feature,
> good MIDI software, is weakening as several of those authors port their
> software to the Amiga.

Ever met a professional producer, Tom? We use the best programs available on any computer: C-Lab's CREATOR/NOTATOR for sequencing, Digidesign's ATARI SOUND TOOLS for digital audio recording/editing, and POLYFRAME for patch editing. None, I repeat, NONE of these have been ported to the Amiga. And unless future Amiga machines clean up the severe MIDI timing problems they've got now, they never will be.

> On the other hand, Amiga sales are higher than ever.

Bzzzt! Commodore just posted its worst figures in 4 years.

> If you need any advice on file conversion,
> where to buy Amiga-related hardware for the best price, information on the
> Atari ST emulators out for the Amiga, or have any other questions related
to

I'll save you the time, Tom. Amiga ST emulators blow. They're all slow, buggy, and none, I say again NONE, work properly with any MIDI software whatsoever. Makes ME want to rush out and buy one, so I can play 32-million-coloured games instead of all that WORK I'm getting done now.

> I have received several requests for
> information to smooth the conversion from the Atari to the Amiga. I do this
as
> a service to fellow computer users.

You noble soul! The self-sacrifice! In turn, I offer to help YOU smooth the conversion of your lips from their present location to my sweaty posterior. I do this as a service!

Tom, I haven't read such a heap of bunk it a long time. If you're frustrated that your computer isn't being used in any professional environment, fine. But don't come over here and shovel propaganda and outright false statements in an effort to get others to join you in your malcontence. Grow up. A "my computer is better" rant under any other name smells equally bad, no matter how you may attempt to dress it up.

^~^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~^~

637. g++ bus error

Newsgroup: comp.sys.atari.st
Date: 1991-06-23 16:41:02 UTC
From: sinner@csd4.csd.uwm.edu
Message-ID: <13345@uwm.edu>
Source record: 230973

When running gcc-cc1p.ttp (version 1.35) from g++.ttp (v. 1.35)
with the following command line:

g++ -v -S test-hel.cc -Id:\usr\lib

I get a bus error.

I have a 520 ST upgraded to 2.5 megs.
The file test-hel.cc came with the distribution that I got from atari.archive.

Is the problem not enough RAM (I have over 2 million bytes free)?

(I am compiling from gulam, by the way.)

Any help will be appreciated.

ken

sinner@csd4.csd.uwm.edu

P.S. Does anyone out there actually have g++ up and running?

638. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-23 17:00:15 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Jun23.170015.8444@rhrk.uni-kl.de>
Source record: 230975

ai065@cleveland.Freenet.Edu (Thomas Hill) writes:

.... all this stuff deleted ...

Amiga users are happy with their machines, atari users like the ST or TT.
I think this is ok, so why fight about it?

```
*********************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*-------------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*********************************************************
```

639. SALE

Newsgroup: comp.sys.atari.st
Date: 1991-06-23 17:24:19 UTC
From: chuj@horton.colorado.edu
Message-ID: <1991Jun23.172419.7789@colorado.edu>
Source record: 230974

I must sell my ATARI SC1224 immediately for $170.00.
This is a perfect condition RGB color monitor for the
ATARI ST, STE, and MEGA systems. The reason for selling
is due to the lack of room for it and the lack of usage by
me. Please leave me E-mail if you are interested.
chuj@horton.colorado.edu

Jeff

640. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-23 18:05:52 UTC
From: steve@thelake.mn.org
Message-ID: <A1757026007@thelake.mn.org>
Source record: 230977

```
Please keep the juvenile user war crap in Cleveland, and off Usenet.
It serves no purpose related to comp.sys.atari.st.
```

641. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-23 19:54:10 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <9106231954.AA23332@cwns2.INS.CWRU.Edu>
Source record: 230978

I'm responding to the following message:
From: steve@thelake.mn.org (Steve Yelvington)
Please keep the juvenile user war crap in Cleveland, and off Usenet.
It serves no purpose related to comp.sys.atari.st.

This has nothing to do with Cleveland. You would have to be a juvenile user
to think it did.

This has to do with spreading around false rumors by people to scare Atari
computer users into leaving their computer.
I think it is wrong so I said something about it.

Ok?

--

642. Atari.archive monthly posting

Newsgroup: comp.sys.atari.st
Date: 1991-06-23 20:06:21 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Jun23.200621.13642@terminator.cc.umich.edu>
Source record: 230979

Welcome to atari.archive.umich.edu

This is the monthly posting from the umich atari posse. We hope
it will answer some of those nagging questions that always seem to pop up
from time to time. If you have any additional suggestions, please mail
them to me, at weiner@atari.archive.umich.edu.

1: How do I use BART?
Now that BART is back on-line again, you can get bart help by mailing
atari@atari.archive.umich.edu and include the word 'help' in the body of
the message. This doesn't mean you have to send mail Jon or I.

2: How can I connect via FTP?
If you are interested in ftp, I recently wrote a beginner's guide. Please
mail me and I will send you a copy. I'll post it every once in a while too.

3: What if my machine doesn't support name service?
Two things to do here:1) Demand that your sys-admin install it soon,
and 2) use the internet address 141.211.164.8

4: I can't download because my hard drive doesn't work and my modem goes
out sometimes and .....HELP!!!
Sorry, outside of the archive I really can't help you....Your best bet is
to find someone at your site with a similar set-up, or post to c.s.a.st
for advice.

5: What are all the ???s in your index?
The ??? symbol means that I have no clue what this file is. If you know
please drop me a note, but be sure to include what directory the file
is in, etc. Thanks.

6: When I try to FTP to the archive's host, I get a message saying that my
machine wasn't recognized and I wasn't allowed to log in. What's up?
We only accept ftp logins from recognized hosts. If you are not allowed
to log in, please try again. It is possible that the DNS took a bit too
long. If you are still denied access, ask your sys-admin to fix your
name servers.

7: Here's a question for you Jeff, how come I can't use 'ftp terminator.cc.etc'
any more to connect?
That's because you're not using atari.archive.umich.edu like we told you
to. In the near future, terminator.cc.umich.edu will change it's name.
Don't say we didn't warn you.......

There are a few files you'll really like to have:

archivers/arc602.arc : The latest version of arc
archivers/zoo.arc : The classic archive program
archivers/compress.zoo : Useful for removing .Z from sounds and binaries
archivers/unlzh11.arc : Unpacks .lzh files
archivers/sttar.arc : Removes those nasty .tar extenders
THEY ARE CONTAINED IN THE SELF EXTRACTING ARCHIVE starter.tos!!! PLEASE USE IT!

Thanks to everyone who has uploaded anything lately.....

Interesting things this month:

1. Graham Higgins just re-did the gnustuff directory, so have a ball with it. If you get the chance, tell him how much you love it.

2. I've been working on the applications directory, and it should be done soon. I hope things are easier to find?

3. Anyone interested in having an IRC conference to talk about the archive and any things they'd like to see, please mail me.

BART PROBLEMS:
Common Error for the month of June: Bart will send files over 400k, but you must request them by parts.

PLEASE NOTE: FTP service is a privelege, not a right! Please make a supreme effort to keep heavy FTP use in off-time hours (i.e. after 5 pm EST but before 8 am EST), or else you will be shot. (We mean it).

Any ideas, questions, comments, etc. to me,
weiner@atari.archive.umich.edu

--
Jeff Weiner --- weiner@{engin, atari.archive}.umich.edu

643. Uploading, or how to in three easy steps

Newsgroup: comp.sys.atari.st
Date: 1991-06-23 20:08:30 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Jun23.200830.13733@terminator.cc.umich.edu>
Source record: 230981

```
Uploading to Atari.archive.umich.edu
and
Posting to comp.{binaries,sources}.atari.st
By Jeff Weiner, Atari.archive Papal Figurehead

How to upload to atari.archive.umich.edu:

There are two main ways to upload to the archive: FTP or mail

1: FTP - This is the preferred method, as it doesn't clog my mailbox with
megs and megs of stuff, not to mention it's a bit easier for you too.
Logon to the archive as usual, then issue the following commands

cd ~atari/new
type binary
put filename.ext
mail weiner@atari.archive.umich.edu .... "Hey Jeff, I just uploaded this..."

This last step is very important. As we're now integrating the
index with text and the ls -lR listing, descriptions and an address to
send questions to are key.

Ed Krimen, ekrimen@ecst.csuchico.edu, adds this:

For those that may not know, may I add that, for aesthetic effects,
if you enter "hash," before you "put filename.ext" or "get
filename.ext," the ftp program will display a # for every 1024 bytes
sent or received. Actually, when you 'put' a file, it will display
bunch of # at once. Moreover, if you enter "bell," it will sound your
system bell when a function has completed. Finally, you can send and
receive a list of files using the "mput" and "mget" commands,
respectively, with a list of the files after the command.

2: MAIL - This is a bit slower for you and for me, but is still very effective.
Simply uuencode the file, (please split it into parts ~=60 K or less please)
and mail the result to weiner@atari.archive.umich.edu. Please name
the parts in the subject line. This is really helpfull as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled file transmission, containing a short description of
the file, etc. Shar files are also acceptable, but I prefer the uuencoded.

And for those of you who would like to see your binaries and sources appear
in comp.{binaries,sources}.atari.st, the following is taken from Steve
Grimm's Introduction to Binaries and Sources:

Subject: Submitting binaries for publication
```

Items intended for posting or queries and problem notes should be sent to atari-binaries@twitterpatter.eng.sun.com. If you are on a UUCP-only site, you can send them to {backbone}!sun!twitterpatter.eng!atari-binaries.

If you want verification of arrival, so say in a cover note, or at the beginning of your submission, if it is small. I try to verify that a program works, and if I can't get it to work, I may hold up posting it for a couple of days. Please note that, except in rare cases, software without documentation will not be published. The backlog from receipt to posting varies from one to four weeks depending mostly on the set of submissions currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two separately. If I have to separate your sources from your binaries by hand, your submission will most likely sit on the back burner for a while.

Also, as of volume 8, I will only accept binaries packed with an archiver for which source code is widely available. For the time being, this pretty much means arc, zoo, and lharc. If you want to use a nifty new archiver, make the source code available to the public (posting to comp.sources.atari.st is fine.) I reserve the right to repack binaries with another archiver if the other archiver saves a significant amount of space, or has other advantages.

If you're submitting a demo of a commercial program, or a shareware program, please keep the amount of advertising to an absolute minimum. The net gods become angry when people try to use the net as a free advertising medium, and I'd like to keep comp.binaries.atari.st out of trouble. If you want to solicit orders, do it in a README file or an About... dialog box, not in a message that comes up every time the user does something. In other words, treat the net like a PBS station (apologies to those outside the US.) I will not accept programs which I feel are excessively commercial. I'm aware that commercial demos and shareware are often very useful (to the users on the net,) which is why I allow them at all.

Subject: Submitting source for publication

Items intended for posting or queries and problem notes should be sent to atari-sources@twitterpatter.eng.sun.com. If you are on a UUCP-only site, you can send them to sun!twitterpatter.eng!atari-sources.

If you want verification of arrival, so say in a cover note, or at the beginning of your submission, if it is small. I try to verify that a program works, and if I can't get it to work, I may hold up posting it for a couple of days. Please note that, except in rare cases, source without documentation will not be published. The backlog from receipt to posting varies from one to four weeks depending mostly on the set of submissions currently in my queue.

I prefer that you submit sources and binaries separately, as it's a pain to separate them, and such submissions are invariably placed on the back burner. Sources should be submitted in the same format as binaries -- uuencoded arc, zoo, or lzh files. Please use Pierre Dumas'

"uue" program if possible, as it can correct some common transmission errors. Split long submissions up into reasonable (less than 50K) chunks. "uue" will do this for you, if you use "uue -700 file" to encode.

Please inform me of any special system requirements, and what development environment was used, so that I can properly test your submission and label it when I post it.

---

weiner
--
Jeff Weiner --- weiner@{engin, atari.archive}.umich.edu

644. FTP Beginner's Guide

Newsgroup: comp.sys.atari.st
Date: 1991-06-23 20:10:55 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Jun23.201055.13823@terminator.cc.umich.edu>
Source record: 230980

This is a basic guide to ftp. It is intended only to get you on your
way to ftp happiness. Please let me know if you have any comments,
questions, or suggestions.

weiner@atari.archive.umich.edu

~~~~~~
Jeff Weiner's FTP Basics Vol.1 #1

Part 1: Logging in
To begin an ftp session, the first thing you need to do is log in to our
machine. You can do this by issuing the 'ftp atari.archive.umich.edu'
command. You should then see something like this:

Connected to atari.archive.umich.edu.
220 atari.archive.umich.edu FTP server (Version 4.169 Wed Jan 2 17:03:56 EST 199
1) ready.
Name (yourhost.domain.edu:yourusername):

At this prompt you'll want to type 'anonymous'. On some hosts, the word
'guest' will work, but 'anonymous' is always a sure bet.

If you don't see this login prompt, but instead get something like
'Our host was unable to trace a name back to (some internet address).
We only accept ftp from properly registered hosts', then you'll have to
ask your sys-admin to properly register your machine in its name servers.
There's nothing we can do on this end, so please don't bother asking.
Also, if your machine doesn't allow you to specify the atari.archive name,
try using out internet address : 141.211.164.8 Then, march down to
your sys-admins office and ask him to install name-service. Your life will
become much easier.

Assuming you recieved the above prompt, you'll then be asked for a
password. Use your mail address. For example, I would use
'weiner@atari.archive.umich.edu'

Part 2: Basic Commands
Once you're logged on, there's a few basic commands you'll want to know about.

ls : lists the names of files of sub-directories in a directory.
ls -C : Lists the files horizontally, instead of vertically.
ls -F : Lists filenames, but adds a / to the end of directory names.
dir : does the same thing as ls, but is needed on some other machines
ls -l : A verbose listing of files. Includes permissions, filesize, etc.
cd : changes directories (i.e. 'cd atari' would put you in the atari area)
cd .. : Goes 'back up' a directory, to the one you came from.
~~~~~~

This from redmond@IUS4.IUS.CS.CMU.EDU:
For more than one argument to ls, use double quotes. Eg. ls "-FC *.lzh"

These are about all you need to get moving around the archive.

Part 3: Getting the Goddies

The main reason you want to ftp in the first place is to quickly transfer files. More often than not, you'll want to transfer the files from the archive to your account. You can do this using the following commands:

First, find the file you want to download.
Second, issue the command 'type binary'. This tells our machine that you'll be transferring a binary file. This is really important. You'll waste a LOT of time if you download files that were not transferred in binary mode.
Third, issue this command 'get <filename.ext>'. This will instruct the archive host to send <filename.ext> to your account.

The last thing you'll want to do is use the 'quit' command. This tells our machine you're no longer interested in ftping files, and would like to go back to your command prompt.

Now, you'll need to download your files from your mainframe(sparc, whatever) to your ST. Usually you'll want to use either kermit or x- or y- or z-modem protocals. They're very reliable. I'd be quite hesitant to try something else. Also, your machine and ST are usually unique to you. This means that I really can't help you with this part. You could try asking, but I'm going to promise anything.

Part 4: A Few Words on Net Ettiquette

Net Ettiquette is something that every net user should be aware of. Relating to ftp, and our archive, it is essentially this:

1) Try to keep ftp usage to an absolute minimum during business hours, in our time zone. That would be 9 am to 5 pm , EST. This roughly means upload or download one file or so and little else during these hours. After 5pm, have a blast. Go nuts. We probably won't mind nearly as much..... Otherwise, we will drive to your campus or place of work (even if you live in Europe) and we'll kick youe butt. Or, Jon will sing Prince songs to you. Whichever you'd like the least.

2) If you have a question about some aspect of ftp service or some other area of your computer, please ask around at your site first. Don't immediately fire off all of your questions to us. I don't mind answering questions about the archive, problems with logging in, or something similar. But I tend to get upset when people ask me questions like, "Jeff, how come I can't get the fgrep command to work properly on my sparc station...."

3) Please try to upload files that you know the archive doesn't have. I know it's not the greatest thing to do, but if you can find time to download stuff, I think you can find time to return the favor and upload things also.

If you have any reasonable questions, any comments or concerns, etc.
please mail them to me, weiner@atari.archive.umich.edu.

Thanks,
weiner

--
Jeff Weiner --- weiner@{engin, atari.archive}.umich.edu

645. Re: Atari-to-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-23 21:27:35 UTC
From: don@chopin.udel.edu
Message-ID: <17306@chopin.udel.edu>
Source record: 230982

In article <BR4Z41w164w@cellar.UUCP> darling@cellar.UUCP (Darling) writes:
>ai065@cleveland.Freenet.Edu (Thomas Hill) writes:
>Ever met a professional producer, Tom? We use the best programs available on
>any computer: C-Lab's CREATOR/NOTATOR for sequencing, Digidesign's ATARI
>SOUND TOOLS for digital audio recording/editing, and POLYFRAME for patch
>editing. None, I repeat, NONE of these have been ported to the Amiga. And
>unless future Amiga machines clean up the severe MIDI timing problems they've
>got now, they never will be.
>
Don't know much about MIDI, but I've never heard of Ami having any kind of
timing problems. I know the Dr. T's software has been moved to the Amiga;
other MIDI sw I know of includes MusicX, Bars & Pipes, & B&P pro.

>> On the other hand, Amiga sales are higher than ever.
>
>Bzzzt! Commodore just posted its worst figures in 4 years.

Funny, the last stockholders' report got from CBM indicated that 1Q &
2Q 91 were among its best quarters ever. Something like a 50% increase in
unit sales in Europe alone? Outsold IBM in Britain last year? CDTV &
Video Toaster recieving good press all over the US? Selling so many A3000's
via the Power Up Program that they're back ordered for weeks?
Please name your sources for the above comments.

>> If you need any advice on file conversion,
>> where to buy Amiga-related hardware for the best price, information on the
>> Atari ST emulators out for the Amiga, or have any other questions related
>to
>
>I'll save you the time, Tom. Amiga ST emulators blow. They're all slow,
>buggy, and none, I say again NONE, work properly with any MIDI software

MAST makes one that claims to do so, but I've never tried it & probably
won't.

[Insults, disinformation, etc. deleted]

>But don't come over here and shovel propaganda and outright false statements
>in an effort to get others to join you in your malcontence. Grow up. A "my
>computer is better" rant under any other name smells equally bad, no matter
>how you may attempt to dress it up.
>

Thom was wrong in posting here to begin with; I would, however, follow your
own advice (last quoted paragraph above) in replying to such messages.

--
Gibberish May the Publications Editor, AmigaNetwork
is spoken fork() be Amiga Student On-Campus Consultant, U of D
here. with you. DISCLAIMER: It's all YOUR fault.

646. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-23 22:21:43 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.91Jun23172143@breeze.cs.odu.edu>
Source record: 230983

In article <9106231954.AA23332@cwns2.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
> This has to do with spreading around false rumors by people to scare Atari
> computer users into leaving their computer.
> I think it is wrong so I said something about it.

Guys, I have always kept my fingers FAR far far far from the followup keys when reading articles such as this... but I will finally make a post and don't lecture me about wasting bandwidth-- take THAT to IRC.

Anyway, my ST does what I need a computer to do. Most people don't have the money nor the need to get a super home computer. For years now I have had people ask me about which personal computer to purchase. I tell them that if they go into a Macintosh dealer, they will probably be told that the Mac is the answer to life and all their problems. If they go to an IBM dealer, they will probably be told that the IBM (or clone) is the answer to life and all their problems. The same is true of an Atari dealer and an Amiga and any other dealer. It's called sales.

My opinion is that if you are in the market for a computer, you really need to decide what you are going to be doing on that computer. You must then do a little research into what is available that will meet your needs and then you should find a platform that will provide what you need.

It never ceases to amaze me how much sales people try to oversell a system. I love to listen to IBM (or clone) salespeople explaining all the display options and cpu speeds to someone who wouldn't know a MHz from a pixel.

MY atari does what I need it to do. I'm 100% positive that YOUR Amiga also would do what I would want it to do. Now, since I have an Atari and it does what I want, I am not going to purchase a Sun SLC, Amiga 3000 nor any other computer that will mean that I need to spend thousands of additional dollars for very little gain. for people who do not yeat have a lot of money invested, there might just be some room for comparison, but it's never necessary to lie to try to get people to do anything.

As far as people thinking "the computer makes the man" (or the woman), well, I certainly don't mind if people keep selling their Atari products to switch over to Amiga.... because I will have a continuous supply of inexpensive used equipment.

Reminds me of how I got my great set of gold clubs.... It seems that the "IN" thing to do if you are rich and play golf is to purchase a snew set of clubs every year. Hmm, guess what happens to the old clubs? Yup, many times they are given to charity or other groups. that is what this whole "mine is better than yours" argument reminds me of-- I simply say I am happy and satisfied with what I have invested in and I will make up my own mind if and when there is a time to move on.

Unfortunately, not everyone is a computer hobbyist as I am and so they may be presented with "this is better than that" arguments from whereever they go to purchase or investigate a computer and may be persuaded to follow a path they may not have intended to follow. To me, this is the root of the problem, if people would purchase what they need and not what other people tell them that they need, I feel more people will be satisfied with what they end up with. Perhaps then even less attention will be paid to this topic than is given to it now.

Thank you for allowing me to finally express my opinion and I hope no one will take this post as an argument or "flame" for or against anyone or any computer. If I must directly state my point, it is that I feel that people should be allowed to make up their own mind and do as they wish and it is unnecessary to work on someone's will and resolve simply because you feel they may have made a bad choice.

Scott

647. Re: Atari-to-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 00:57:49 UTC
From: scale@abode.ttank.com
Message-ID: <1991Jun24.005749.777@abode.ttank.com>
Source record: 230989

Hi Thomas (Darling),
Your comments to Thomas (Hill) hit the mark quite well...

"Tom, I haven't read such a heap of bunk it a long time. If you're frustrated that your computer isn't being used in any professional environment, fine. But don't come over here and shovel propaganda and outright false statements in an effort to get others to join you in your malcontence. Grow up. A "my computer is better" rant under any other name smells equally bad, no matter how you may attempt to dress it up."

A bit of humor.....

"You noble soul! The self-sacrifice! In turn, I offer to help YOU smooth the conversion of your lips from their present location to my sweaty posterior. I do this as a service!"

Where does he get those wonderful lines?! =^) Thanks for saying what many of the rest of us would not have bothered to say. Bye.....

Luis

648. Re: Program of the week

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 01:14:39 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0b7euwm@nathan.ruhr.de>
Source record: 230986

Hi,
could you *PLEASE* post your binaries into c.b.a.s and not here? Nothing
against you personally or DC...
/s/
--
Udo Erdelhoff smart: ue@nathan.ruhr.de
Am Westheck 170 Fido: Udo Erdelhoff on 2:245/52.1
W-4600 Dortmund 12 (FRG) Maus: Udo Erdelhoff @ DO
Please keep your replies short - I have to pay for recieving mail

649. Re: This week's program

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 01:14:39 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0b7ev10@nathan.ruhr.de>
Source record: 230987

In <1991Jun22.003927.19972@menudo.uh.edu>, ATARI Computer Enthusiasts writes:

>We have posted _all_ of them to comp.binaries, but alas, they have not gone
>thru. We have decided to post them here, since we can apparently pump out
>the programs faster than the moderator can review them...
I don't know what's wrong in the staates, but all your programs in comp.bin
were recieved here in Germany..
/s/

--
Udo Erdelhoff smart: ue@nathan.ruhr.de
Am Westheck 170 Fido: Udo Erdelhoff on 2:245/52.1
W-4600 Dortmund 12 (FRG) Maus: Udo Erdelhoff @ DO
Please keep your replies short - I have to pay for recieving mail

650. Thomas Hill

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 01:48:52 UTC
From: revpk@cellar.UUCP
Message-ID: <68V141w164w@cellar.UUCP>
Source record: 230990

I don't post or read this echo very often-- most of the subjects are a little outside of my interests-- but I couldn't help but notice Thomas Hill's notes about the ST and Amiga.

On local boards, I've grown very tired of the computer wars. Not just because it's a pretty senseless topic to argue about to begin with, but because the only way anyone is remotely justified in claiming superiority for his computer is if he BUILT and DESIGNED the damn thing himself. But 99.9% of us can lay claim to having the cash, credit cards, or wealthy parents that enable us to make a purchase-- at BEST.

And, because I'm an open-minded sort, I don't bust on other peoples' purchases; for one thing, we don't argue over what brand of CD players we buy, and another, different strokes for different folks.

Now, Thomas Hill's endless touting of the Amiga struck me as more than a little strange. Not because some of his facts might be wrong, or because he was presuming to know things about the ST marketplace that we didn't.

But think about this; Thomas Hill goes out of his way to bust on ST users, and wants to convince us to use Amigas. Granted, they're nice machines-- my roommate just bought a 3000-- but why is Thomas Hill so messianic about them?

I can understand, halfway, if Thomas had found Jesus or had submitted to the will of Allah, and wanted us to do the same. But why is Thomas so wrapped up in what computers we own? Is he an Amiga salesperson? A Commodore marketing manager? Why, exactly, is he so emotionally committed to making sure that we own HIS kind of machine? Does owning an ST constitute a moral affront to him?

Issues of STs and Amigas aside, I think it's pretty clear that Thomas has some problems. Not even the do-or-die Commodore 64 fans I know-- mainly children with few other interests to hold their allegiances-- get as worked up as THomas does. I can think of a dozen better causes for Thomas to worry about-- say, supporting the Electronic Freedom Foundation, or better, using his fables Amiga to crank out letters on behalf of Amnesty International.

In short: what sort of deranged, socially-deprived noodnik would give a tinker's dam about what computer anyone else uses-- and would actively campaign to sell merchandise that he has no immediate financial stake in? Heck, I've seen more rational stuff coming out of Jesus freaks.

==========
Brian Siano, aka ["Mr. A. Hitler, the old Nazi thing, says
[Mickey's silly. Imagine that! Well, Mickey is

Rev. Philosopher-King [going to save Mr. A. Hitler from drowning or
[something some day. Just wait and see if he
revpk@cellar.UUCP [doesn't. Then won't Mr. A. Hitler be ashamed!"
[-- Walt Disney, 1933.
==========

651. Re: This week's program

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 02:02:35 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2087@uqcspe.cs.uq.oz.au>
Source record: 230988

>This week's program will copy a file that has a bad sector(s) somewhere in the
>file. This archive includes docs and the program.

Sounds useful.

>100% assembly

^ Oh. In that case, I will not use it.

Why does an IO program need to use assembly?

I think the most required attribute for an IO program would be:

Correctness (ie. Stuff-up-my-files-and-I'll-kill-you)

While the least required attribute would be:

Efficiency

Since the program will spend 99% of it's time waiting for the disk anyway.
Using the assembly instruction

move.IO #"A:file","B:file"

which, as you know, copies two files in one clock cycle, then waits for
the disk to catch up, would only speed up the process by 1%.

Don't get me wrong, I use assembly a lot. But only for speed critical routines
that have obvious correctness (eg. Sprite works / Sprite doesn't work).

Ciao,
Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

652. Re: UUPC Program wanted

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 02:35:27 UTC
From: techno@lime.in-berlin.de
Message-ID: <C26RO9F@lime.in-berlin.de>
Source record: 230996

Try Rodney's UUCP modules (called Mercury).

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

653. Re: Atari-to-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 03:19:03 UTC
From: es1@cunixb.cc.columbia.edu
Message-ID: <1991Jun24.031903.4624@cunixf.cc.columbia.edu>
Source record: 230991

In article <BR4Z41w164w@cellar.UUCP> darling@cellar.UUCP (Darling) writes:
>ai065@cleveland.Freenet.Edu (Thomas Hill) writes:
>
>> On the other hand, Amiga sales are higher than ever.
>
>Bzzzt! Commodore just posted its worst figures in 4 years.
>
I had NO intention of getting into this thread. I thought
I'd read it for the humor content. BUT, you are totally wrong,
and that shouldn't stand.
Commodore IS having its best quarters in a very long
time. The Christmas quarter (from Oct. 1 -- Dec. 31, 1990) they
had their 3rd largest sales EVER and earnings were tripled from
the prior year quarter.
The last quarter (Jan. 1 -- Mar. 31, 1991) was also well
above the prior year quarter, with something like a 10% increase
in sales and a large increase in earnings (primarily cause they
were so bad the year before), something like $10 or $11 million.
-- Ethan

"...Know-Nothing-Bozo the Non-Wonder Dog, an animal so stupid that it
had been sacked from one of Will's own commercials for being incapable
of knowing which dog food it was supposed to prefer, despite the fact
that the meat in all the other bowls had engine oil poured all over it."

654. TOS ERROR #35: What is it?

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 04:13:37 UTC
From: dddean@bluemoon.uucp
Message-ID: <eX3142w164w@bluemoon.uucp>
Source record: 230984

Hello:

A while ago, I went to use my FLASH program to call the local boards like I always do, but this time; I got a TOS ERROR #35 message and couldn't use this program. Frustrated, I returned to the store I bought this program from, and they said I'd have to send it to the company. So I did... I am now using the VT52 emulator that comes with the USA Laguage disk.

I am sure that when I ask this, some people will no doubt wonder too:

Wbat does the TOS ERROR #35 mean? I looked up the error number, but found it no where in any of the manuals.

Thanks in advance for any replies.

You can send any replies to:
David D. Dean, President David D. Dean, Vice Chairman
Explorer Post 891 Exploring Officer's Association
AT&T Systems/Bell Labs Central Ohio Council
dddean@bluemoon.uucp Columbus, OH 43227

**** Any opinions are that of the author, and NOT of AT&T ****

655. ST Software from British distributors

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 04:20:23 UTC
From: dddean@bluemoon.uucp
Message-ID: <o93143w164w@bluemoon.uucp>
Source record: 230985

Hello:

I have just recently started collecting 'ST ACTION', and was
intrigued by the programs that are available from British distributors,
and was wondering if anyone in the US has used any of them? I know that
the prices will be higher than what is listed in the magazines, but I
would love to get some of the programs over there that I cannot over here.
Also: Would there be any type of compatibility problems? I have heard
that the programs over there will not run on our US machines.

Thanks for any info... In Advance!

You can send any replies to:
David D. Dean, President David D. Dean, Vice Chairman
Explorer Post 891 Exploring Officer's Association
AT&T Systems/Bell Labs Central Ohio Council
dddean@bluemoon.uucp Columbus, OH 43227

**** Any opinions are that of the author, and NOT of AT&T ****

656. Re: Atari-to-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 04:55:13 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <143445@unix.cis.pitt.edu>
Source record: 230992

In article <1991Jun24.005749.777@abode.ttank.com> scale@abode.ttank.com (Luis Outumuro) writes:
>
> Hi Thomas (Darling),
> Your comments to Thomas (Hill) hit the mark quite well...
>
>"Tom, I haven't read such a heap of bunk it a long time. If you're frustrated
>that your computer isn't being used in any professional environment, fine.
>But don't come over here and shovel propaganda and outright false statements
>in an effort to get others to join you in your malcontence. Grow up. A "my
>computer is better" rant under any other name smells equally bad, no matter
>how you may attempt to dress it up."
>
> A bit of humor.....
>
>"You noble soul! The self-sacrifice! In turn, I offer to help YOU smooth the
>conversion of your lips from their present location to my sweaty posterior.
>I do this as a service!"
>
> Where does he get those wonderful lines?! =^) Thanks for saying what
>many of the rest of us would not have bothered to say. Bye.....
>
> Luis

I'm just wondering what our dear friend over in Commie-land (Amiga, not USSR <grin>) would feel if someone were to step into their message base and kindly show them how to convert over from Commodore to the Atari. While this is called a "friendly" thing, for one no one on here asked for this "help." If someone wants help, do it in PRIVATE.
It remins me of something done in wartime and even during Desert Storm: drop tons of propoganda on the enemy telling them step by step how to surrender (many of the Iraqi soldiers who surrendered carried these "information slips").

While I admit it is a stretch comparing this to the war, the point is that the same strategy/technique is being employed.

or in short: I didn't ask, I don't remember seeing ANY postings here about it, and thus we really ain't interested in your "help."
So I kindly ask our noble friend to save his blessings for those who want and need it - in the Commodore section...

end, fine, et al...

Robert Anisko
rjast1@unix.cis.pitt.edu

657. Re: TOS ERROR #35: What is it?

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 06:45:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Jun24.064500.4363@rhrk.uni-kl.de>
Source record: 230994

dddean@bluemoon.uucp (David D. Dean) writes:

... stuff deleted ...

> Wbat does the TOS ERROR #35 mean? I looked up the error number,
>but found it no where in any of the manuals.

If you get this error, your program file is corrupted, i.e. TOS does not
recognize it any more as executable. A reason for this is a bad program
header or a fatal error in the relocation table.

```
*******************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

658. Juvenile user war crap

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 07:17:20 UTC
From: steve@thelake.mn.org
Message-ID: <A304748248@thelake.mn.org>
Source record: 230997

[In article <9106231954.AA23332@cwns2.INS.CWRU.Edu>,
aa399@cleveland.Freenet.Edu (Len Stys) writes ...]

> From: steve@thelake.mn.org (Steve Yelvington)
> Please keep the juvenile user war crap in Cleveland, and off Usenet.
> It serves no purpose related to comp.sys.atari.st.
>
> This has nothing to do with Cleveland. You would have to be a juvenile user
> to think it did.

Sigh. I don't know why I bother. Maybe I should just unhook
comp.sys.atari.st and rely on GEnie, where they pay people to spike
ruggie user fight trash.

You and the ill-mannered Amiga fanatic from Cleveland Freenet are
engaging in a public pissing match, posting lists of messages from
Freenet's Commodore forums and recycling ignorant, inflammatory,
ill-intended messages.

It is noise. It drives reasonable people of good will away from the
newsgroup. It has no place here. If you think you're doing Atari
owners or c.s.a.st readers a favor, you're mistaken.

659. GDOS Drivers

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 07:39:17 UTC
From: hohr@cernvax.cern.ch
Message-ID: <5783@cernvax.cern.ch>
Source record: 230995

From: hohr@cernvax.cern.ch (roger hoh)
Newsgroups: comp.sys.atari.st
Subject: Wanted: GDOS driver for LQ500 printer
References:
Sender:
Followup-To:
Distribution: world
Organization: CERN, European Laboratory for Particle Physics
Keywords:

Hi Atarians,

Well, the following applies more on french readers. Sorry to waste
bandwidth, but I've no other possibility.

In the french magazine ATARI MAGAZINE of June, page 90, there are a
few GDOS drivers avaible. Unfortunately, ZZ-COM doesn't work on my
Mega STE. Could some kind person download that stuff from MINITEL
to a.a or send it to me? In the later case, I'll upload it to a.a.

Thanks in advance for your help.

Roger hohr@cernvax.cern.ch

660. Spectre GCR price

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 08:26:01 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <42456@ucbvax.BERKELEY.EDU>
Source record: 230993

SPECTRE GCR might be forsale

I am thinking of selling my GCR and buying a "real mac"...

What can I expect for the Spectre GCR with the latest disks (v 3.0)
and the ROMS?

Is $300 too much to ask?

John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

661. 1.44 HD drives

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 08:39:03 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.677752743.larserio@kvart.ifi.uio.no>
Source record: 230999

```
High Density 1.44 MB disk on TT and MEGA STE
""""""""""""""""""""""""""""""""""""""""""""

In the TT 3.05 and MEGA STE 2.05 TOS version there are in addition
to "SINGLE SIDED" and "DOUBLE SIDED" a format option for
"HIGH DENSITY" in the resource file in ROM. This is removed in
the dialog box for format, but can be turned on my flipping over
one of the DIP-switches inside the computer. And if you put a
HD-drive inside a TT it actually works (we have testet it).

The big question is - Is it safe to use HD drive on the TT with
the standard Floppy Disc Controller, AND can I use this on my
MEGA STE too, or should we wait for new controllers from Atari
(will they arrive soon - come on Atari - what about some info?)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association
```

662. Sybex STe/TT systems book

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 10:05:41 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <13612@uhccux.uhcc.Hawaii.Edu>
Source record: 230998

Has anyone in Germany purchased the new 1500 page Sybex book on the Atari STe/TT? The author is Reschke and the German edition ISBN is 388 745 8885. To order, contact:

Sybex Verlag GmbH
Vogelsanger Weg 111
D-4000 Duesseldorf 30
West Germany
Phone: (49) 211 618020
FAX: (49) 211 6180227

If you have it, could you please elaborate on the contents? Also, I would like to know the price and if there is any indication that it will be translated to English (or your willingness to do so!).

Thanks,
Jack

663. Re: This week's program

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 10:25:20 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Jun24122520@acae127.cadence.com>
Source record: 230915

In article <1991Jun22.003927.19972@menudo.uh.edu> uace0@menudo.uh.edu (ATARI Computer Enthusiasts) writes:

> Many people have inquired as to where they can get our program's of the week...
>
> 100% assembly. ST, STe and TT compatible.
>

Actually, what would be infinitely more useful (to me anyways) would
be a short technical description of all the neat tricks you guys come
up with, how you did it etc, and maybe the source.
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

664. What do I need to use gcc/g++

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 10:50:00 UTC
From: hvaalde@cs.vu.nl
Message-ID: <10294@star.cs.vu.nl>
Source record: 230902

I want to install the gcc, g++ binaries on my atari but I am a bit
confused what programs I need. When I look at the gnustuff at a.a
I will find archives with names in it that cannot be used in a Atari
with TOS file system (to long, to many points in it)

So could anyone tell me how to setup my system so I can use the gnustuff
and what files to download from a.a?
I have a 1040STf with TOS 1.0, 1 Mb and enough diskspace or
a Mega 4 with TOS 1.4 and enough diskspace

I do not want to have the sources just the binaries

Harold van Aalderen (hvaalde@cs.vu.nl)

P.S. does anyone now an other C++ compiler for the atari ST?

665. Re: Atari-to-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 10:54:10 UTC
From: peter@Sugar.NeoSoft.com
Message-ID: <1991Jun24.105410.29803@Sugar.NeoSoft.com>
Source record: 231000
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <BR4Z41w164w@cellar.UUCP> darling@cellar.UUCP (Darling) writes:
> And unless future Amiga machines clean up the severe MIDI timing problems
> they've got now, they never will be.

Oh boy, this was a design problem in the first MIDI software on the Amiga,
has nothing to do with anything Commodore is responsible for, and hasn't
been a *real* problem for years. We've run heavy MIDI streams through multi-
program pipes, the MIDI clock on the Amiga (using the CIA timers) never
skipped a beat, and CPU usage sat at 9%...
--
Peter da Silva. `-_-' <peter@sugar.neosoft.com>.
'U` "Have you hugged your wolf today?"

666. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 11:04:08 UTC
From: peter@Sugar.NeoSoft.com
Message-ID: <1991Jun24.110408.29984@Sugar.NeoSoft.com>
Source record: 230904

In article <SCOTT.91Jun23172143@breeze.cs.odu.edu> scott@cs.odu.edu (Scott D. Yelich) writes:
> Anyway, my ST does what I need a computer to do. Most people don't
> have the money nor the need to get a super home computer.

Well then, it's good that the Amiga 500 costs $500.

> For years now I have had people ask me about which personal computer to
> purchase.

Amiga. I pushed the machine before I ever got one. I put off buying a personal computer for 6 years waiting for something like the Amiga to come out. There is still, 6 years later, *NO* other personal computer with an operating system that satisfies my *minimum* functionality requirements, unless you go out and buy a UNIX box.

And at that it's one of the cheapest machines out there.

> MY atari does what I need it to do.

You're satisfied, but have you used a real computer?

I've been there. I borrowed an IBM clone for a while, then an Atari ST. It's called shopping around. The productivity improvement from reliable, efficient, and responsive multitasking is amazing.

There really is a basic, fundamental difference between the Amiga and the rest. Your arguments make good sense when comparing Ataris and Mac and IBMs, but there *is* something better.

And *you* don't have to wait 6 years to find it, like I did.
--
Peter da Silva. `-_-' <peter@sugar.neosoft.com>.
'U` "Have you hugged your wolf today?"

667. Re: 1.44 HD drives

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 11:29:20 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Jun24.112920.12925@rhrk.uni-kl.de>
Source record: 230901

larserio@IFI.UIO.NO (LarsErikOsterud) writes:

>High Density 1.44 MB disk on TT and MEGA STE
>"""
>In the TT 3.05 and MEGA STE 2.05 TOS version there are in addition
>to "SINGLE SIDED" and "DOUBLE SIDED" a format option for
>"HIGH DENSITY" in the resource file in ROM. This is removed in
>the dialog box for format, but can be turned on my flipping over
>one of the DIP-switches inside the computer. And if you put a
>HD-drive inside a TT it actually works (we have testet it).

HD drives can be used with TOS 3.01, too. The only problem is that you
cannot select the "HIGH DENSITY" option because of a bug in TOS. So you
have to format your HD discs in another way.

>The big question is - Is it safe to use HD drive on the TT with
>the standard Floppy Disc Controller, AND can I use this on my
>MEGA STE too, or should we wait for new controllers from Atari
>(will they arrive soon - come on Atari - what about some info?)

I have worked with the TT and HD drives for a few months now. There are no
major problems but my controller does not like the 16 MHz used for reading/
writing HD discs. When the controller warms up I cannot use HD discs any more.
So it depends on the controller if you are able to use HD drives without
waiting for a new controller chip.

```
*******************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

668. Re: Sybex STe/TT systems book

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 11:31:57 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Jun24.113157.13024@rhrk.uni-kl.de>
Source record: 230903

kiki@uhunix1.uhcc.Hawaii.Edu (Jack W. Wine) writes:

>Has anyone in Germany purchased the new 1500 page Sybex book on the Atari
>STe/TT?

... stuff deleted ...

>If you have it, could you please elaborate on the contents? Also, I would
>like to know the price and if there is any indication that it will be trans-
>lated to English (or your willingness to do so!).

I am still waiting for it but according to SYBEX it will be available in these
days. What do you say about it, Julian?

```
*******************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

669. Re: ST Software from British distributors

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 12:06:51 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5904@wucc.waseda.ac.jp>
Source record: 230906

An American buying software from UK won't have much trouble as you say.
Given the same TOS, the difference is only a few keyboard assignments (
@,~,# or something like it). The situation is much better than getting
software from other part of Europe: the keyboards are very different!
But if you don't hit a key, the program should run without a hitch.

One thing worthy to note: when UK vendors export, they cannot charge the
notorious 17 per cent Value Added Tax. And 17 per cent is usually cheaper
than the air mail parcel post cost.

Cheers,
Tsuji

670. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 12:28:14 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b7i9r2@jonh.wimsey.bc.ca>
Source record: 230908

In <30270@know.pws.bull.com>, Thomas Hill writes:
<Tons of Amiga vs Atari junk deleted.>
Please move this to comp.sys.amiga.advocacy where it belongs.
--
John Henders jhenders@jonh.wimsey.bc.ca
MIND over MIDI Productions or ubc.cs!van-bc!jonh!jhenders
Vancouver,B.C

671. Mac Roms are avaiable

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 12:54:42 UTC
From: fearn@nadia.stgt.sub.org
Message-ID: <1991Jun24.125442.14937@nadia.stgt.sub.org>
Source record: 230913

Anyone out there who is looking for Mac ROMs: I just found some at

RHOADS
519 W. Taylor #114
Santa Maria
CA 934564

(805) 925 6682

672. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 13:03:01 UTC
From: ftower@ncar.ucar.EDU
Message-ID: <11908@ncar.ucar.edu>
Source record: 230905

Childish and parochial are the most vociferous. Please desist your outhouse scrawlings. In your defensive zeal you are in danger of appearing less than mature.

Thankyou Mr Hill for your offer.

If you need assistance porting to a Cray YMP or a Connection Machine feel free to contact me.

<< Middle Aged Mutant Ninja Modlers >>

673. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 14:15:29 UTC
From: ele9110@cdc835.cdc.polimi.it
Message-ID: <1991Jun24.141529.18791@cdc835.cdc.polimi.it>
Source record: 230907

Hello,
this is an abstract from the periodically posted files "Welcome" I found
on comp.sys.atari.st some time ago.
Please read this and REMEMBER. I think no more replies will be needed...

>Subject: welcome to comp.sys.atari.st
>Author: David Paschall-Zimbel (davidli@simvax.labmed.umn.edu)

> Welcome to comp.sys.atari.st
==========

>This newsgroup is devoted to discussion about 16 bit Atari micros.
==========
>At present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe
>and the Atari TT. There are also emulators for the Apple Macintosh and IBM
>PC/XT/AT available. Finally, there is the Lynx (a game machine) and the Atari
>ATW.

>Most of the people who read this newsgroup are technically oriented.
==========

>The newsgroup serves as a resource for Atari users ...
^^^^^^^^^^
...

>What sort of articles would interest people reading comp.sys.atari.st?
>==========

>The most interesting articles are technical articles, impressions of
>software/hardware, information on Atari user-groups and shows, or helpful
>hints on how to make better use of the machine and its software.

>The least interesting articles are in the form of 'my computer is better
==========
>than...', especially when cross-posted outside of comp.sys.atari.st.
==========

I'm hoping they have a similar manifest on comp.sys.amiga !
Ciao.

Massimo
ele9110@cdc835.cdc.polimi.it

674. Re: Juvenile user war crap

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 14:41:32 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b7ifx8@jonh.wimsey.bc.ca>
Source record: 230912

In <A304748248@thelake.mn.org>, Steve Yelvington writes:
>
>Sigh. I don't know why I bother. Maybe I should just unhook
>comp.sys.atari.st and rely on GEnie, where they pay people to spike
>ruggie user fight trash.
>
>You and the ill-mannered Amiga fanatic from Cleveland Freenet are
>engaging in a public pissing match, posting lists of messages from
>Freenet's Commodore forums and recycling ignorant, inflammatory,
>ill-intended messages.
>
>It is noise. It drives reasonable people of good will away from the
>newsgroup. It has no place here. If you think you're doing Atari
>owners or c.s.a.st readers a favor, you're mistaken.

Steve, and all other .atari group readers who respond to this thread.

Please remember that handy.dandy tool for getting this trash off this
newsgroup, the follow-up line. If everyone who follows up this thread
sets the followups to comp.sys.amiga.advocacy, the thread will die a
quick death.
Perhaps we should add a section to the FAQ on how to deal with these
monthly nuisance threads.

--
John Henders jhenders@jonh.wimsey.bc.ca
MIND over MIDI Productions or ubc.cs!van-bc!jonh!jhenders
Vancouver,B.C

675. Re: Midi maze II

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 14:44:00 UTC
From: Laurenz_Pruessner@hh.maus.de
Message-ID: <4686@hh.maus.de>
Source record: 230779

>Did anyone every figure out how to make aditional mazes for MM II?

Midi Maze II is shipped with an editor that allows anyone to add mazes. It's not included in the PD-version, but is part of the shareware-package that is available from the developers:

Sigma-Soft
Birkhahnkamp 38
2000 Norderstedt
D - Germany

The shareware-contribution should be 50.-- DM.

676. Re: Atari-to-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 15:14:38 UTC
From: darling@cellar.UUCP
Message-ID: <4iX241w164w@cellar.UUCP>
Source record: 230860

es1@cunixb.cc.columbia.edu (Ethan Solomita) writes:

>In article <BR4Z41w164w@cellar.UUCP> darling@cellar.UUCP (Darling) writes:
>ai065@cleveland.Freenet.Edu (Thomas Hill) writes:
>
>>> On the other hand, Amiga sales are higher than ever.
>>
>>Bzzzt! Commodore just posted its worst figures in 4 years.
>>
> I had NO intention of getting into this thread. I thought
>I'd read it for the humor content. BUT, you are totally wrong,
>and that shouldn't stand.

Hmmm...Ethan, you're not the only person who didn't get the joke here. Put the statement back in its original context and read it again. Sorry so esoteric...
/l

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

677. Re: Juvenile User War ----

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 15:17:06 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <9106241517.AA01691@cwns5.INS.CWRU.Edu>
Source record: 230909

From: steve@thelake.mn.org (Steve Yelvington)

Sigh. I don't know why I bother. Maybe I should just unhook
comp.sys.atari.st and rely on GEnie, where they pay people to spike
ruggie user fight trash.
-

Now THAT might not be so bad of an idea. :)

-

You and the ill-mannered Amiga fanatic from Cleveland Freenet are
engaging in a public pissing match, posting lists of messages from
Freenet's Commodore forums and recycling ignorant, inflammatory,
ill-intended messages.

-

And what do you think you are doing?

It takes one to know one.

Though, this is my last message in reference to this. I don't enjoy bickering
with other users, I'd rather see informative messages on ATARI computers
being posted.

Let's get on with the show...

--

678. Re: Juvenile user war crap

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 15:36:54 UTC
From: don@chopin.udel.edu
Message-ID: <17310@chopin.udel.edu>
Source record: 230910

In article <A304748248@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>It is noise. It drives reasonable people of good will away from the
>newsgroup. It has no place here. If you think you're doing Atari
>owners or c.s.a.st readers a favor, you're mistaken.

Actually, it appears that Tom (the original poster of the 'informational'
message, which I never actually read but heard a little about) did so
specifically to start a flamefest in c.s.a.st. My evidence for this is his
post from a day or so ago in c.s.amiga.advocacy inviting everyone to move
over to c.s.a.st and join in the fun....
The best way, of course, to alleviate this problem is to just ignore it &
let it die out when people realize they're not getting the attention they covet;
we know, though, that that's not likely to happen.

--
Gibberish May the Publications Editor, AmigaNetwork
is spoken fork() be Amiga Student On-Campus Consultant, U of D
here. with you. DISCLAIMER: It's all YOUR fault.

679. Re: 1.44 HD drives

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 15:58:50 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.677779130.larserio@kvart.ifi.uio.no>
Source record: 230911

But where can I get a 16 MHz FDC that can handle HD disk 100% perfect ?
Or isn't this chip ready yet (could this be the reason for the socket
on the TT and MEGA STE - the FDC is soldered right on the PCB on standard
ST and STE ?)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

680. Amiga - Atari War

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 16:05:14 UTC
From: k_mullin@oz.plymouth.edu
Message-ID: <1991Jun24.160514.6778@oz.plymouth.edu>
Source record: 230917

Here is a bright idea. Why don't you create a new news group
especially for the Great Amiga and Atari War. It is getting very
frustrating reading this newsgroup when 75% is just fighting back
and forth between the two computers. Put it somewhere else
where who ever reads it wants to read it.

--

=-=-=-

681. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 16:31:10 UTC
From: malay@sae.com
Message-ID: <1991Jun24.163110.24392@sae.com>
Source record: 230916

NET-NOISE!

Bob Malay

682. Noizetracker MOD Players

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 16:58:07 UTC
From: aa400@cleveland.Freenet.Edu
Message-ID: <9106241658.AA08274@cwns10.INS.CWRU.Edu>
Source record: 230914

After downloading almost every mod file player that the Atari archive has, I have yet to find one that lets me use my hard drive to load in the lengthy mod files.

The Audio Sculpture program is a work of art, and so is the Digi-Composer program. Both allow me to use the ST Replay cartridge for one speaker, and the monitor for the other, allowing true stereo from my ST! The problem is, the sculpture program can only (as far as I can tell) be loaded from a floppy drive, and doesn't allow the hard drive boot program to load. (It is a boot disk) The Digi-Composer gave a little more hope, since it runs from GEM, and after the hard drive has been installed.

The problem is, it won't allow hard drive use either, as far as I know. I set the preferences to save preferences to drive C, the modules to C, and the samples to C. I didn't have any problem understanding this, but when I click on save preferences it gives me four bombs, or else it clears half the screen and then another fourth, and then locks up. It does a similar thing when I try to load MOD files from the hard drive C partition.

I found the program Replay 1.5 MOD file player in the noiztrkr.lzh file on the a.a., but this doesn't allow stereo output, but it does let you use the hard drive.

Any ideas on how I might get this to work, or maybe an update on the replay mod file player that allows stero output? Any help would be greatly appriciated.

Thanks in advance.
.

--
Marc A. Lombardo User Address:aa400@cleveland.freenet.edu ~ ~ ~
/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/--/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\- ~ ~ ~
Atari ST, MIDI, Music ~~ ~ ~~
~~ ~ ~~

683. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 17:22:15 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1991Jun24.172215.816@colorado.edu>
Source record: 230918

In article <1991Jun24.110408.29984@Sugar.NeoSoft.com> peter@Sugar.NeoSoft.com (Peter da Silva) writes:
>In article <SCOTT.91Jun23172143@breeze.cs.odu.edu> scott@cs.odu.edu (Scott D. Yelich) writes:
>
>> MY atari does what I need it to do.
>
>You're satisfied, but have you used a real computer?
>

What do you define as a REAL COMPUTER? As an ex-AMIGA user, I only
knew the AMIGA as more of a game machine than a serious business machine,
the ST was known for the business applications. For me the ATARI systems
are more of a real machine than any AMIGA systems.

>I've been there. I borrowed an IBM clone for a while, then an Atari ST. It's
>called shopping around. The productivity improvement from reliable, efficient,
>and responsive multitasking is amazing.
>
>There really is a basic, fundamental difference between the Amiga and the rest.
>Your arguments make good sense when comparing Ataris and Mac and IBMs, but
>there *is* something better.
>

I wonder how far have you gone in comparing AMIGA machines to others,
AMIGA Fusion Forty Accelerator board is worse than a 486-25 Performance.
AMIGA flickers quite alot, NTSC standard VGA cards are available to IBM
with non-flicker options.

>And *you* don't have to wait 6 years to find it, like I did.
>--
>Peter da Silva. `-_-' <peter@sugar.neosoft.com>.
> 'U` "Have you hugged your wolf today?"

Jeff

684. Re: 1.44 HD drives

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 18:14:05 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun24.181405.9560@informatik.uni-erlangen.de>
Source record: 230928

larserio@IFI.UIO.NO (LarsErikOsterud) writes:

>But where can I get a 16 MHz FDC that can handle HD disk 100% perfect ?
>Or isn't this chip ready yet (could this be the reason for the socket
>on the TT and MEGA STE - the FDC is soldered right on the PCB on standard
>ST and STE ?)

Exactly. The chip isn't ready yet, and that's why the current Mega STEs
and TTs have socketed FDCs. It is also the reason why Atari didn't
comment officially on the new capabilities of our favorite computer.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de
---

685. Re: Ram Disk

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 18:29:23 UTC
From: wabe@ukc.ac.uk
Message-ID: <345@hobby.ukc.ac.uk>
Source record: 230919

In article <310asplundm@physc1.byu.edu> asplundm@physc1.byu.edu writes:
>I am presently using EDISK on my ST, and I love the reset-proofness of it,
>but I find it annoying that I can't change Ram Disk sizes without a cold
>re-boot. Can anybody either tell me what I am doing wrong, or tell me about
>a better program?
>
>Matt Asplund
>BYU
>Provo UT

As far as I am aware, ALL reset proof ramdisks involve a RESET if
they are resized. In this EDISK is no exception.

However the main point of this reply is to draw your attention to
Mark Williams Co.'s RDY ramdisk utility that is now PUBLIC DOMAIN - even if
you are not a registered licensee of Mark Williams "C". This is FAR more
sophisticated than EDISK (I am familiar with both!) - in that it allows
you to configure Reset-Proof ramdisks that are Booting or non-booting and
you can simultaneously load as many ramdisks as memory and/or volume letters
(C:\,D:\,....P:\) allow. You may also configure the ramdisk to have the FAT
structure of a FLOPPY so you can SECTOR-copy the entire contents of floppies
quickly onto them (using DFT.PRG - a program within DFSUITE2 - also available
on the network) - or you may use 16-bit FATS for additional access speed.
Further they may be saved WITH CONTENTS to .PRG files on floppy or hard
disks and loaded again with ease by simply executing them.

As Mark Williams reputedly no longer write software for the ST, there
was a hiccup when I tried to use my old RDY installations on a new STE. I
looked into the problem, to discover it was to do with the RESET VECTOR not
being correct for the STE. A minor hack produced RDE.PRG - the STE-compatible
version of Mark Williams' RDY.PRG - which, with Mark Williams Co.'s
permission, was distributed on atari.binaries.st last January or early
February. This has solved similar problems for many who recently "upgraded"
to an STE - as is testified by the many Emails I've received.

One further advantage is that saved RDY ".PRG" files may be packed
with an efficient packer (like PFXPAK - also PUBLIC DOMAIN) that makes them
extremely economical to store on Floppy. Working this way with a 4-Mbyte STE
I can load many different utilities on different ramdisks simultaneously and
have not so far felt the need for expensive error-prone hard-disks.

Anyway, hope this may help some readers.

W. Alan B. Evans
[wabe@ukc.ac.uk]

P.S.: Whilst EDISK is not as sophisticated as RDY/RDE, it is excellent as a SINGLE reset proof ramdisk. It works equally well on the new TOS as well as the older versions - which means it "looks up" the proper RESET VECTOR, *((long *)0x4), in Supervisor Mode before executing it - which was the fault with RDY (or at least the version of RDY I was given when I upgraded to Mark Williams "C" version_3.0.6). When I upgraded I never was given the sourcecode of this "newer" RDY that worked satisfactorily on 4Mb machines (presumably there was insufficient space on the upgrade disk) - so I would be obliged if anyone who bought version 3.++ of Mark Williams "C" and who presumably got this "updated sourcecode" - which is now also PUBLIC DOMAIN (or so I learn from a FAX from Mark Wms' Dale Schumacher - but I don't really know where to access it) could be bothered to Email me this. True I could probably get it from Mark Wms. Co. also - but, as they've left the ST-scene, let's not bother them. I would then, I believe, be able to modify it so that a single RDY.PRG would work (like EDISK) on all ST machines - the only slight doubt is whether there is enough room in the bootsector of a self-loading RDY ramdisk to include the few bytes of additional code required to "look-up" the reset address vector before using it.

686. What's a STE anyway?

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 19:46:49 UTC
From: freds@hpspdla.spd.HP.COM
Message-ID: <12020005@hpspdla.spd.HP.COM>
Source record: 230927

I have recently started reading this board, so I apologize up
front if this has already been asked:

What is the difference between the MEGA ST and the STE?

Can a MEGA ST be upgraded to the STE? What does Atari have
to say on this subject?

I purchased my MEGA ST when they first were introduced, fortunately,
it died about three months later, so I got a version without a lot of
the first bugs. I've updated TOS since then also.

I have tryed to sell the system, but I have had no real offers. I had
buyers for the monitors, and one piece of software. I guess no one likes
the old MEGAs.

Thanks,

freds@hpspdla.spd.hp.COM

687. Wanted: ZORK for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 20:40:37 UTC
From: trevor@ccc.govt.nz
Message-ID: <1991Jun24.132339.328@ccc.govt.nz>
Source record: 230921
Cross-posted to: alt.folklore.computers,comp.sys.atari.st,misc.wanted,nz.wanted

Aaaaarrrgghh!

I feel like I've woken up (over) a year late - which is what comes of
taking 'established' institutions for granted.

So, is there anyone out there willing to sell me a 2nd-hand copy of
Infocom ZORK (& maybe Lurking Horror, MIT games are folklore-ish too),
to run on an Atari ST ?

I'm about to be a little preoccupied, so I may be a little late dealing
with my post, but I would like to buy these programs.

Thanks in advance.

Trevor Ingham, Systems Programmer, Christchurch City Council,
P.O. Box 237,
Christchurch, New Zealand
e-mail:
trevor@ccc.govt.nz Wellington City Council's node
or try bounces a lot of our mail.
trevor%ccc.govt.nz@wcc.govt.nz

s-mail:
Trevor Ingham, P.O. Box 1459, Christchurch, New Zealand.

688. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 22:22:22 UTC
From: ai065@cleveland.Freenet.Edu
Message-ID: <30289@know.pws.bull.com>
Source record: 230930

darling@cellar.UUCP (Darling) writes:

%ai065@cleveland.Freenet.Edu (Thomas Hill) writes:

> Even Atari's best feature,
> good MIDI software, is weakening as several of those authors port their
> software to the Amiga.

%Ever met a professional producer, Tom? We use the best programs available on
%any computer: C-Lab's CREATOR/NOTATOR for sequencing, Digidesign's ATARI
%SOUND TOOLS for digital audio recording/editing, and POLYFRAME for patch
%editing. None, I repeat, NONE of these have been ported to the Amiga. And
%unless future Amiga machines clean up the severe MIDI timing problems they've
%got now, they never will be.

In all my reading and experience with the Amiga, I have yet to hear one complaint about "severe MIDI timing problems". Care to back that up with some source material? Also, please re-read what I just wrote, as you seem to have taken it out of context. "Even Atari's best feature, good MIDI software, is weakening as several of those authors port their software to the Amiga." Did I mention any of the above titles? The answer is no, but I can promise you that I always deal in facts. After all, facts are what made me pick the Amiga over the ST and any other computer in it's price range. Here are a few quotes from the January 1991 issue of Amiga User International-

"In 1985 Steinberg introduced an Atari sequencer called the Pro24. It was good, well ahead of it's time in some respects, and tt's dit rapidly gained professional acceptance."

"The fact that Steinberg have released a Pro24 version on the Amiga is significant in several respects not least in that it indicates that Steinberg are now prepared to take the Commodore Amiga music market seriously. Make no mistake...the Amiga, from a technical viewpoint, can run rings around the ST but because of the lack of music software many musicians had, until fairly recently, been wondering whether professionally useable packages would ever arrive."

"The Amiga version of the Pro24 is not a direct port of the original program-it's a complete re-write. The aim was nevertheless to produce an enhanced look-a-like, as opposed to an identical one, and this is something which has clearly been achieved."

"With Pro24 Amiga all of this is taken one stage further because the program runs in the standard multi-tasking environment. Whereas machines like the ST are struggling to provide the sort of environment in which several programs can run simultaneously..."

It goes on to say many nice things about the program. Anyway, beyond this there are several other Atari software vendors ported their MIDI software to the Amiga. Some of these (even titles you mentioned) are still in the rumor stage.

> On the other hand, Amiga sales are higher than ever.

%Bzzzt! Commodore just posted its worst figures in 4 years.

Oh really? I'd love to hear where you got that information. I can post recent figures from the source that say we've just had one of the best years. Care for them?

> If you need any advice on file conversion,
> where to buy Amiga-related hardware for the best price, information on the
> Atari ST emulators out for the Amiga, or have any other questions related to

%I'll save you the time, Tom. Amiga ST emulators blow. They're all slow, %buggy, and none, I say again NONE, work properly with any MIDI software %whatsoever. Makes ME want to rush out and buy one, so I can play 32-million-%coloured games instead of all that WORK I'm getting done now.

As typed in from the Feb issue of Amiga World, page 109:

BrainSTorm

It had to happen and here it is! The MAST ATARI Emulator!

Make your Atari friends envious - now your Amiga emulates yet another computer, this time the Atari. BrainSTorm is a software/hardware combination from MAST Germany that runs 98% of Atari software (approx.), including MIDI support. It even emulates the Atari keyboard click! All programs should run except the very small percentage that do direct DMA or program the MFP. It supports:

* 8mb Fast RAM, 2mb chip ram
* all ST resolutions including color
* full page monitor emulation with scrolling
* Amiga serial & parallel ports
* all Amiga drives (df0-df3) simultaneously
* two ST's at same time in one Amiga!
* almost ST speed, text is 120% faster, disk 108%
* hardware emulates the ST custom chips, has sockets for Atari ROMS, and does addr. translation
* Atari PD support on our BBS

Price is $99

Call MAST at (702) 359-0444

[END OF FILE]

Other ST emulators, some in total software, exist for the Amiga also.

> I have received several requests for
> information to smooth the conversion from the Atari to the Amiga. I do this
as
> a service to fellow computer users.

%You noble soul! The self-sacrifice! In turn, I offer to help YOU smooth the
%conversion of your lips from their present location to my sweaty posterior.
%I do this as a service!

This kind of talk leads nowhere and isn't productive to the conversation. If
you want to talk facts then I suggest you stay on the topic. I won't respond
to such remarks as they have nothing to do with the exchange of facts. Please
try to do the same.

%Tom, I haven't read such a heap of bunk it a long time. If you're frustrated
%that your computer isn't being used in any professional environment, fine.
%But don't come over here and shovel propaganda and outright false statements
%in an effort to get others to join you in your malcontence. Grow up. A "my
%computer is better" rant under any other name smells equally bad, no matter
%how you may attempt to dress it up.

You insult me and then tell me to grow up? I am willing to ignore attacks by
insecure users in order to help those who need the kind of information I am
providing. So far I have received mail from well over ten Atari users who
need help in converting to the Amiga. This makes it worth cutting through your
kind of message. If your not interested in leaving your ST for the Amiga then
I'm glad to hear it, but don't make things rough for those who want to.

Tom

689. Re: Noizetracker MOD Players

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 22:22:27 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.677802147.larserio@kvart.ifi.uio.no>
Source record: 230929

Esion XLI soundtracker has full harddisk support (both for program and the modules). Both the ST and STE version can be used on harddisk (the oldest versions have trouble with folders but the one posted with the ONLY-STE demo works 100% and has the best sound yet)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

690. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 22:26:34 UTC
From: es1@cunixa.cc.columbia.edu
Message-ID: <1991Jun24.222634.30979@cunixf.cc.columbia.edu>
Source record: 230924

In article <1991Jun24.172215.816@colorado.edu> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>
>I wonder how far have you gone in comparing AMIGA machines to others,
>AMIGA Fusion Forty Accelerator board is worse than a 486-25 Performance.
>AMIGA flickers quite alot, NTSC standard VGA cards are available to IBM
>with non-flicker options.
>
The first point you make isn't a computer war, but a chip war. The 040 is faster than the 486 at the same clock speed, period. A 486/50 is probably marginally faster than the 040 (except under MS-DOS), but it is still close. The 040 25MHz does appr. 18-22 MIPS depending on who you believe (I know how meaningless that is, but we are talking all CISC chips, not RISC, so isn't a terrible statistic). I believe the 486 is about 12.
As to flicker, the A3000 comes with a flicker-fixer built in. Commodore sells a board for just over $200 which will deinterlace output on all 2000 machines. Both use standard IBM VGA ports. There is a 3rd party deinterlacer for the 500 as well.
-- Ethan

FF buckets of bits on the bus, FF buckets of bits.
Take one down, Pass it to ground,
FE buckets of bits on the bus.

691. Re: Noizetracker MOD Players

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 23:03:24 UTC
From: scale@abode.ttank.com
Message-ID: <1991Jun24.230324.3477@abode.ttank.com>
Source record: 230931

Hi Marc,
Just a note about DigiComposer. I believe that DigiComposer
has a .INF or .DAT file that contains directory paths for the program. You
load this file into any word processor or text editor and edit the directory
paths to match where DigiComposer (and the .MOD files) are located on your
hard drive; then save the information back as an ASCII text file. Bye.....

Luis

692. Re: Juvenile user war crap

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 23:10:53 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <43625@cup.portal.com>
Source record: 230920

I wasnt going to jump in, but I am a dickhead, so what the hell :-)

Cease and desist!!! If I want Amiga stuff, Ill read the Amiga newsgroups, as it is, Ive gotten an Atari ST a few months ago, so Ill read this group. Ive used both Amiga, and now the Atari, Ive used Macs, and Ive used IBM Clones. Ive used Unix, and IBM large systems (370s, and 4381), and midrange VAX (my own personal 730, and the 6220 at work). I pledge loyally to _no_ machine. I got burned years back, and now I wont do the same thing again. Each machine is good, and each machine has its bad points. (correction: I _do_ pledge loyalty to VAX and its OS, VMS. Aint no way such a huge base aint gonna disappear overnight). Each does its job as well as it can, if it cant, then go out and get what can. Me? Im a hacker in the old-time sense, and the ST is perfect for me

693. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 23:19:24 UTC
From: ai065@cleveland.Freenet.Edu
Message-ID: <30290@know.pws.bull.com>
Source record: 230932

revpk@cellar.UUCP (Brian 'Rev P-K' Siano) writes:

% Now, Thomas Hill's endless touting of the Amiga struck me as more
%than a little strange. Not because some of his facts might be wrong, or
%because he was presuming to know things about the ST marketplace that we
%didn't.

Please be specific about what I was wrong about. Like I've said before, I
don't make a statement unless I have the facts and figures to back it up.

% But think about this; Thomas Hill goes out of his way to bust on ST
%users, and wants to convince us to use Amigas. Granted, they're nice
%machines-- my roommate just bought a 3000-- but why is Thomas Hill so
%messianic about them?

I don't "bust on" ST users. I never get into needless remarks and childish
statements. Presenting the facts and offering ST users help is not what I call
"busting" on ST users.

% I can understand, halfway, if Thomas had found Jesus or had submitted
%to the will of Allah, and wanted us to do the same. But why is Thomas so
%wrapped up in what computers we own? Is he an Amiga salesperson? A Commodore
%marketing manager? Why, exactly, is he so emotionally committed to making
%sure that we own HIS kind of machine? Does owning an ST constitute a moral
%affront to him?

I'm not an Amiga salesperson (though I'd love to be), but I am hoping to help
those who buy computers based on no facts.

% Issues of STs and Amigas aside, I think it's pretty clear that Thomas
%has some problems. Not even the do-or-die Commodore 64 fans I know-- mainly
%children with few other interests to hold their allegiances-- get as worked
%up as THomas does. I can think of a dozen better causes for Thomas to worry
%about-- say, supporting the Electronic Freedom Foundation, or better, using
%his fables Amiga to crank out letters on behalf of Amnesty International.

"Worked up"? Pardon me, but where in my message do I get "worked up". I pride
myself on staying away form this kind of thing.

% In short: what sort of deranged, socially-deprived noodnik would give
%a tinker's dam about what computer anyone else uses-- and would actively
%campaign to sell merchandise that he has no immediate financial stake in?
%Heck, I've seen more rational stuff coming out of Jesus freaks.

It always works out this way. When a person can not support his end of the
conversation (this is about computers, not egos) he will resort to attacking
the personality of the person he is dealing with. I don't need to call you

names to support my argumentation. Please try to do the same.

Tom

694. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 23:21:14 UTC
From: ai065@cleveland.Freenet.Edu
Message-ID: <30291@know.pws.bull.com>
Source record: 230933

rjast1@unix.cis.pitt.edu (Robert J Anisko) writes:

% I'm just wondering what our dear friend over in Commie-land (Amiga, not
%USSR <grin>) would feel if someone were to step into their message
%base and kindly show them how to convert over from Commodore to the
%Atari. While this is called a "friendly" thing, for one no one on here
%asked for this "help." If someone wants help, do it in PRIVATE.
%It remins me of something done in wartime and even during Desert Storm:
%drop tons of propoganda on the enemy telling them step by step how
%to surrender (many of the Iraqi soldiers who surrendered carried these
%"information slips").

If you can find some good solid reasons for Amiga users to convert to the Atari, your more than welcome to give it a try. However, I find it hard to believe that you can find faults with a computer that is clearly a better machine than the ST.

% While I admit it is a stretch comparing this to the war, the point
%is that the same strategy/technique is being employed.

Didn't we win that war? Sorry, couldn't resist! :)

% or in short: I didn't ask, I don't remember seeing ANY postings here
%about it, and thus we really ain't interested in your "help."
%So I kindly ask our noble friend to save his blessings for those
%who want and need it - in the Commodore section...

I didn't say you did. I have, however, received many messages just on our local Free-Net from Atari users needing information. Where there is smoke there is fire, so I thought I'd offer my help to anybody on UseNet. Turns out that I was right, as many responses have been had. I also got about 20 negative responses, but those don't bother me much.

Tom

695. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-24 23:22:24 UTC
From: ai065@cleveland.Freenet.Edu
Message-ID: <30292@know.pws.bull.com>
Source record: 230934

steve@thelake.mn.org (Steve Yelvington) writes:

%You and the ill-mannered Amiga fanatic from Cleveland Freenet are
%engaging in a public pissing match, posting lists of messages from
%Freenet's Commodore forums and recycling ignorant, inflammatory,
%ill-intended messages.

It sure does look like your doing the same thing, but I take exception to your remark that I am "ill-mannered". I don't post inflammatory messages directed at users. If the facts upset you then I'm sorry, but please don't rebel in a "ill-intended" manner. :) I have yet to attack a user on this subject and I hope I never do.

Tom

696. If you ignore Tom Hill, he will go away...

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 00:13:35 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <30294@know.pws.bull.com>
Source record: 230923

This showed up in comp.sys.amiga.advocacy lately:

Article 8689 of comp.sys.amiga.advocacy:
Path: usenet.ins.cwru.edu!magnus.acs.ohio-state.edu!zaphod.mps.ohio-state.edu!samsung!know
!daemon
From: ai065@cleveland.Freenet.Edu (Thomas Hill)
Newsgroups: comp.sys.amiga.advocacy
Subject: Check out the Atari SIG! :)
Message-ID: <30271@know.pws.bull.com>
Date: 24 Jun 91 02:40:08 GMT
Sender: daemon@pws.bulL.com
Lines: 9

I just posted a pro-Amiga message in the Atari, offering help to Atari
users who needed it, and it has created a flood of messages. You might want
to pop in and take a look at "Atari-To-Amiga Convert Info Source!" messages
that have gone up in the last day or so. I haven't had the chance to respond
to recent public responses yet, due to the many Atari users replying in Email
who need info on converting to the Amiga. :) Check it out for a good laugh...

Tom

---[EOT]---

Reasonably intelligent netters will realize that we are being taken,
and will cease trying to argue with this certain user (who makes me want to
suppress my Free-Net affiliation) before c.s.a.st is reduced to an audience
of 0. I could care less whether ST or Amiga is better. I'm probably not
the only one...

--
Doug Wokoun / / | If you don't
(aa384@cleveland.Freenet.Edu) [o]-[o] | stand for something,
||| L {_Dug_} | you will
Atari / | \ S I G ___/ | fall for anything.

697. Re: Wanted: ZORK for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 00:49:26 UTC
From: kurto@paradise.usu.edu
Message-ID: <1991Jun24.184927.48214@cc.usu.edu>
Source record: 230936

In article <GNAT.91Jun25084639@kauri.kauri.vuw.ac.nz>, gnat@kauri.vuw.ac.nz (Nathan Torkington) writes:

|>If you are capable of a little hackery, you could probably compile the
|>sources for dungeon (a Zork predecessor) which are available from
|>VUW Comp Sci's archive as
|> /archive/comp/sources/games/volume12/cdungeon/*
|>
|>Nat.
|>--
|>Nathan Torkington Contracting to CSC,
|>Internet: gnat@kauri.vuw.ac.nz Victoria University Of Wellington,

For those who are interested I've managed to compile this baby with GCC 1.40
and the Mint 0.8 libs. Send me a message and I'll forward it to you or if
there is enough interest I could upload it to atari.archive or comp.binaries.atari.st,
which ever is prefered.

Kurt Olsen
kurto@cache.usu.edu internet
uunet!cache.usu.edu!kurto usenet
kurto@usu bitnet

698. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 00:59:20 UTC
From: peter@Sugar.NeoSoft.com
Message-ID: <1991Jun25.005920.2754@Sugar.NeoSoft.com>
Source record: 230925

In article <1991Jun24.172215.816@colorado.edu> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
> What do you define as a REAL COMPUTER?

One I don't have to throw out the shipped operating system to use effectively.

> I wonder how far have you gone in comparing AMIGA machines to others,
> AMIGA Fusion Forty Accelerator board is worse than a 486-25 Performance.

I get better response on my 1000, let alone my 3000, than Microsoft Windows or X Windows provide on that 486/25...
--
Peter da Silva. `-_-' <peter@sugar.neosoft.com>.
'U` "Have you hugged your wolf today?"

699. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 01:01:37 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5910@wucc.waseda.ac.jp>
Source record: 230922

This has been really horrible. Will you please use 'Amiga' word in the subject or in the summary so that we can ignore you easily?

We own Atari and are thinking very hard how to get the best from it. Not one of us will ever infiltrate into MSDOS or Mac user groups and say my machine is better than yours and mine can run your software better etc. It would help no one ; it just vexes people.

Tsuji

700. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 01:04:18 UTC
From: peter@Sugar.NeoSoft.com
Message-ID: <1991Jun25.010418.2955@Sugar.NeoSoft.com>
Source record: 230926

In article <30289@know.pws.bull.com> ai065@cleveland.Freenet.Edu (Thomas Hill) writes:
> In all my reading and experience with the Amiga, I have yet to hear one
> complaint about "severe MIDI timing problems".

There were a bunch of them back when Deluxe Music Construction Set and
SoundScape first came out. It seems they did a poor job of handling timing
and some folks interpreted that as being an Amiga problem.

Like when the first TOS ROM upgrade came out and broke a bunch of poorly
written terminal emulators. Or when the first >1M Macs came out and
Microsoft's software started breaking. Or the TSR WARS on the IBM-PC.

Computers are always getting bad reps from application software.
--
Peter da Silva. `-_-' <peter@sugar.neosoft.com>.
'U` "Have you hugged your wolf today?"

701. Whoops!

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 01:25:40 UTC
From: JONNIE_SANTOS@bdt.COM
Message-ID: <1991Jun25.012540.7397@bdt.com>
Source record: 230862

Hello...

I was reading through some of the messages here and saw a phone number for the U.K. (44-344-485971) Thinking there was a modem at the other I called
with my modem and got a person instead of a squeal. I wasn't able to apologize in voice so I hope you accept my apologies here in print for the disturbance.

Regards,

Jonnie Santos
San Diego, California

702. Re: Atari-to-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 01:54:18 UTC
From: mathew@mwowm.mantis.co.uk
Message-ID: <A0b7jste@mwowm.mantis.co.uk>
Source record: 230861

What's an Amiga?

mathew
--
<< baby mother hospital scissors creature judgement butcher engineer >>

703. Re: If you ignore Tom Hill, he will go away...

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 02:24:53 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <chuck.677816693@mrcnext.cso.uiuc.edu>
Source record: 230937

aa384@cleveland.Freenet.Edu (Doug Wokoun) writes:

>This showed up in comp.sys.amiga.advocacy lately:

> I just posted a pro-Amiga message in the Atari, offering help to Atari
>users who needed it, and it has created a flood of messages. You might want
....
it does what I want. I don't need evangilization
....

>suppress my Free-Net affiliation) before c.s.a.st is reduced to an audience
>of 0. I could care less whether ST or Amiga is better. I'm probably not
>the only one...
....
<shift>-k <cr> did a good job of taking care of that stuff for me---kill
for 30 days.

--
---
chuck bridgeland---anarchoRepublican
"one thing about a police state, you can always find the police" l. neil smith
chuck@mrcnext.cso.uiuc.edu hired--leaving pit 7/5/91
---

704. Stos, again...

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 03:48:40 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.91Jun24224840@breeze.cs.odu.edu>
Source record: 230938

Hello, again.

I found the stos 2.06 support files on atari archive.

I upgraded both my basic and compiler as instructed, my basic seems to work, but my old as well as my new compiler wont compile any basic progra, either old or new.

I always get an error about an unknown extension in a line that was never part of my program. THe line usually has something in it about "extension #C"

PLEASE HELP ME!

Scott

705. Re: Another Atari write-in campaign...

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 04:01:42 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91175.115025ONM07@DMSWWU1A.BITNET>
Source record: 230935

In article <1991Jun21.181638.21970@murdoch.acc.Virginia.EDU>,
lch3e@holmes.acc.Virginia.EDU (Lauren C. Howard) says:
> Atari Germany canceled their advance order of 10-15,000 units under
> pressure of German developers, WP contacted Atari in Sunnyvale. Reports
> vary somewhat, but the result of that talk seems to be that Atari Corp
> will not at this time back WordPerfect by assuring a minimum order.
>
This is simply not true. Atari Germany has TONS of unsold 4.1 versions.
They asked WP for a beta test or preview version of 5.x, but WordPerfect
wasn't able to show something -- would YOU have ordered 10000 units of
a program you don't know, having lots of unsold copies of an older
program version that virtually no one buys.

Please don't blame the `germans'. WP is mainly an american company, and
if they can't succeed in the U.S., they won't in Germany either.

BTW: I would *love* to see a new WP on GEM!
---------------------------- cut here ---------------------------------------
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
--------------------- correct me if I'm wrong -------------------------------

706. Atari U.S. Management

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 04:58:51 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <9106250458.AA07345@cwns5.INS.CWRU.Edu>
Source record: 230939

Hi, I have heard stories that there are some lawsuites going on between an ex-employee, Atari, and Greg Pratt and was wondering if someone could tell me in e-mail how serious they are?

I have heard that Greg is a pretty nice guy and was wondering if this law suite would interfere with the leadership at Atari U.S. especially when Atari looked as if they were going to make a move here.

I know someone is going to ask me, "What's it to you??" so I as might as well answer it now. I own an Atari product and the quality of leadership can effect my investment in the future.

Len

--

707. Re: What archiving format?

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 08:48:33 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3564@laura.UUCP>
Source record: 230940

In article <1991Jun21.152722.17873@newcastle.ac.uk>,
D.B.Barratt@newcastle.ac.uk (Dave Barratt) writes:
|> I'm a bit confused regarding the different formats available for
|> archiving files e.g. arc, lharc, zoo etc. Is any one of these
|> formats more efficient or reliable than the others, if so does
|> this not make the others somewhat redundant? Is there any
|> compatibility between the different formats?

ARC:
Fast, reliable and effective. Since version 6.02 arc can archive complete
directories. Unfortunately it cannot store/extract dedicated files from a
directory :-(.

ZOO:
Not as fast as arc but very reliable. The most flexible archiving system.
You can put several versions of a file into an archive, associate comments
with archive elements and much more. Reading the zoo manual is really
worthwhile! Zoo archives need some more space than others. My favorite
archiver for larger distributions with nested directories. I also use it to
backup my program development directories because I can store several
versions of the source files.

LHARC:
Slow and unreliable. It has become popular because it has the best
compression factor. However, archiving and extracting is really slow. There
are several not always compatible LHarc versions by different authors
floating around. So if you don't have the right LHarc you might not be able
to extract an archive at all. Just say NO.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

708. Re: This week's program

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 08:50:45 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3565@laura.UUCP>
Source record: 230941

In article <1991Jun22.003927.19972@menudo.uh.edu>, uace0@menudo.uh.edu (ATARI Computer Enthusiasts) writes:
|> If this is a bad idea, flame me...

Done hereby.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

709. Re: If you ignore Tom Hill, he will go away...

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 10:32:44 UTC
From: J.D.Coleman@newcastle.ac.uk
Message-ID: <1991Jun25.103244.25612@newcastle.ac.uk>
Source record: 230942

```
--
-- Julian Coleman < J.D.Coleman@newcastle.ac.uk >
-- Department of Surveying, University of Newcastle upon Tyne
-- Newcastle upon Tyne, NE1 7RU, England. < +44 91 222 6739 >
-- #include <std_disclaimer.h>
```

710. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 10:35:33 UTC
From: J.D.Coleman@newcastle.ac.uk
Message-ID: <1991Jun25.103533.25775@newcastle.ac.uk>
Source record: 230943

```
--
-- Julian Coleman < J.D.Coleman@newcastle.ac.uk >
-- Department of Surveying, University of Newcastle upon Tyne
-- Newcastle upon Tyne, NE1 7RU, England. < +44 91 222 6739 >
-- #include <std_disclaimer.h>
```

711. newsletter

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 10:52:21 UTC
From: a15@nikhefh.nikhef.nl
Message-ID: <1257@nikhefh.nikhef.nl>
Source record: 230946
Cross-posted to: rec.games.video,comp.sys.atari.st,comp.sys.handhelds

The PORTABLE ADDICTION newsletter is a bit late, something went very wrong when a friend tried to post it. Issue 02 will appear within a week, after that issue we are going to start a mailinglist. For those of you who want to be on it can e-mail to the address below.

a15@nikhefh.nikhef.nl
Tjerk Heijmens Visser
c/o Peter Heijmens Visser
National Institute for Nuclear Physics
and High Energy Physics (NIKHEF-H)
Computer Department
Postbox 41882
1009 DB Amsterdam - Netherlands.
.

712. Atari.Commodore.Stereo.Prices!?

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 11:13:46 UTC
From: bluefire@triton.unm.edu
Message-ID: <1991Jun25.111346.18782@ariel.unm.edu>
Source record: 230944

I'm just curious as to how much YOU think these items are worth...
Please e-mail me and let me know how much you'd pay for any of
the following:

Atari 130XE
Atari 1050 disk drive
Atari SX212 modem (1200 baud)

Okidata Okimate 10 (color printer) w/ Commodore or Atari interface

Commodore 128 (w/ RS232 interface)
C= 1571 drive

Magnavox RGB display 80

Sony XR500 car stereo (tape/AM/FM)
Sherwood Graphic Equalizer Xq-1101
(with digital bands, surround sound, programmable,
7 bands)
Coustic 120 watt Amp
Jensen 300 watt Amp

Thanks,
Marc Bluefire

bluefire@triton.unm.edu
(208) 523-2715
138 7th St Apt #5
Idaho Falls, Id
83401

I apologize if you're seeing this for the second time, but it did not post on
some of the groups I wanted last time..

--
M B Marc Bluefire <aka bluefire@deimos.unm.edu.UUCP>
[=] [=-=] [=] < bluefire@hydra.unm.edu.UUCP >
| |=-=-| c |-=-=| |
_|_|____|_^_|____|_|_

713. Ian Lepore: e-mail address ?

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 11:14:24 UTC
From: L.B.Brown@newcastle.ac.uk
Message-ID: <1991Jun25.111424.27940@newcastle.ac.uk>
Source record: 230950

Hi,

I need to know Ian Lepore's (author of the Gemfast AES and VDI bindings) e-mail address so I can bring to his attention some small bugs I have found. I can't find one in the gemfast V1.5 documentation. Does he have an e-mail address? Does anyone know how to contact him?

Any help would be most appreciated.

Leigh.

Leigh Brown. UK : L.B.Brown@uk.ac.newcastle
World: L.B.Brown@newcastle.ac.uk

714. Emulation

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 11:21:21 UTC
From: bluefire@triton.unm.edu
Message-ID: <1991Jun25.112121.19844@ariel.unm.edu>
Source record: 230945

I'm curious how the 8bit emulator for the Atari Ste/TT
systems works... like, how can you get the programs from
the 8bit to the STe/TT to begin with?
Do you need a 5 1/4" Disk drive for the STe/TT?
Please, e-mail me and let me know!
I'm considering buying a Mega STe/TT030, and then transfering my progams
from my 130xe to the Mega..

I also have heard that a C=64/128 emulator is out for the STe/TT.
Is this True?

Also, how does the IBM 386 Emulator work?
What percent compatable is it?
Can it do VGA/Super VGA graphics?

Does anyone out there have experience with this?
I appreciate any help, as it will help me decide on the STe.

Thanks,
Marc Bluefire
bluefire@triton.unm.edu
--
M B Marc Bluefire <aka bluefire@deimos.unm.edu.UUCP>
[=] [=-=] [=] < bluefire@hydra.unm.edu.UUCP >
| |=-=-| c |-=-=| |
_|_|____|_^_|____|_|_

715. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 11:22:01 UTC
From: robart@agora.rain.com
Message-ID: <1991Jun25.112201.23293@agora.rain.com>
Source record: 230875

In article <5910@wucc.waseda.ac.jp> ytsuji@wucc.waseda.ac.jp (Y.Tsuji) writes:
>This has been really horrible. Will you please use 'Amiga' word in the
>subject or in the summary so that we can ignore you easily?

"Amiga" is in the subject line. What are you talking about?

716. Re: 1.44 HD drives

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 12:28:34 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.677852914.larserio@kvart.ifi.uio.no>
Source record: 230947

A friend of mine had an adress to a german company that sells 16 MHz
1772's (they are the same as the standard 8 Mhz, but is checked and
guaranteed by Western Digital to manage 16 MHz). Interessted ?

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

717. Re: Another Atari write-in campaign...

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 12:57:56 UTC
From: rost@aqua.enet.dec.com
Message-ID: <5349@ryn.mro4.dec.com>
Source record: 230864

```
In article <91175.115025ONM07@DMSWWU1A.BITNET>, ONM07@DMSWWU1A.BITNET writes...
>Please don't blame the `germans'. WP is mainly an american company, and
>if they can't succeed in the U.S., they won't in Germany either.
>
>BTW: I would *love* to see a new WP on GEM!
>_____________________________ cut here _____________________________________
>Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
>fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
>____________________ correct me if I'm wrong ______________________________

Julian,

WordPerfect is doing fine in the US, just not on ST platforms! It's a real hot
seller in V5.0 for the IBM. I guess the developers don't see enough $$$ in
doing an ST version, and that's that.

If this keeps up, pretty soon, I'm going to have to write all my own
application software 8;(

Brian Rost @rgb.dec.com

508-568-6115

**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

718. Source code for TeX version 3.1 for ST?

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 13:59:47 UTC
From: robin@castle.ed.ac.uk
Message-ID: <11279@castle.ed.ac.uk>
Source record: 230948

Does anyone out there have or know where there is the C source code for
TeX 3.*

Thanks

Robin

719. Re: This week's program

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 14:52:58 UTC
From: paulm@dorjam.UUCP
Message-ID: <151@dorjam.UUCP>
Source record: 230881

In article <2087@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
> >This week's program will copy a file that has a bad sector(s) somewhere in the
>
> >100% assembly
>
>
> ^ Oh. In that case, I will not use it.

By all means, PLEASE DON'T! :^)

I guess I just don't understand that line of thinking......

--

\ Paul Moreau Orange, California
UUCP: ..!ccicpg!dorjam!paulm \
---

720. Unix(tm) Windows

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 15:01:44 UTC
From: wao@cbnewsm.att.com
Message-ID: <1991Jun25.150144.27341@cbnewsm.att.com>
Source record: 230949

OK, I downloaded uw.uue, uwbin.uue and uw.tar.Z. I built the server end of the program for my SUN using uw.tar.Z. How do I run the client end of the software?? If I run uw.prg I get two bombs, if I run win.prg I get a GEM screen of no practical use. What am I doing wrong. By the way I have a 1040st running tos1.4. Thanks in advance.

Bill Oswald
aloft!wao

721. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 15:20:49 UTC
From: malay@sae.com
Message-ID: <1991Jun25.152049.25824@sae.com>
Source record: 230851

```
|>
|> And *you* don't have to wait 6 years to find it, like I did.
|> --
|> Peter da Silva. `-_-' <peter@sugar.neosoft.com>.
|> 'U` "Have you hugged your wolf today?"
```

You could go out and buy a Sun 3/50 - the used ones are running around $600-$700 range!

Bob Malay

722. Hard Disks

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 15:39:57 UTC
From: malay@sae.com
Message-ID: <1991Jun25.153957.25883@sae.com>
Source record: 230852

A while ago I posted a plea for information concerning hard disk drives. I am in the market for one and I'm interested in what is being used out there. Whats good, bad? Why?

For example, is the Supra any good? Is it slow/fast/noisy?

Forget about that Amiga crap - I need some honest help here!

Bob Malay

723. Re: This week's program

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 16:14:28 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Jun25.161428.10950@menudo.uh.edu>
Source record: 230853

In article <BAMMI.91Jun24122520@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:
>
>Actually, what would be infinitely more useful (to me anyways) would
>be a short technical description of all the neat tricks you guys come
>up with, how you did it etc, and maybe the source.
>--
>--

We've been asked that before... We will perhaps release source code for some of the stuff, but we really aren't sure about it.

As for neat tricks, some of it is voodoo programming, and I'm sure Atari will appreciate if we don't go spreading voodoo programming techniques. Altho, you can always ask us when you are intrigued.

>bang: uunet!cadence!bammi jwahar r. bammi
>domain: bammi@cadence.com
>GEnie: J.Bammi
>CIS: 71515,155

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

724. Re: PS-Viewer available

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 16:36:04 UTC
From: timothyg@ncsa.uiuc.edu
Message-ID: <1991Jun25.163604.19758@ux1.cso.uiuc.edu>
Source record: 230854

In article <1991Jun18.095243.17961@ira.uka.de>, S_DINGLER@iravcl.ira.uka.de (|S| Florian Dingler) writes:
|> Is there a POSTSCRIPT (TM) viewer for the ATARI(TM)-ST available ?
|>
|>
|> S_DINGLER@irav1.ira.uka.de

I have a postscript previewer written by Hauke Hess, who has given me permission to upload it to atari archive. It is based on the ghostscript epson driver, so it is a little large and a little slow. Other than that, it is quite nice. You can specify the resolution of the image and then scroll around it with the cursor keys. I hope to include something like it in the GS 2.2 (already released) or 2.3 (soon to be released) port to the ST. The program is called gsprev, and I will send it to atari.archive as soon as I get some time.

Tim Gallivan
timothyg@ncsa.uiuc.edu

725. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 17:33:13 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1991Jun25.173313.27320@colorado.edu>
Source record: 230856

In article <1991Jun24.222634.30979@cunixf.cc.columbia.edu> es1@cunixa.cc.columbia.edu (Ethan Solomita) writes:
> The first point you make isn't a computer war, but a chip
>war. The 040 is faster than the 486 at the same clock speed,

I am trying to avoid any kind of war, this comp.sys.atari.st news is not for these types of postings. SOOOO after this posting please send all responses to the posting to me and not post it here.

>(except under MS-DOS), but it is still close. The 040 25MHz does
>appr. 18-22 MIPS depending on who you believe (I know how
>meaningless that is, but we are talking all CISC chips, not RISC,
>so isn't a terrible statistic). I believe the 486 is about 12.

MFLOPS is a better measure than MIPS, the 68040 25 does about 3.5 MFLOPS, the i486-25 with Weitek 4167 does 10+ MFLOPS and the ranges of MIPS for the 486-25 is from 11 to 15 MIPS.

> As to flicker, the A3000 comes with a flicker-fixer built
>in. Commodore sells a board for just over $200 which will
>deinterlace output on all 2000 machines. Both use standard IBM
>VGA ports. There is a 3rd party deinterlacer for the 500 as well.

I know the A3000 is a non flicker machine, but machines upto it isn't without the flicker fixer. I use to be an AMIGA crazy person so I know the kind of things that AMIGA can do, but it is not that great it pushed me back to using the ST.

REMEMBER PLEASE RESPOND THIS POSTING BY MAIL.
TO THE PEOPLE ON THIS NEWS, SORRY.
chuj@horton.colorado.edu

Jeff

726. Thomas Quester, where are you?

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 17:53:58 UTC
From: es2a+@andrew.cmu.edu
Message-ID: <McNsAqm00YU6ASEDpC@andrew.cmu.edu>
Source record: 230858

I'm looking for a valid e-mail address for/to Herr Quester to send
him a bug report. The ones included in the documentation to lzh11321
don't seem to work. Can anyone provide any suggestions? Sorry for the
waste of bandwidth.

Thanks in advance...

-Eric Stuyvesant
es2a+@andrew.cmu.edu || es2a%andrew@CMCCVB || JNET%"es2a%andrew@CMCCVB"
al782@cleveland.Freenet.Edu || {uunet,harvard}!andrew.cmu.edu!es2a
"To hate is to study, to study is to understand, to understand is to
appreciate, to appreciate is to love." -John A. Wheeler
Go MEMS!

727. sunmoon.lzh

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 18:07:40 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Jun25.180740.27948@oz.plymouth.edu>
Source record: 230859

A couple of weeks ago in ZNET, a file called SUNMOON.LZH was listed. Unfortunately I only remember the name, but I believe it is like the DEC desktop program which displays a sun or moon depending on time of day. I thought it would be on the net at atari.archive, but I haven't seen it. To save myself a call to GEnie, does anyone have it?

Stephan
Technoid

--
\/\/\/

728. Hard-Disk Construction Summary Request

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 18:11:38 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <1991Jun25.181138.17995@m.cs.uiuc.edu>
Source record: 230857
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am thinking again about building a hard drive for my ST. I have an ancient 10 MB Supradrive in a shoe box case. I was thinking about reusing the case & power supply & tossing a new drive in there.

Can some kind people please send me infomation about any/all of the following questions:

(1) What host adapters are available, where can I get them, how much do they cost, what are the differences?
(2) What drives do people recommend? Where is a good source to purchase drives?
(3) Where can I get the specification of the data output by the DMA port (what people refer to as ASCI I think)?
(4) What kind of software would I need to write/obtain to make this work"?

Any information would be greatly helpful. Is there a "Frequently Asked Questions" kind of wqrite up about building hard drives for the ST?

--- Bri

/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
totty@cs.uiuc.edu

729. Re: Thomas Quester, where are you?

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 19:41:35 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun25.194135.1895@informatik.uni-erlangen.de>
Source record: 230855

es2a+@andrew.cmu.edu (Eric Stuyvesant) writes:

> I'm looking for a valid e-mail address for/to Herr Quester to send
>him a bug report. The ones included in the documentation to lzh11321
>don't seem to work. Can anyone provide any suggestions? Sorry for the
>waste of bandwidth.

Try

Thomas_Quester@hh.maus.de

and lemme know if this works 8-)

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de
---

730. Re: lharc woes

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 20:34:05 UTC
From: rosenkra@convex.com
Message-ID: <1991Jun25.203405.16211@convex.com>
Source record: 230863

In article <A0b7du58@nathan.ruhr.de> ue@nathan.ruhr.de writes:
>Hi,
>what about giving STZip a try? Ok, it's still called a beta version, but
>it works, its faster than LHarc, and the compression rate is alomost the
>same as LHarc's...
>The actual version is 0.9beta...

ONLY, repeat ONLY iff 1) there is full source for ST, Unix, VMS, and whatever, 2) ONLY (again) if there is only ONE, repeat, ONE version, fully controlled by ONE group (not 10+ like lharc), 3) ONLY if it is so much better than zoo (2.01 or 2.10 or the new, soon to be released version) that it is much faster (both compression and decompression), much easier to use (command line interface, arguably zoo's single weakness, with hooks to add it to arcgsh et al for those prefering GEM), much better compression, much more feature laden, but not so much as to get in the way, etc.

please do NOT start posting archives in this format. i would propose a vote (here?), preceded by extensive testing (on ALL platforms) before this happens. and i am reluctant to use anything labeled "beta" for archival. beta s/w should be used by beta testers, NOT the entire community.

[note that my initial reaction, of course, was "SHEESH! ANOTHER ARCHIVER FORMAT TO DEAL WITH" but i calmed down... :-)]

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

731. Re: lharc woes (AGAIN, was ls musedt.lzh corrupted?)

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 20:43:40 UTC
From: rosenkra@convex.com
Message-ID: <1991Jun25.204340.16800@convex.com>
Source record: 230866

In article <fido_2:320/100_2863aa8b@linn.fidonet.org> Vincent.Pomey@linn.fidonet.org (Vincent Pomey) writes:
>You could try using STZip, it process zip files (compatible with PKZip on PC),
>is faster than LHArc 1.13.19, compress roughly the same (better on big text
>files, worse on very small files), and has a built-in GEM interface.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

why? does this mean it won't port to unix et al? if so, i recommend against it...

-bill
rosenkra@convex.com
(defender of portability :-)

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

732. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 21:06:55 UTC
From: es1@cunixb.cc.columbia.edu
Message-ID: <1991Jun25.210655.18111@cunixf.cc.columbia.edu>
Source record: 230867

In article <1991Jun25.173313.27320@colorado.edu> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>In article <1991Jun24.222634.30979@cunixf.cc.columbia.edu> es1@cunixa.cc.columbia.edu (Ethan Solomita) writes:
>> The first point you make isn't a computer war, but a chip
>>war. The 040 is faster than the 486 at the same clock speed,
>
>I am trying to avoid any kind of war, this comp.sys.atari.st news is
>not for these types of postings. SOOOO after this posting please
>send all responses to the posting to me and not post it here.
>
I think that a discussion of chip technology is wholly
relevant to this newsgroup, as long as Motorola 680x0 chips are a
main part of the discussion. I shouldn't use the term war, I
consider this to be a "discussion".

>>(except under MS-DOS), but it is still close. The 040 25MHz does
>>appr. 18-22 MIPS depending on who you believe (I know how
>>meaningless that is, but we are talking all CISC chips, not RISC,
>>so isn't a terrible statistic). I believe the 486 is about 12.
>
>MFLOPS is a better measure than MIPS, the 68040 25 does about 3.5 MFLOPS,
>the i486-25 with Weitek 4167 does 10+ MFLOPS and the ranges of MIPS for
>the 486-25 is from 11 to 15 MIPS.
>
I don't have MFLOPS statistics myself, so I'll take your
for truth. You mention a Weitek math coprocessor, which is not
made by Intel. That is something separate which is an additional
cost beyond the 486. Also, MFLOPS stands for "millions of
floating point operations per second". That is very important for
some programs (such as ray-tracers), but less relevant for other
programs, such as DTP. That's why benchmarks stink. For a DTP
application, MIPS is more important, although I'd prefer to hear
some Dhrystones and SpecMarks numbers as well.
-- Ethan

FF buckets of bits on the bus, FF buckets of bits.
Take one down, Pass it to ground,
FE buckets of bits on the bus.

733. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 22:52:19 UTC
From: rcte2p@menudo.uh.edu
Message-ID: <1991Jun25.225219.18618@menudo.uh.edu>
Source record: 230871

peter@Sugar.NeoSoft.com (Peter da Silva) presents in article
<1991Jun24.110408.29984@Sugar.NeoSoft.com>
>In article <SCOTT.91Jun23172143@breeze.cs.odu.edu> scott@cs.odu.edu (Scott D. Yelich)
writes:
[misc stuff deleted]
>
>Amiga. I pushed the machine before I ever got one. I put off buying a
>personal computer for 6 years waiting for something like the Amiga to
>come out. There is still, 6 years later, *NO* other personal computer
>with an operating system that satisfies my *minimum* functionality
>requirements, unless you go out and buy a UNIX box.

Isn't that great? A unix box that costs less that an Amiga 3000 and it
even has ethernet built in.... Maybe you should have waited longer than
6 years to make your decision...

>
>And at that it's one of the cheapest machines out there.
>
>> MY atari does what I need it to do.
>
>You're satisfied, but have you used a real computer?

Yep... Every day... I use computers that have more raw processing power
than 100 Amigas running in parallel processing...

>
>I've been there. I borrowed an IBM clone for a while, then an Atari ST. It's
>called shopping around. The productivity improvement from reliable, efficient,
>and responsive multitasking is amazing.

Sounds like you didn't look around too much. You can get a used Sun 3
with 4 Meg ram for under $1000...

>
>There really is a basic, fundamental difference between the Amiga and the rest.
>Your arguments make good sense when comparing Ataris and Mac and IBMs, but
>there *is* something better.

Of course there is. Buy a NeXT. I can get a NeXT with a 100M HD, 2.88M
floopy, a MUCH better user interface, built in sound digitizer, *nix OS (MACH)
plus many other ammenities for less than a Amiga 3000.... So
please, don't cop the attitude that Amiga is the best buy for the money.
Wake up... Steve Jobbs strikes again... (and I could add 32bit color
for $1500 more) And, the NeXT has a 68040, display postscipt and a
400dpi laser printer... (I have an Atari 520 and I would still buy one

today... of course, I would get my NeXT too...)

>
>And *you* don't have to wait 6 years to find it, like I did.
>--
>Peter da Silva. `-_-' <peter@sugar.neosoft.com>.
> 'U` "Have you hugged your wolf today?"

P.S: Here at UH, the monochrome NeXT is $3K with student discount...

* Paul Sears * Technology *** |"The greater an individual's power
* The University of Houston *** | over others, the greater the evil that
* RCTE2P@Jetson.uh.edu * * * | might possibly originate with him."
* RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)
--
* Paul Sears * Technology *** |"The greater an individual's power
* The University of Houston *** | over others, the greater the evil that
* RCTE2P@Jetson.uh.edu * * * | might possibly originate with him."
* RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

734. Re: ST and Multisync

Newsgroup: comp.sys.atari.st
Date: 1991-06-25 23:10:03 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Jun25.231003.5229@jato.jpl.nasa.gov>
Source record: 230872

In article <CMM.0.90.2.677508705.larserio@kvart.ifi.uio.no> larserio@ifi.uio.no writes:
>Multisync monitor switchbox and cabel (this is tested and works)
>"""
>If you want monochrome your monitor must handle 71 Hz frequency
>NOT all monitors do this - To be sure - Test before you buy it!
>
>
> Multisync side (no pin number - they depend on your monitor outlet)
>
> Red Green Blue HorSync VertSync Ground
> | | | | | |
> | | | | | |
> SW1---SW2---SW3-------. | | |---SW4---.
> | | | | | | | |
> | | | | | | | |
> Red Green Blue Monochrome HorSync VertSync Ground MonoDetect
> 7 6 10 11 9 12 13 4

I did this with a NEC-2D and the monochrome image came out about 1/3 of
a screen high.

>Don't worry, the worst bit isn't making this - it's getting the
>13-pin Atari monitor connector for the ST side and solder it !!

I simply cut my Atari cable and soldered in a pair of DB-15's. They're
really easy to find. When I got tired of switching monitors by changing
DB-15 plugs, I built a switch using a 7-pole rotary, and some MORE DB-15's.
The one I found in a surplus store for $US 3.95 had 5 positions, but I only
used two.

> Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
> Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
>_________/ _____________________/ ____/ / Klubben, user association

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

735. Re: Hard Disks

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 00:03:48 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5916@wucc.waseda.ac.jp>
Source record: 230865

In article <1991Jun25.153957.25883@sae.com>, malay@sae.com (Bob Malay) writes:

A while ago I posted a plea for information concerning hard disk drives. I am
in the market for one and I'm interested in what is being used out there.
Whats good, bad? Why?

For example, is the Supra any good? Is it slow/fast/noisy?

Forget about that Amiga crap - I need some honest help here!

Bob Malay

Frankly, I recommend everyone to buy ICD stuff, be it internal or external.
The problem of hard drives is much of a software nature and I think most
people agree that ICD's are the best. And then you can buy any of the
SCSI drives in the market. Mine is Conner Peripherals' SCSI drive housed
by a Japanese case and power supply, etc. and it is quieter than my MEGA ST.
The speed? It is rather slow but 570 KB per second, which isn't too bad (
I understand 500+ KB per second things are generally regarded as fast).

Cheers,
Tsuji

736. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 00:09:56 UTC
From: ai065@cleveland.Freenet.Edu
Message-ID: <30321@know.pws.bull.com>
Source record: 230870

I can't really debate the reasoning behind now moving this discussion to the comp.sys.amiga.advocacy SIG. The original message has grown into something that wasn't really it's original intent. I have been able to help close to twenty Atari users so far, so the message has served it's purpose. I read and listened to those Email replies whichdiscussed this in a civil manner (Most of the hostile messages were deleted before I finished reading them). For this reason I'll ask everybody who expects a reply to leave your message in the comp.sys.amiga.advocacy SIG. One final note: Please re-read the original message with an open mind and see what I mean about "growing into something".

Tom

737. Re: This week's program

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 00:49:18 UTC
From: mwjester@wsuiar.wsu.ukans.edu
Message-ID: <1991Jun25.184918.192@wsuiar.wsu.ukans.edu>
Source record: 230879

In article <BAMMI.91Jun24122520@acae127.cadence.com>,
bammi@acae127.cadence.com (Jwahar R. Bammi) writes:
> [...]
> Actually, what would be infinitely more useful (to me anyways) would
> be a short technical description of all the neat tricks you guys come
> up with, how you did it etc, and maybe the source.
> --

Hear, hear! Have you considered writing a book on system programming on the
ST? If you ever do, put me down for a copy.

Max

mwjester@wsuiar.wsu.ukans.edu
mwjester@twsuvax

738. Problems with Ghostscript

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 03:35:01 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1991Jun26.033501.2626@cs.wayne.edu>
Source record: 230874
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just downloaded ghostscript the other day and have loaded it into
my E: drive under \ghostscr.ipt directory. In my cli (MT-C shell) I've
set GS_LIB to both e:/ghostscr.ipt and e:\ghostscr.ipt in the profile.
I try to print one of the example files as 'gs chess.ps' and get:

```
reading ghost.ps (Printing in memory, please ..etc)
ghost.ps read
Cant find Fontmap!
(copyleft info)
GS<4> (and a prompt)
```

What am I doing wrong? What's this fontmap it's looking for?

--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

739. monitor woes

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 04:10:40 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <144359@unix.cis.pitt.edu>
Source record: 230873

was bright (florescent) orange instead of the white it should have
been. To put it simply, the screen is royally screwd up (sorry for
typos, using an Atari 8<bit term program I haven't touched for awhile -
nice to have a computer backup). Anyways, can someone tell me why
this has happened, and maybe a simple solution if there is one
(or else it's off to the TV repairman I guess - $$$)...

Robert Anisko
rjast1@unix.cis.pitt.edu

740. Re: Another Atari write-in campaign...

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 04:14:48 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <43682@cup.portal.com>
Source record: 230868

WordPerfect IS succeeding in the US market... in fact, it's one of the largest software companies in the entire world..!

It's Atari Corp which has screwed up the US market, virtually assuring us that we will NEVER see an upgrade to WordPerfect 4.1 for the ST.

WordPerfect can't sell product to non-existant customers with non-existant computers.

What may or may not have happened in Germany isn't going to affect the US market much, if at all...

BobR

741. Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 04:27:44 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <677913506.0@therip.FidoNet>
Source record: 230876

Tom, Apparently you have not really used an Atari computer...
There are many offerings available on the ST that are not available on any other computer to date.
Since atari does not make the ST computer any more that I know of you must compare the capabilities of the STe to that of the amiga.
A 1040 Ste compares VERY favorably to an amiga 500. The ONLY thing the amiga 500 has over the atari is the fact that the atari can not do as many colors on the screen at the same time...
However there is a 24bit card available for $800 with a coprocessor of some sort for really good graphics...
Adding things to the ST come alot cheaper over all then on the amiga and the standard equipment atari sells is of better quality on average.
Compare....
An Ste with tos 1.6 and blitter performs pretty well...
Compared to an Amiga 500 the amiga only has a slight edge over the Atari..
(Note: for the price no other computer even comes close...)
Compare OS's... The St is built with a much more complete OS then ANY of the amiga OS's.. (The 2.0 doesnt really count at this point since last time I looked it was not available on amiga 500's yet)
If you compare the amigas 2.0 to the Mega Ste's 2.x and the TT's 3.X the atari beats it hands down.
(Beats it in all areas of ease of use and of pure power...) Of course the amiga does multi task but I have very little use for multi tasking..
(I use a 25 mhz '386 with desqview.. On the BBS multi tasking is nice..)
VERY few people I talk to use multi tasking more then ocassionally.
As to sound? Well The ST is the only one so far that has the capability of 3d sound. The STe series computers have the capability of using 3 seperate speakers with different sounds out of each.... 2 of those full 8 bit digital..
It is easy to use HD floppies on an ST.. I have yet to see on on an amiga...
Since the ST uses standard parts it is easy to get most of the items...
Comparing an ST to an Amiga at purely CPU intensive things the Amiga can not be compared very favorably.
The amiga has a hand up on the serial port since the ST is limited to 19200 baud...

ALL the memory can be used in an ST as compared to the amigas limitation of chip memory... (Note the ST does not waste memory... You must waste memory on an amiga to do double buffered graphics and digital sound at the same time.)
Each has its own strengths and weaknesses.. The Standard ST is MUCH better suited to bussiness then an amiga. However the Amiga is better suited to games and higher resolution color work...

Start comparing at the TT to amiga 3000 level and the difference is alot less..
The TT can do some graphic modes the amiga would be jelous of and visa versa.
The sound systems are for the most part the same.. Differences can be over

come by the speed of the processor. If you REALLY push it the amiga can do a few things better in the graphics arena though.. Over all though you have no bussiness stating the ST is no where as good as the amiga.. It is not true..

However Atari USA is missing the boat....
Actually someone shot the boat they were on while they were sipping a toast to what they thought was going on... Then federated almost killed them..
From the current trends I would predict that the Atari will come on very strong in the next five years.. If Atari ever gets over their fatuation of keeping low graphics to keep the price down and offer a multi tasking environment then there will be nothing any amigaite can say against the ST... ;-)
(Multi tasking doesnt make a better machine but since most people dont realize they are not gonna need it they think they need it and might lewt it make some sort of an effect on them..)

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

742. Re: TOS ERROR #35: What is it?

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 04:46:07 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <43684@cup.portal.com>
Source record: 230869

TOS Error 35 generally means the program is corrupted somehow...

Your FLASH disk has probably developed a bad sector which renders the program useless...

The best defense against this happening is to back up every disk and only run programs from the backup disk... if anything happens to the programs on that disk, you can always copy the original disk onto a new disk and use that...

BobR

(Sorry for not quoting the original message, but my ST has died, and I'm being forced to use an IBM system with PROCOMM.. about 10% the functionality of an ST with FLASH...)

743. Re: How is Atari doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 06:42:02 UTC
From: adamd@rhi.hi.is
Message-ID: <3300@krafla.rhi.hi.is>
Source record: 230877

Thanks Claus for stating a different side to what I said. In restrospect I see
that some of my wording was not entirely clear.

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>adamd@rhi.hi.is (Adam David) writes:

vvvvvv
>>TOS has yet to be junked. In all seriousness Atari, why not have a REAL OS
>>in ROM and the option to load TOS and GEM from disk for backward compatibility?

I think a little explanation is in order. Maybe junked was a rather unwise
choice of words. The point I intended was more in the sense of recycling.
I sincerely believe that both TOS and GEM have outlived their allotted lifespan
as the central OS foundation in ROM (where indeed they take precious space and
considerable chunks are often replaced by RAM resident routines anyway).
I did not say they had outlived their usefulness. I'm sorry if I implied that.
To put things in perspective I still use CP/M on Z80. I don't get rid of a thing
which still has some use in it.

From a historical viewpoint, TOS started off as a RAM based OS probably because
it was still being written. It stabilised into TOS 1.0 the first ROM version.
Since then we have had infrequent updates usually with only minor changes. A few
bugfixes are made (sometimes in the wrong direction :-() and a few utilities
added. Suddenly in recent times versions 2.x and 3.x appear with a few more
bells and whistles. A completely new GDOS is arriving (in RAM of course). TOS
and GEM almost became fossils in ROM. Some of the material in the ROM should
(IMHO) rather be made RAM resident so that updates can be made available and
to give better system flexibility. Manipulation of system-specific hardware
obviously belongs in ROM but I would like to be able to load GEM when I need
it, and reclaim its space when I don't.

>TOS is usable. TOS is useful.
>And personally, I think GEM is a real gem. It has all the potential
>to rival the MacOS.

>And with the advent of Atari Unix we also have a full-featured SysV.4.
>Think about it.

Nice stop-gap :-) :-) :-)

[explanation: In a few years time look back with nostalgia and say
"I still use Unix"]

>The XBIOS floppy routines worked with HD drives from the day they were
>created, likewise for BIOS and GEMDOS. Now, isn't that a sign of
>thoughtful design?

Yes. The low-level stuff for this is all in place, as it should be. Only very recent versions have a GEM format option for other than a simple choice between single and double sided disks. IMHO the only sensible sector size to use on HD disks is 1024 bytes (except for MSDOS compatibility when needed). If I understood correctly, only the first and latest versions have been able to handle these. In which version number was it fixed?

Wouldn't it be sensible to have reasonable control over disk format built into the desktop?
Shouldn't a decent ramdisk be included in the ROM?
A simple text editor would not be out of place in the ROM.

>With machines speeding up considerably and speeders all over the place,
>the need for fine-tuning the ROM code diminishes. It's more important
>for Atari to have control over the various TOS development lines, and
>this is near to impossible to do with hand-optimized code.

It could be worked on in-house as a non-optimised version and then run through an optimiser for production. Both speed and space are at a premium even in these days of multi-megabyte accelerated systems (Whoever thought back then that 4 MB wouldn't be enough RAM). Optimisation could be made almost automatic, the only handwork necessary would be to mark which parts of the code must not be changed because they are in some way critical.

Just eliminating redundant reassignment of variables and making absolute long references into absolute short where possible would save enough space to fit STE TOS versions into older ST computers without having to move ROMbase to the newer (and lower) address.

Enough said for now. This is meant as constructive criticism.

--
Adam David.
(adamd@rhi.hi.is)

744. Games

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 07:34:14 UTC
From: bandersnatch@pro-haven.cts.com
Message-ID: <1991Jun26.200110.29686@clark.edu>
Source record: 230896

AS I am in the black hole of cultural activity, I have very little access to ANYONE supporting the ST line of software. I am an avid FRP gamer and have finished (among others) Dungeon Masters 1 & 2, Bloodwych 1 & 2, Phantasie 1-4, Ultima 1-5, & Bard's Tale. I recently purchaced a game called Legend of Faergail by Rainbow Zoo & it is givin me a LOT of prvlems with HD installation and software quirks...Has anyone else had these experiences with this game?

Oh yeah- Anyone knowing of anything new (or recent) game-wise please inform me, I hear that the people who made Captive are producing a Fantasy game of the same quality called Knightmare, and would like to know if anyone has seen it...

Oh well, thanx fer the ear & I'll be seein ya in the net!

Bandersnatch

ProLine: bandersnatch@pro-haven Kevin Raley
Internet: bandersnatch@pro-haven.cts.com
UUCP: crash!pro-haven!bandersnatch
ARPA: crash!pro-haven!bandersnatch@nosc.mil

745. Re: ST Software from British distributors

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 07:36:38 UTC
From: bandersnatch@pro-haven.cts.com
Message-ID: <1991Jun26.200119.29749@clark.edu>
Source record: 230897

In-Reply-To: message from dddean@bluemoon.uucp

I too have recently purchased a couple of recent issues of ST Action and
have been quite impressed with the enclosed demos- Pity we have to wait six
months for half of the things advertised therein.

ProLine: bandersnatch@pro-haven Kevin Raley
Internet: bandersnatch@pro-haven.cts.com
UUCP: crash!pro-haven!bandersnatch
ARPA: crash!pro-haven!bandersnatch@nosc.mil

746. Re: Ian Lepore: e-mail address ?

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 08:00:58 UTC
From: steve@thelake.mn.org
Message-ID: <A404559578@thelake.mn.org>
Source record: 230878

[In article <1991Jun25.111424.27940@newcastle.ac.uk>,
L.B.Brown@newcastle.ac.uk (L.B. Brown) writes ...]

> I need to know Ian Lepore's (author of the Gemfast AES and VDI bindings)
> e-mail address so I can bring to his attention some small bugs I have
> found. I can't find one in the gemfast V1.5 documentation. Does he have
> an e-mail address? Does anyone know how to contact him?

Ian doesn't seem to have an Internet address, and mail sent to the Citadel
BBS in Denver that he used to call has not been answered.

However, Mike Dorman, the person from whom I obtained GEMFAST 1.5, seems
to have a channel to him (perhaps through BIX). If you'll send the report
to me I'll try to have it forwarded to Ian via Mike.

(Oh, by the way, I now have the MadMac source code for GEMFAST 1.5, and
I'll mail it off to atari.archive sometime soon.)

Here's a note from Ian that was reposted on GEnie.

|Category 3, Topic 23
|Message 13 Mon Jun 24, 1991
|M.DORMAN2 [Mike Dorman] at 22:24 EDT
|
|The official word from Ian Lepore:
|
| GemFast is one of the few things I'm willing to put a lot of support effort
|into. If folks want to pass bug descriptions along to me, I'll do my best to
|fix them. I don't require source code fixes. GemFast is a strange and
|convoluted critter internally, it'd be unfair of me to ask other folks to wade
|through it and find my bugs. If they can't give a good description of the
|bug, I'm willing to accept their executable file and a description of how to
|navigate my way in their program to the point where the bug happens. I have
|good tools for logging what the AES and GemFast are doing internally, so I may
|be in a better position to debug than they are.
|
| The first thing to ask folks when they mention a GemFast bug is: what version
|are you using? If not v1.5, all bets are off, I *know* there's bugs in
|earlier versions. :-) I don't guarantee 2-day turnaround on bugfixes or
|anything, but I can often find a workaround real quickly, and if it's a major
|bug, I start thinking about a new release. (Speaking of which, I've been
|thinking of v1.6 for a while now anyway, I have no bug reports in yet, but I
|do have some outstanding requests for new functions. Now would be the time
|get those bug reports in...)
|
| In fact, a new GemFast release is the next thing on my to-do list after I

|finish the 'heat-and-serve' release of Sozobon, which ought to be within a
|week or so. (That's what I said a week ago, however!)

I don't know what he means by heat-and-serve Sozobon C, but it does sound
interesting, doesn't it?

Steve Yelvington
steve@thelake.mn.org

747. Re: Sybex STe/TT systems book

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 09:35:50 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91176.114855ONM07@DMSWWU1A.BITNET>
Source record: 230880

In article <13612@uhccux.uhcc.Hawaii.Edu>, kiki@uhunix1.uhcc.Hawaii.Edu (Jack W. Wine) says:
>
>Has anyone in Germany purchased the new 1500 page Sybex book on the Atari
>STe/TT? The author is Reschke and the German edition ISBN is 388 745 8885.
>To order, contact:
>

Smile. Nobody has it -- yet. It's not finished.

> Sybex Verlag GmbH
> Vogelsanger Weg 111
> D-4000 Duesseldorf 30
> West Germany
> Phone: (49) 211 618020
> FAX: (49) 211 6180227
>
>If you have it, could you please elaborate on the contents? Also, I would
>like to know the price and if there is any indication that it will be trans-
>lated to English (or your willingness to do so!).
>

It contains all information you need about TOS and GEM (well, I HOPE so...), including all new features up to TOS versions 2.05 and 3.05. The second half of the book contains lots of technical details about the hardware (again including the STE/Mega STE and TT hardware; SCC, SCSI and so on).

The price will be DM 89.- oder 99.-. And yes, we (the authors) and Sybex *ARE* interested in translations. Please contact Sybex U.S. or an other US book company, if you are _really_ interested that this will be done.

>Thanks,
>Jack

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

748. Re: Whoops!

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 10:06:39 UTC
From: marc@sequoia.cray.com
Message-ID: <033443.21837@timbuk.cray.com>
Source record: 230883

In article <1991Jun25.012540.7397@bdt.com>, JONNIE_SANTOS@bdt.COM writes:
> Hello...
>
> I was reading through some of the messages here and saw a phone number
> for the U.K. (44-344-485971) Thinking there was a modem at the other I
> called
> with my modem and got a person instead of a squeal. I wasn't able to
> apologize in voice so I hope you accept my apologies here in print for the
> disturbance.
>
> Regards,
>
> Jonnie Santos
> San Diego, California

Apologies accepted :-) Please email rather than try to connect to our non-existent modem if there *is* some way I can help you! BTW, excuse the bandwidth wastage, but the return email address does not work :-/

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

749. Re: Problems with Ghostscript

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 10:06:46 UTC
From: marc@sequoia.cray.com
Message-ID: <034213.21977@timbuk.cray.com>
Source record: 230884
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jun26.033501.2626@cs.wayne.edu>, pbh@jake.cc.wayne.edu (Patrick Haggood) writes:
> I just downloaded ghostscript the other day and have loaded it into
> my E: drive under \ghostscr.ipt directory. In my cli (MT-C shell) I've
> set GS_LIB to both e:/ghostscr.ipt and e:\ghostscr.ipt in the profile.
> I try to print one of the example files as 'gs chess.ps' and get:
>
> reading ghost.ps (Printing in memory, please ..etc)
> ghost.ps read
> Cant find Fontmap!
> (copyleft info)
> GS<4> (and a prompt)
>
> What am I doing wrong? What's this fontmap it's looking for?

The fontmap file maps between the PostScript font names (e.g. /Times-Roman) and GhostScript font FILES (e.g. ptmr.gsf). It live in the ./fonts subdirectory. Now, to make the rest of it work, you need to modify your GS_LIB variable:

GSLIB=e:\ghostscr.ipt\fonts,e:\ghostscr.ipt\ps

Basically, it's a search path for any file GS wants to open. Can't remember if the slashes face forward or back (forward in the variable, backwards on the command line?).

> --
> Patrick B. Haggood
> Wayne STate University
> Detroit, MI
> Physics - Class of 1991 (-2?)

Hope that helps :-)

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

750. Re: ST and Multisync

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 10:20:56 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.677931656.larserio@kvart.ifi.uio.no>
Source record: 230882

That's right... The monochrome image is small and placed to one side.
The best soulution is a multisync with individual adjustment for EACH
mode on the back panel (my friend has one like that). Else you have to
adjust HEHT, HORISONTAL and VERTICAL offset all the time :-(

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

751. Re: Problems with Ghostscript

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 10:31:20 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jun26113120@ghiggins.hpl.hp.com>
Source record: 230886
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

++ What am I doing wrong? What's this fontmap it's looking for?

If anyone else sees this error, it's covered in the readme file. The GS_LIB
env-var hold the pathnames to the subdirectories 'ps' and 'fonts' and should be
(in the example) e:/ghostscr.ipt/ps,e:/ghostscr.ipt/fonts.

BTW - The postscript generator in the software suite accompanying the Yale
Bright Star catalogue appears to generate valid PS files. Ghostscript
successfully produces prn_1000 files from the PS output. Looks good.

Graham
======

Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554

Disclaimer: My opinions above are exactly that, mine and opinions.
----

752. Re: Review of LHARC Test Archive Function

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 10:33:55 UTC
From: the.fawn@mcshh.hanse.de
Message-ID: <9329@mcshh.hanse.de>
Source record: 230812
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>|> I hope that these results might be of use to all.

>Oh yes, it is. They clearly show at least two facts:

>1. You have to fiddle around to get a proper LHarc version.
If you have the wrong version of LHarc, you indeed need several versions.
Before releasing LZH1.13.20 I tested it with every version of LHarc I could
get. This includes John Webbs LHarc 0.6, several Unix versions, LHA 1.21
and Strunk. In some archives LZH 1.13.20 could not read the crc, but it
is still able to decode the archive.

>2. If you pack something with (your version of) LHarc you can't be sure
> the fellow at the receiving end will be able to unpack it, because he
> might not have an edequate LHarc.

>Your test still leaves open the question if the tested LHarcs are
>compatible to one or more Unix LHarcs.

I WOULD like to send my newest version to the net. But it dosen't work.
Perhaps someone can send me a instruction how to send a binary from
germany?
....

753. Re: lharc woes (AGAIN, was ls musedt.lzh corrupted?)

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 10:42:55 UTC
From: the.fawn@mcshh.hanse.de
Message-ID: <9330@mcshh.hanse.de>
Source record: 230810

>My complaint with lharc is that's its's too damn slow. I still mainly use zoo
>because I just can't be bothered to spend hours waiting for lharc.

>As long as people stop using the brain-dead Arc I really don't mind which one
>they use... let's hope we can avoid tar and compress, at least until Minix
>support in MiNT is better. :-)

If you are using the wrong version of LHarc, it IS slow. The slowes of them
all is John Webbs 0.xx. The LZH 1.13.20 is about 4 times faster than the
original 1.13, because the whole compression and decompression is entierly
written in assembler. It should be about twice as fast as LHA 1.21 in
decoding and about 3 times faster in coding.

Thomas Quester * Lampenland 9 * 2050 Hamburg 80

754. Re: lharc woes (AGAIN, was Is musedt.lzh corrupted?)

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 10:51:16 UTC
From: the.fawn@mcshh.hanse.de
Message-ID: <9331@mcshh.hanse.de>
Source record: 230811

>this is not the point. the fact that i can (eventually) FIND a version
>of lharc to unpack any particulary archive may sound like there is no
>problem at all. there is. the SEARCH for the lharc version to do it IS
>the problem. until all the various lharc developers (many of whose work
>by itself is excellent, BTW) get together and standardize an extensible
>file format, this is basically still russian roulette.
If you have any problem with any archive and the version 1.13.20 or newer,
why not send it to me. If the archive is not damaged or if it is'nt coded
with LHA 2.xx on a PC, I will adapt my version of LHarc to read this kind
of archives.

If you get an error-message "Unknown method", your archive is packed with
LHA 2.xx on a PC. This is impossible to adapt to the atari st until there
are sources available,

If you get CRC-Errors on many files, you probably have a damaged archive.
You could then try to download it again.

Thomas Quester * Lampenland 9 * 2050 Hamburg 80

755. Re: How is Atari doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 12:49:00 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun26.124900.5744@informatik.uni-erlangen.de>
Source record: 230885

adamd@rhi.hi.is (Adam David) writes:

>From a historical viewpoint, TOS started off as a RAM based OS probably because
>it was still being written. It stabilised into TOS 1.0 the first ROM version.
>Since then we have had infrequent updates usually with only minor changes. A few
>bugfixes are made (sometimes in the wrong direction :-() and a few utilities
>added. Suddenly in recent times versions 2.x and 3.x appear with a few more
>bells and whistles. A completely new GDOS is arriving (in RAM of course). TOS
>and GEM almost became fossils in ROM. Some of the material in the ROM should
>(IMHO) rather be made RAM resident so that updates can be made available and
>to give better system flexibility. Manipulation of system-specific hardware
>obviously belongs in ROM but I would like to be able to load GEM when I need
>it, and reclaim its space when I don't.

TOS is making its way in just the direction you're pointing at; it is
becoming more modular. MetaDOS essentially replaces GEMDOS. GDOS is
disk-based and allows for external screen drivers. (NVDI is such a
GDOS/screen driver combo.) In fact, TOS is quite modular in itself due
to the hierarchical architecture.

If you like, you can work without GEM on your ST today. Just place a
command shell into your AUTO folder. Isn't MiNT meant just for purposes
like these?

>>The XBIOS floppy routines worked with HD drives from the day they were
>>created, likewise for BIOS and GEMDOS. Now, isn't that a sign of
>>thoughtful design?

>Yes. The low-level stuff for this is all in place, as it should be. Only very
>recent versions have a GEM format option for other than a simple choice
>between single and double sided disks. IMHO the only sensible sector size to
>use on HD disks is 1024 bytes (except for MSDOS compatibility when needed).
>If I understood correctly, only the first and latest versions have been able to
>handle these. In which version number was it fixed?

The current TOS versions cannot handle a physical sector size of 1024
bytes. It's not unreasonable to suppose that this won't ever find its
way into TOS again due to compatibility problems. Older TOS versions
won't understand the new format. It isn't even sure that new machines
will have a 1772 built-in that offers such capabilities.

As I stated a while ago, I tested a third-party floppy driver some time
ago which offered 1024-bytes-per-sector support. I also haven't given up
the idea of writing a floppy driver on my own. It's not impossible.
The German magazine 'ST-Computer' recently had a full-featured listing
of a replacement for the standard floppy driver allowing for up to

ten disk drives connected to one ST.

>Wouldn't it be sensible to have reasonable control over disk format
>built into the desktop?

A choice between 9, 10, 18 and 20 sectors per track would be nice, yes.

>Shouldn't a decent ramdisk be included in the ROM?

Dunno. I don't like the idea very much to include such a beastie into
ROM. I would like to have some more RAM disk support in TOS when it comes
to making memory reset-resident.

>A simple text editor would not be out of place in the ROM.

I disagree. This would be completely out of place. Except perhaps as
a new GEM object type. (NeXTStep offers things like this.)

>It could be worked on in-house as a non-optimised version and then run through
>an optimiser for production. Both speed and space are at a premium even in these
>days of multi-megabyte accelerated systems (Whoever thought back then that 4 MB
>wouldn't be enough RAM). Optimisation could be made almost automatic, the only
>handwork necessary would be to mark which parts of the code must not be changed
>because they are in some way critical.

The time-critical sections are already written in assembler, especially
the BIOS and the lower screen driver routines. They could and should
be faster, however.

>Just eliminating redundant reassignment of variables and making absolute long
>references into absolute short where possible would save enough space to fit
>STE TOS versions into older ST computers without having to move ROMbase to the
>newer (and lower) address.

D'accord again.

>Enough said for now. This is meant as constructive criticism.

And, IMHO, it is!

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de
---

756. Profile editor for Dr.T's X-oR

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 14:15:07 UTC
From: whitcomb@aurs01.uucp
Message-ID: <59946@aurs01.UUCP>
Source record: 230813
Cross-posted to: comp.sys.atari.st,rec.music.synth

A new version of E-oR, the profile editor for Dr.T's X-oR universal patch editor/librarian is now available for the Atari ST.

For the uninitiated, X-oR is a program that manages all the system exclusive messages for any MIDI capable machine (be it a synth, effects box, MIDI mixer, switcher or whatever). The catch is, someone has to write a "profile" for your machine. This profile converts your machines system exclusive data into parameters that may be used by X-oR. E-oR is a tool that allows you to do write, modify and test profiles for X-oR. It has its own interpreted command language (XORCL), although much of writing a profile consists of setting up data and parameter tables.

Once a profile has been written, it may be used with any of the four platforms for X-oR (ST, Mac, PC and Amiga). For now, E-oR is only available for the ST.

E-oR V1.3 has an improved XORCL editor screen, with improved program branching and tracing capabilities. A feature that non-programmers will especially like is the new parmob editing features. This lets you highlight any object or group of objects on the editing screen with the mouse (sliders, text boxes, envelope boxes, etc.) and manually move them with the cursor keys. This means that if you don't like the screen layout on one of your existing profiles, you can change it easily.

Various other changes and bug fixes have been made. Writing a new profile from scratch is still no picnic, but many of the more tedious tasks have been simplified.

E-oR can be downloaded from GEnie (if you own a registered Dr.T's product), and can probably be gotten from Dr.T's directly by calling their customer service line (617-455-1454). The program doesn't cost anything if you own X-oR (and why would you want it otherwise?), although you'll probably have to pay for the disk and postage if you have it sent.

****

Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems, Raleigh, NC GEnie: J.WHITCOMB3

757. Re: Problems with Ghostscript

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 14:42:52 UTC
From: pbh@jake.tmc.edu
Message-ID: <1991Jun26.144252.7664@cs.wayne.edu>
Source record: 230887
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <034213.21977@timbuk.cray.com> marc@sequoia.cray.com (Marc Bouron) writes:
>
>In article <1991Jun26.033501.2626@cs.wayne.edu>, pbh@jake.cc.wayne.edu (Patrick Haggood)
writes:
>> I just downloaded ghostscript the other day and have loaded it into
>>...etc
>> What am I doing wrong? What's this fontmap it's looking for?
>
>The fontmap file maps between the PostScript font names (e.g. /Times-Roman) and
>GhostScript font FILES (e.g. ptmr.gsf). It live in the ./fonts subdirectory.
>Now, to make the rest of it work, you need to modify your GS_LIB variable:
>
>GSLIB=e:\ghostscr.ipt\fonts,e:\ghostscr.ipt\ps
>
>Basically, it's a search path for any file GS wants to open. Can't remember if
>the slashes face forward or back (forward in the variable, backwards on the
>command line?).
>

Hm, are there supposed to be more font files with the distribution? The
only one in the distrib I got was UGLY(something).GSF. So .GSF files
have to live in a FONTS directory. To keep my path uncomplicated, I put
the GS executable in the \bin subdirectory. Does my fontmap file have
to live there too or will it suffice to keep put it in some directory
pointed to by GS_LIB?
--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

758. Atari ST color monitor in VGA mode

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 16:02:20 UTC
From: gathings@hydra3b.cs.utk.edu
Message-ID: <1991Jun26.160220.20450@cs.utk.edu>
Source record: 230888

I see many people using VGA monitor on ST's I was wondering if the
opposite has been done. I would like to hear from anyone who
has done this as I am planning on using an
st color monitor as a vga monitor on my AT.

Golando

759. Slime World - Lynx

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 16:12:36 UTC
From: malay@sae.com
Message-ID: <1991Jun26.161236.27494@sae.com>
Source record: 230900

I got a hold of the transcript of an old Genie roundtable discussion about the Lynx. There was some talk of an "easter egg" in Slime World - some sort of zit-popping contest. Is there any truth to this? If so how does one get to the "easter egg"??

Bob Malay

760. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 16:18:21 UTC
From: don@chopin.udel.edu
Message-ID: <17330@chopin.udel.edu>
Source record: 230889

In article <677913506.0@therip.FidoNet> Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:
>Tom, Apparently you have not really used an Atari computer...
>There are many offerings available on the ST that are not available on any
>other computer to date.

Okay, I was going to sit back & watch, but I felt compelled to reply to this one...

>Since atari does not make the ST computer any more that I know of you must
>compare the capabilities of the STe to that of the amiga.
>A 1040 Ste compares VERY favorably to an amiga 500. The ONLY thing the amiga
>500 has over the atari is the fact that the atari can not do as many colors on
>the screen at the same time...

There are many who would disagree with this statement....

>However there is a 24bit card available for $800 with a coprocessor of some
>sort for really good graphics...

I can get a 24-bit card for $299 (list). It takes advantage of the Amiga's built-in coprocessors. For about $100 more I can get one that also includes a slow-scan video digitizer. This one (DCTV) has been demoed at shows paging full-motion, full-color video off a HD and displaying it through this advice in real time (Watched a few minutes of Back to the Future III...)

>Adding things to the ST come alot cheaper over all then on the amiga and the
>standard equipment atari sells is of better quality on average.

Better quality in what way? I assume you're speaking of quality of 'workmanship' or quality control with this point. What data are you using to arrive at this conclusion?
Besides, if you have a problem with your 500, you FedEx it back to Commodore (at CBM's expense) & it's promptly replaced or repaired & sent back. If your 2000, 2500, or 3000 go bad, and your warranty is still valid (1 year warranty on all models, w/option to purchase an extension), Commodore sends someone to your home to fix it there.

>Compare....
>An Ste with tos 1.6 and blitter performs pretty well...
>Compared to an Amiga 500 the amiga only has a slight edge over the Atari..

I've seen the so-called blitter on an ST. I was not impressed. The Amiga's blitter performs most operations about as fast as a 14 MHz 68020 (according to Dave Haynie, a CBM hardware guy who frequents c.s.amiga.*). The ST's processor runs .86 MHz faster than the Ami's 68000, but the blitter more than makes up for this in all but extremely processor-intensive apps.

Of course, for about $10 (probably less) you can pop a 68010 into your
Amiga & make up for that difference. Unless Atari has finally released a
non-TT TOS version that supports 680(1+)0 chips, ST owners don't have this
option.

>(Note: for the price no other computer even comes close...)

The A500 can be had for about $400 now. It generally also comes bundled
with some software as well.

>Compare OS's... The St is built with a much more complete OS then ANY of the
>amiga OS's.. (The 2.0 doesnt really count at this point since last time I
>looked it was not available on amiga 500's yet)

In what way are they more complete? Do they include a shell environment
as well as a GUI? Do they support multiple simultaneous screens of different
depths, resolutions, and pallettes? (Can the ST even change resolutions yet
without a reboot?) Shared libraries & interprocess communication? (Oops!
No need... no multitasking! Sorry.)

>If you compare the amigas 2.0 to the Mega Ste's 2.x and the TT's 3.X the atari
>beats it hands down.
>(Beats it in all areas of ease of use and of pure power...)

Workbench is just as easy to use as any most other GUIs. Double click
the icon & away you go...
As far as "pure power", I've yet to see a GUI with the pure power of
a Unix-like command line, which is part of the Amiga OS (note that you
don't _have_ to use this; it's just there in case you want to).

> Of course the
>amiga does multi task but I have very little use for multi tasking..

Normally, I'd counter this standard argument with another standard one
("Then you probably haven't tried it yet"....), but...

>(I use a 25 mhz '386 with desqview.. On the BBS multi tasking is nice..)
>VERY few people I talk to use multi tasking more then ocassionally.

Nearly every Amiga user I talk to uses it on a regular basis. I'm doing
it now. A BBS is certainly far from the only time multitasking is useful.
A list of the processes currently running on my system (using Snap, one
of those processes, to clip this text from a window & paste it here):

CLI(1):artm
CLI(2):iprefs
CpuBlit V1.00
AssignX
FaccII
ForFacc
RexxMaster
CLI(4):c:snap
CygnusEd
CLI(3):loadwb

jr-comm
DMouse
Virus_Checker
jrcomm-clock
SD

(Note that I've deleted a number of system processes (devices & handlers)
because they're not things that I specificaly started up in one way or another.)

>As to sound? Well The ST is the only one so far that has the capability of 3d
>sound. The STe series computers have the capability of using 3 seperate
>speakers with different sounds out of each.... 2 of those full 8 bit digital..

How is this superior to the Amiga's 4 channel 8 bit stereo sound? (8 bit
on all 4 channels, not just 2 of them). There's even software (Octaplayer?)
that supposedly pushes out 8 voices. Of course, unlike the ST, the Amiga's
sound is driven by yet another coprocessor, so it takes almost 0 CPU time to
play a musical score or a digitized sound (as a background process in your
multitasking environment, while you work on something else).

>It is easy to use HD floppies on an ST.. I have yet to see on on an amiga...

Applied Engineering and Commodore both make Ami HD drives. The problem
with HD drives on the Amiga is that the floppies are controlled by a coprocessor
(yes, another one!) that allows me to do things like formatting a floppy (which
I'm doing now via the SD process listed above) with little loss of CPU time.
This coprocessor, though, cannot handle the throughput speeds of high density
drives (twice that of the older drives), so workarounds have had to be found.

>Since the ST uses standard parts it is easy to get most of the items...

Eh? Standard parts? Like the standard SCSI drive inside my Amiga, the
standard memory chips, the standard printer connected to my standard parrallel
port right next to the standard serial port which talks to my standard modem?

>Comparing an ST to an Amiga at purely CPU intensive things the Amiga can not
>be compared very favorably.
No? Why not? That .86 MHz doesn't make much of a difference... especially
if the ST also has to use the CPU to do I/O and/or graphics stuff at the same
time. Oops! Forgot again... no multitasking. Never mind.

>The amiga has a hand up on the serial port since the ST is limited to 19200
>baud...
>
>ALL the memory can be used in an ST as compared to the amigas limitation of
>chip memory... (Note the ST does not waste memory... You must waste memory on
>an amiga to do double buffered graphics and digital sound at the same time.)

I can use all the memory in my system too. I just have to keep graphics &
sound data in the 1st 2 megs. Why do you say the Amiga has to waste memory to
do d.b. graphics & sound? Having to keep it in a limited section of memory
only constitutes a limitation, not a waste.
On the subject of memory, what exactly is the difference between "ST

memory" and "TT memory" on the TT? Is ST mem 16 bits wide?

>Each has its own strengths and weaknesses.. The Standard ST is MUCH better
>suited to bussiness then an amiga. However the Amiga is better suited to
>games and higher resolution color work...

Oh? On what do you base this assumption? I really don't know what
business software is available for the ST other than PageStream (is
2.1 out yet for the ST? I've been using it for a while, & am looking
forward to the 2.2 upgrade they're now advertising for the Ami version),
Calamus, and DynaCadd (now also available for the Amiga).
Of course, around here, the Amiga will nearly always win out over
the ST simply because there are no ST dealers around and no sources of
ST software short of mail order. I've been to nearly every computer
store in this state, but have yet to see an ST anywhere.

>Start comparing at the TT to amiga 3000 level and the difference is alot less..
>The TT can do some graphic modes the amiga would be jelous of and visa versa.

If I remember the TT specs correctly, the only grahics mode the TT has
that can outdo a stock Amiga 3000 (or any other model, if it weren't for the
flicker in interlace mode on <3000 Amigas) is the 1024x960 mono mode which
needs a special monitor. With the CBM A2024 monitor or Moniterm Viking, any
amiga can do 1008x800 (1008x1024 in PAL mode) mono.

>The sound systems are for the most part the same.. Differences can be over
>come by the speed of the processor. If you REALLY push it the amiga can do a
>few things better in the graphics arena though.. Over all though you have no
>bussiness stating the ST is no where as good as the amiga.. It is not true..

From what I've seen of the ST it doesn't take much pushing for the Amiga's
graphics to beat it. The processor speed differences (ST vs A500) are so small
they're almost irrelevant; the Ami's blitter, copper, and other coprocessors
make up for them easily.

>However Atari USA is missing the boat....
>Actually someone shot the boat they were on while they were sipping a toast
>to what they thought was going on... Then federated almost killed them..
>From the current trends I would predict that the Atari will come on very strong
>in the next five years.. If Atari ever gets over their fatuation of keeping
>low graphics to keep the price down and offer a multi tasking environment then
>there will be nothing any amigaite can say against the ST... ;-)

From the current trends I would predict that Atari sales will continue to
be negligible in the US and falling in Europe. Sales of the TT might go well
for a little while as current ST owners upgrade, but IMHO, they'll die down
shortly. I would also predict that Commodore's sales will continue the steady
rise they've been experiencing worldwide.

>(Multi tasking doesnt make a better machine but since most people dont realize
>they are not gonna need it they think they need it and might lewt it make some
>sort of an effect on them..)

Multitasking _does_ make a better machine for any machine that's not completely dedicated to a single task. I won't buy a computer that can't do it, and feel extremely claustrophobic when I find myself having to use one that can't.

--
Gibberish May the Publications Editor, AmigaNetwork
is spoken fork() be Amiga Student On-Campus Consultant, U of D
here. with you. DISCLAIMER: It's all YOUR fault.

761. Xcontrol.acc

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 16:48:52 UTC
From: malay@sae.com
Message-ID: <1991Jun26.164852.27589@sae.com>
Source record: 230801
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What's the story with this new control panel? Where is it?

Bob Malay

762. UPDATE: Atari ST Parting out Sale!

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 17:00:13 UTC
From: crouland@gmuvax2.gmu.edu
Message-ID: <1991Jun26.170013.10910@gmuvax2.gmu.edu>
Source record: 230890
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,misc.forsale

```
$$ Hardware:
$100 Star NX-10 Printer
$50 Navarrone ST Sound Digitizer
$50 IMG Scan Print-Head Optical Scanner

Software:
$35 Prospero Developers Toolkit
$60 Prospero C
$60 Prospero Fortran
$60 Prospero Pascal
$35 Mark Williams C
$35 Neural Network Construction Set
$35 GFA Basic 3.0
$35 TimeWorks DTP
$35 TimeWorks SwiftCalc
$5 1ST Word Plus
$35 CAD 3D 2.0 w/ CyberMate and Architect Design Disk
$15 Circuit Maker I
$25 Circuit Maker II
$5 Captain Fizz
$5 Chrono Quest
$5 The King of Chicago

Books:
$35 STart Collection 1986-1991 w/ disks
$5 Introducing the Atari ST (Abacus, #1)
$5 Atari ST Internals (Abacus, #2)
$5 Atari ST Gem Programmers Reference (Abacus, #3)
$5 Atari ST Machine Language (Abacus, #4)
$5 Atari ST Tricks and Tips (Abacus, #5 (2 copies!))
$5 Atari ST Graphics and Sound (Abacus, #6)
$5 Atari ST Peeks and Pokes (Abacus, #8)
$5 Atari ST Basic to C (Abacus, #11)
$5 Atari ST 3D Graphics (Abacus, #12)
$5 ST Disk Drives: Inside and Out (Abacus, #13)
$20 Compute! ST series V1-3 (AES,VDI,TOS)
$5 Atari ST Applications Programming (Bantam)
$5 Programmers Guide to GEM (Sybex)
$10 C-Manship Complete (Clayton Walnum, ST Specific)

Please make all offers/inquiries to crouland@gmuvax2.gmu.edu
```

763. UPDATE: Atari ST Parting out Sale!

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 17:03:54 UTC
From: crouland@gmuvax2.gmu.edu
Message-ID: <1991Jun26.170354.11178@gmuvax2.gmu.edu>
Source record: 230892
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
$$ Hardware:
$100 Star NX-10 Printer
$50 Navarrone ST Sound Digitizer
$50 IMG Scan Print-Head Optical Scanner

Software:
$35 Prospero Developers Toolkit
$60 Prospero C
$60 Prospero Fortran
$60 Prospero Pascal
$35 Mark Williams C
$35 Neural Network Construction Set
$35 GFA Basic 3.0
$35 TimeWorks DTP
$35 TimeWorks SwiftCalc
$5 1ST Word Plus
$35 CAD 3D 2.0 w/ CyberMate and Architect Design Disk
$15 Circuit Maker I
$25 Circuit Maker II
$5 Captain Fizz
$5 Chrono Quest
$5 The King of Chicago

Books:
$35 STart Collection 1986-1991 w/ disks
$5 Introducing the Atari ST (Abacus, #1)
$5 Atari ST Internals (Abacus, #2)
$5 Atari ST Gem Programmers Reference (Abacus, #3)
$5 Atari ST Machine Language (Abacus, #4)
$5 Atari ST Tricks and Tips (Abacus, #5 (2 copies!))
$5 Atari ST Graphics and Sound (Abacus, #6)
$5 Atari ST Peeks and Pokes (Abacus, #8)
$5 Atari ST Basic to C (Abacus, #11)
$5 Atari ST 3D Graphics (Abacus, #12)
$5 ST Disk Drives: Inside and Out (Abacus, #13)
$20 Compute! ST series V1-3 (AES,VDI,TOS)
$5 Atari ST Applications Programming (Bantam)
$5 Programmers Guide to GEM (Sybex)
$10 C-Manship Complete (Clayton Walnum, ST Specific)

Please make all offers/inquiries to crouland@gmuvax2.gmu.edu
```

764. What is MetaDOS?

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 17:25:07 UTC
From: millert@anchor.colorado.edu
Message-ID: <1991Jun26.172507.23898@colorado.edu>
Source record: 230891

In article <1991Jun26.124900.5744@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>
>TOS is making its way in just the direction you're pointing at; it is
>becoming more modular. MetaDOS essentially replaces GEMDOS. GDOS is
>disk-based and allows for external screen drivers. (NVDI is such a
>GDOS/screen driver combo.) In fact, TOS is quite modular in itself due
>to the hierarchical architecture.

Excuse my ignorance, but what is MetaDOS?

- todd

765. Re: Problems with Ghostscript

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 18:23:23 UTC
From: marc@sequoia.cray.com
Message-ID: <112301.6438@timbuk.cray.com>
Source record: 230895
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The fontmap file needs to be in the GS_LIB path. Regarding fonts, there are no further .gsf fonts in the distribution, but they are freely available from various ftp sites. You can also make them yourself from .bdf fonts on Unix.

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

766. MiNT, MGR, emacs, problems and questions

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 18:31:11 UTC
From: peter@geog.ubc.ca
Message-ID: <1991Jun26.113111@geog.ubc.ca>
Source record: 230894

Hello, I am setting up a system with MiNT and MGR and have encountered some problems and questions that I hope someone could help with:

1. MGR works fine with the init.prg supplied with MiNT, but if I try to use BASH or gulam as my shell, then I get a "can't get a pty" error when I try to open a windom. (I remember someone mentioning a solution to this before, but didn't take note at the time)

2. BASH seems to choke when using the LS.PRG supplied in akputil7.zoo - I get a bus or addressing error and MiNT crashes. LS.PRG seems to work fine with other shells. Has anyone else encountered this? Is there another LS that I should be using?

3. What (emacs-ish) editor are people using with MiNT/MGR? I have tried mg2a inside a mgr vt52 widow - the text came up fine, but every keystroke generated garbage (an @ character I think). I had problems with me310 as well.

4. Has anyone compiled gnu-emacs to operate under MiNT and allow multiple shells etc? (This is my preferred windowing environment) If so, would they care to share the changes that were necessary to compile the sources?

Thanks very much for any help, I will be happy to provide any information I receive to others or summarize and post if there is sufficient interest.

--
==========
Peter L. Jackson | peter@geog.ubc.ca
Atmospheric Science Programme | pjackson@unixg.ubc.ca
Department of Geography | usermeso@ubcmtsg.bitnet
University of British Columbia | ph:(604)822-2269 fax:(604)822-6150

767. Syquest on Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 18:46:40 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Jun26.184640.18120@rodan.acs.syr.edu>
Source record: 230724

I've got a made-for-mac-syquest (Cutting Edge) hooked up to my
ST via an ICD SCSI port. I use it for my ST, my ATSpeed, and
Spectre. I have cartridges partitioned for ST and for Mac.
At home on my ST, everything is fine, i.e. my ST and msdos
emulator read the ST formatted partitions and Spectre reads
the Mac partitions. I brought a cartridge over to a friend
with a mac and a different brand Syquest drive, and his mac
did not recognize anything on my cartridge. Furthermore, he
claims he has software on his mac that would recognize PC
formatting, so something is really wrong here.
Can anyone help me out?
Thanks.
Gerry
ggreenbe@rodan.acs.syr.edu

768. MSDOS 5 warning!

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 18:57:09 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Jun26.185709.18826@rodan.acs.syr.edu>
Source record: 230723

I got MSDOS 5 and installed it on my hard disk for my ATSpeed. After doing this, however, I could not reboot my ST...evidently the new DOS rewrites the FAT on the hard disk, or something like that (which I later read on an msdos newslist posting). I was able to install the DOS on a partition of my removable cartridge without affecting my ST boot partition...so, I'm actually not in such bad shape.

If you have an IBM emulator, be careful installing DOS 5. I'm not sure what is actually going on, but I do know it caused me quite a bit of grief...If someone else knows what is going on, I'd be happy to hear about the details and to know if it is possible to have DOS 5 share a fixed disk with an ST boot partition on it. Until then, I will be leaving it on my removable ...

I'd be interested to hear others' experiences.
Gerry
ggreenbe@rodan.acs.syr.edu

769. Re: What archiving format?

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 19:15:09 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0b7mrze@nathan.ruhr.de>
Source record: 230893

In <3564@laura.UUCP>, Rainer Klute writes:
>LHARC:
>Slow and unreliable. It has become popular because it has the best
>compression factor. However, archiving and extracting is really slow. There
>are several not always compatible LHarc versions by different authors
>floating around. So if you don't have the right LHarc you might not be able
>to extract an archive at all. Just say NO.
You haven't ever used LHArc 1.1321, have you? Give it a try and start
thinkig about using LHArc again...
/s/
--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

770. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 19:23:56 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun26.192356.26253@informatik.uni-erlangen.de>
Source record: 230816

don@chopin.udel.edu (Donald R Lloyd) writes:

> I can get a 24-bit card for $299 (list). It takes advantage of the Amiga's
>built-in coprocessors. For about $100 more I can get one that also includes
>a slow-scan video digitizer. This one (DCTV) has been demoed at shows paging
>full-motion, full-color video off a HD and displaying it through this advice in
>real time (Watched a few minutes of Back to the Future III...)

A 24-bit card with complete screen drivers for all the applications you have?
I doubt that.

> Besides, if you have a problem with your 500, you FedEx it back to
>Commodore (at CBM's expense) & it's promptly replaced or repaired & sent back.
>If your 2000, 2500, or 3000 go bad, and your warranty is still valid (1 year
>warranty on all models, w/option to purchase an extension), Commodore sends
>someone to your home to fix it there.

You must be kidding. At least here in Germany, nobody cares when your A2000
breaks down. Especially Commodore won't care.

> I've seen the so-called blitter on an ST. I was not impressed. The

You have probably seen the desktop build up windows with and without a
blitter, using TOS 1.02. This means you ain't seen nothing yet.
Blitter support in TOS is not as it could be, and in general one
is tempted to say that Blitters Are Not Important. You can speed up
graphics a lot more by software.

>Amiga's blitter performs most operations about as fast as a 14 MHz 68020
>(according to Dave Haynie, a CBM hardware guy who frequents c.s.amiga.*).

The ST blitter won't stand much behind in these terms. It's just that
the Amiga OS and architecture much more relies on the fact that there
is something like a blitter and therefore uses it much more than TOS.

> Of course, for about $10 (probably less) you can pop a 68010 into your
>Amiga & make up for that difference. Unless Atari has finally released a
>non-TT TOS version that supports 680(1+)0 chips, ST owners don't have this
>option.

TOS 1.06, TOS 2.05, TOS 3.01 and TOS 3.05 support the 68010. Nevertheless,
you won't gain much from a 68010, as experiments have shown.

> In what way are they more complete? Do they include a shell environment
>as well as a GUI? Do they support multiple simultaneous screens of different
>depths, resolutions, and pallettes? (Can the ST even change resolutions yet
>without a reboot?) Shared libraries & interprocess communication? (Oops!
>No need... no multitasking! Sorry.)

Sigh. We've had cooperative multitasking from the start. Applications
and accessories can send messages to each other. And I don't think the
Workbench is much of a real GUI - not before Kick 2.0, at least.

> Workbench is just as easy to use as any most other GUIs. Double click
>the icon & away you go...

Just try to view all files in a folder with the standard workbench.
You won't get them. Instead, you have to confine yourself to a command
shell. That's not the way GUIs were meant to work.

>CLI(1):artm
>CLI(2):iprefs
>CpuBlit V1.00
>AssignX
>FaccII
>ForFacc
>RexxMaster
>CLI(4):c:snap
>CygnusEd
>CLI(3):loadwb
>jr-comm
>DMouse
>Virus_Checker
>jrcomm-clock
>SD

If you look at this list closely, you'll realise that most of the
processes mentioned are equivalents of TSRs. CpuBlit is a text output
speeder (BTW, interesting to know that you're using CpuBlit while
you're claiming that your blitter is much faster than a ST blitter).
DMouse is a screen saver/mouse speeder package. Virus_Checker is also
of the TSR type. If you think about it, you'll see that the list
above was no good example for real multitasking. When working with
my ST/TT, I have at least that many processes and resident programs in
my computer.

Don't get me wrong:
I don't question the usefulness of preemptive multitasking. It's just
that you gave a bad example of your usage of this feature.

> How is this superior to the Amiga's 4 channel 8 bit stereo sound? (8 bit
>on all 4 channels, not just 2 of them). There's even software (Octaplayer?)
>that supposedly pushes out 8 voices. Of course, unlike the ST, the Amiga's
>sound is driven by yet another coprocessor, so it takes almost 0 CPU time to
>play a musical score or a digitized sound (as a background process in your
>multitasking environment, while you work on something else).

I couldn't care less if my computer has 3 or 4 digital voices. It just
doesn't matter. If you're making professional music, you can't make use
of the home-computer bleep-style digital channels the STe and Amiga
offer; instead, you will use MIDI devices (that's why the ST has a
MIDI port built-in). If you're running standard applications, you don't need

sound except the occasional beep when you've done something wrong.

For your information: The STe/TT digital sound chip has an own DMA
channel, just like the Amiga.

> Applied Engineering and Commodore both make Ami HD drives. The problem
>with HD drives on the Amiga is that the floppies are controlled by a coprocessor
>(yes, another one!) that allows me to do things like formatting a floppy (which
>I'm doing now via the SD process listed above) with little loss of CPU time.
>This coprocessor, though, cannot handle the throughput speeds of high density
>drives (twice that of the older drives), so workarounds have had to be found.

To my knowledge, there is no HD drive for the Amiga that handles standard
MFM disks. A real pain when shuffling data to a PC.

> No? Why not? That .86 MHz doesn't make much of a difference... especially
>if the ST also has to use the CPU to do I/O and/or graphics stuff at the same
>time. Oops! Forgot again... no multitasking. Never mind.

See above. The floppy controller and the ACSI bus have an own DMA channel.
In the TT, there is a second SCSI DMA channel.

> On the subject of memory, what exactly is the difference between "ST
>memory" and "TT memory" on the TT? Is ST mem 16 bits wide?

To the video chip, it is even 64 bits wide.

> If I remember the TT specs correctly, the only grahics mode the TT has
>that can outdo a stock Amiga 3000 (or any other model, if it weren't for the
>flicker in interlace mode on <3000 Amigas) is the 1024x960 mono mode which
>needs a special monitor. With the CBM A2024 monitor or Moniterm Viking, any
>amiga can do 1008x800 (1008x1024 in PAL mode) mono.

1280x960. 72 Hz. Without a special graphic card. IMHO, a big advantage and
one of the reason why I bought a TT.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de
---

771. Re: What's a STE anyway?

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 20:53:55 UTC
From: freds@hpspdla.spd.HP.COM
Message-ID: <12020006@hpspdla.spd.HP.COM>
Source record: 230805

Well so far a few folks have helped me understand just what the
STe is.

Here is a brief summary:

1. Donate the ST to a school

2. The low resale value of the STs is due to the low
new price of the STes.

Differences of ST and STe

MEGA STe MEGA ST

TOS 2.5 TOS 1.2/1.4
internal HD (SCSI 48M) not included
68000 16 MHz + chache 68000 8 MHz no chache
DMA sound old stlye sound
Hardware scrolling na
Easy memory upgrade not so easy
some extra serial port One serial

3. STe has a new blitter chip new sound chip

Try expanding to the 68030 SST (Dave Small's Board)
Then add a video card such as the ISAC.

==

==

So that all so far.

Has anyone tryed the new SST board? is it easy to install?
how about the SST with a new video card? Does any one have any
experience with the upgrade? Like cost and compatibility with
ST Software?

Thanks again,

freds@hpspdla.spd.hp.COM
Fred Saavedra

772. Repost: The Mother of All Computer Sales

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 21:47:29 UTC
From: hindi@eniac.seas.upenn.edu
Message-ID: <45309@netnews.upenn.edu>
Source record: 230898
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

Just to let those interested know, I've sold the 520ST, NX-10 printer,
and the Supra 2400 modem. Thanks to all those who responded.

But...

I STILL have the following for sale:

Atari 1040STfm and SC1224 Color monitor. It is 1 1/2 years old and in
PERFECT condition. This includes a mouse, 1 meg ram, internal DS 3.5"
drive, and an RF modulator. I've decided to throw in the following
software: Dungeon Master, Falcon, Tanglewood, Shuttle, ST-Talk,
Grid-Iron, FAS-ST, Haba-Check checking program, all with original
boxes and doc's. I will also include a box of 10 blank disks.
Finally, I'm including 2 joysticks, (Epyx and Winner brands).

I paid over $1100 for all this stuff, but I'm asking only $500.
("Wow, what a great deal!").

---> Please respond to hindi@eniac.seas.upenn.edu <---

Thanks for your time.

--Faeiz Hindi

773. Unwanted Amiga Input

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 21:55:19 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Jun26.215519.22749@oz.plymouth.edu>
Source record: 230802

You know, I'm really shocked! I've been an Atarian for over 6 years
I've had 8-bits and ST's. I've seen the Atari vs Commodore wars come and go.
I've enjoyed reading the news in comp.sys.atari.st but lately I can't enjoy
any of it without some posting about Amiga's "superiority" from some life-long
commodore die-hards. Great! This is comp.sys.atari.st not comp.sys.amiga.*
and these little battles and irritating posts do NOT belong here. Who is in
charge of this news group anyway? Usually I read down through every article
every day, but I'm not going to if I have to sift out Amiga propaganda all
the time. If these Amiga types want to toot their own horn in there news
group fine, but they shouldn't be cluttering up ours. It seems to me that
unless you are posting something significant about the Atari ST in this
group then your message shouldn't be here. It is too bad people can get
away with this harassment in our newsgroups. Try to E-mail to these
people and you get wise comments and manure back. Get them off our news group.

Stephan
Technoid
Atarian

--
\/\/\/

774. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 22:56:04 UTC
From: jmay@lunatix.uucp
Message-ID: <1991Jun26.225604.6514@lunatix.uucp>
Source record: 230823

I generally try to stay away from computer wars regardless of the platforms involved so I'll be brief.

In article <677913506.0@therip.FidoNet> Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:
>However there is a 24bit card available for $800 with a coprocessor of some
>sort for really good graphics...

There are 24bit cards for the A500 that run as low as $400 list. Granted these don't include racy processors such as i860s or anything but they offer good displays for a good price (you can even choose between RGB or composite (in case you're a video professional)).

>Adding things to the ST come alot cheaper over all then on the amiga and the
>standard equipment atari sells is of better quality on average.

How about some supporting for this?

>Compare....
>An Ste with tos 1.6 and blitter performs pretty well...
>Compared to an Amiga 500 the amiga only has a slight edge over the Atari..

Again, please support your assertions with benchmarks, etc. otherwise they're ineffective as arguments. I'm not an Atari expert so I'd like to see some numbers.

>Compare OS's... The St is built with a much more complete OS then ANY of the
>amiga OS's.. (The 2.0 doesnt really count at this point since last time I
>looked it was not available on amiga 500's yet)

From what little I've read in this newsgroup, there seem to be more than a few people who think that TOS should be trashed (and, of course, some people who think that TOS still has merits). I'm curious how friendly the ST's OS is to program. Is it library-based or something else. From a programmer's POV, the Amiga's libraries make programming even an enjoyable process :-)

>It is easy to use HD floppies on an ST.. I have yet to see on on an amiga...

I agree with you on this point. Thus far, Amiga HD floppies aren't compat. with the 1.4 meg standard (to my knowledge).

>Comparing an ST to an Amiga at purely CPU intensive things the Amiga can not
>be compared very favorably.

How so? Again, benchmarks and the like please.

>ALL the memory can be used in an ST as compared to the amigas limitation of
>chip memory...

This only applies to applications which utilize the custom chips. This has
currently been increased to 2 MB though there are ways around the limitation.

>You must waste memory on
>an amiga to do double buffered graphics and digital sound at the same time.)

Exactly how does the Amiga waste memory doing this?

>The sound systems are for the most part the same.. Differences can be over
>come by the speed of the processor. If you REALLY push it the amiga can do a
^^^^^^^^^^^^^^^^^^^^^^
Which _should_ be considered an important factor. If I offered an engineer
two systems identical systems (note that I am not implying that the
ST and Amiga are identical...) with the exception of processor speed, one
may assume that the engineer will choose the faster of the two.

>few things better in the graphics arena though.. Over all though you have no
>bussiness stating the ST is no where as good as the amiga.. It is not true..

I have made no such claim. However, I have found no facts which state that
the ST is the better of the two.

>(Multi tasking doesnt make a better machine but since most people dont realize
>they are not gonna need it they think they need it and might lewt it make some
>sort of an effect on them..)

I suppose the trend towards multitasking operating systems is bogus then?
Now I'm not going to say that "I'm running a WP, this terminal program, and
am archiving a big program while I type this" because I'm not :-) BUT, I
do have a virus checker running in the background, and I have the aformentioned
multitasking that the OS does on its own going on as I type this. Question:
when you load a program from disk, does the rest of the system come to a halt?
I don't know the ST that well but I will vouch that this doesn't happen on
the Ami.

>
>
> * Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

Jimmie

--
Jimmie Mayfield - TRA# 1226
UUCP: lunatix!jmay@ms.uky.edu
BitNet: S0E3@TRANSY
#include <stddisclaim.h> "Climbin' the Walls"

775. What do I use to view 'sps' images?

Newsgroup: comp.sys.atari.st
Date: 1991-06-26 23:07:50 UTC
From: mwtilden@watmath.waterloo.edu
Message-ID: <1991Jun26.230750.29176@watmath.waterloo.edu>
Source record: 230804

```
Pulled the NAGEL image files off of atari.archive, none of my viewers
can show them. Is there an atari.archive picture viewer that understands
'x.sps' images?

Thanx in advance.

Is all.

--
Mark Tilden: _-_-_-__--__--_ /(glitch!) M.F.C.F Hardware Design Lab.
-_-___ | \ /\/ U of Waterloo. Ont. Can, N2L-3G1
|__-_-_-| \/ (519) - 885 - 1211 ext.2454,
"MY OPINIONS, YOU HEAR!? MINE! MINE! MINE! MINE! MINE! AH HAHAHAHAHAHAHAHAHA!!"
```

776. RE: Possible GCR sale... What is the real value of a Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 00:08:15 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <42482@ucbvax.BERKELEY.EDU>
Source record: 230899

I recently posted a short message asking if $300 is too much for a GCR. It seems that it is actually not much to charge. However, I have to apologize to everyone who offered to buy it, as I am still just thinking about selling it. If I decide to sell it, I will hold an auction later in the summer.

****

Things to think about re the Spectre GCR.

* Mac ROMS are very expensive now. $250+ now. This means fewer sales for the Spectre which means that GBS must focus on other products to produce revenue.

* System 7.0 does not work on Spectre now. It probably will eventually, knowing the way Dave Small works his magic. But the new System will probably not be as compatible as 6.0.3 is for a while.

* On the plus side, a Spectre on a TT or SST030 is a cheap alternative to a Mac II.

* If you have a full blown mono ST system with a memory upgrade and a hard drive with free space, this is a cheap way to become a Mac. If you need to get a hard drive or a ram upgrade kit, the price of "going mac" gets expensive fast (GCR needs 1 meg and a floppy, but 2 megs and ten megs of hard disk are closer to a usable minimum configuration.) The Mac Classic under the educational discount is under $1000 (I'm not sure how much) and it has full compatiblilty as well as giving you another CPU to hack on (sometimes it's very handy to have two machines).

* There is no SuperDrive for the GCR. On the other hand, all disk accesses are faster than most macs' disk accesses.

The GCR is usually very good to me. It rarely ever crashes (under System 6.0.5) and has let me run Microsoft Word 4.0, which seems to be a popular standard around campus. I also did some programming work on it. It is a useful tool. However, it is not as disk compatible as Dave Small would have you believe: it failed on the two drives I was using. One was a late model TEAC, the other was an NEC (which is popular with 3rd party disk makers for some reason). The TEAC never worked right, the NEC was hacked/fixed with instructions by Small. It is supposed to do Mac disks correctly with other 3rd party disk drives.

****

John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

777. Re: This week's program

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 00:41:20 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2174@uqcspe.cs.uq.oz.au>
Source record: 230817

>> >This week's program will copy a file that has a bad sector(s) somewhere in the
>>
>> >100% assembly
>>
>> ^ Oh. In that case, I will not use it.

> By all means, PLEASE DON'T! :^)

> I guess I just don't understand that line of thinking......

Don't get me wrong - there is nothing wrong with assembly - I use it often - but
I just don't think it is the "language-of-choice" for writing I/O programs in.
Too scary for me. I don't care if a game crashes and deletes the high-score
file. Sure, it's a bummer, but it IS `just a game'.

Then again, I guess if you can't trust a DC program, what CAN you trust! TOS? :-!

Warwick.

--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

778. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 01:09:54 UTC
From: peter@Sugar.NeoSoft.com
Message-ID: <1991Jun27.010954.17904@Sugar.NeoSoft.com>
Source record: 230809
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <1991Jun24.234414.1@simvax.labmed.umn.edu> davidli@simvax.labmed.umn.edu writes:
> Redirected to comp.sys.amiga.advocacy, where this who thread belongs.

[followed by the entire message]

Get a clue and learn how to use news.

(followups directed to the appropriate group)
--
Peter da Silva. `-_-' <peter@sugar.neosoft.com>.
'U` "Have you hugged your wolf today?"

779. C-Dungeon (ZORK) for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 01:37:03 UTC
From: kurto@riverheights.usu.edu
Message-ID: <1991Jun26.193703.48246@cc.usu.edu>
Source record: 230807

Hi all,

I've uploaded it to atari.archive.umich.edu (141.211.164.8). For those of
you who need it mailed to you I can still do that. Currently it is
a uuencoded zoo file approximately 300k long. Let me know if this works
for you if you need it mailed.

Kurt Olsen
kurto@cache.usu.edu

780. Re: Unwanted Amiga Input

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 01:50:36 UTC
From: kawakami@earthquake.Berkeley.EDU
Message-ID: <42485@ucbvax.BERKELEY.EDU>
Source record: 230806

WELLLLLL

I've used Atari computers for something like nine (9) years and I'm REALLY tired of the Atari-Amiga wars (or is that Amiga-Atari wars:-/). Let's be realistic here: for the time being, both machines are stagnant. The only thing happening is the Video Toaster on the Amiga. As far as competing as a general use computer, both machines are beat out by PCs and Macs. Why can this be so, you ask. After all, they both have fine, overpowered and underpriced software and do whizbang things that cost some serious bucks on PCs and Macs. After all, both are really COOL, Macs and PCs are for poseurs and rich-stupid people. Why can this be so? The answer is compatibility. Compatibility with the outside world requires PC or Mac compatibility. The strengths of these machines lie in the amount of data you can access and the amount of work you can exchange and disseminate.

OK, I've simplified. The upper end Amigas are PC compatible. You can buy Mac and PC compatibility for both machines. But to get this compatibility, you must pay money. Why bother; why not get the real thing and be done with it.

If you don't hack, if you are not a hobbyist, you don't need an Amiga or Atari.

*****

BTW, I will probably be using my Atari for some years to come. It does everything I expect of a computer, and I'm happy with that. Once I start expecting more that I get, I will move up to something more powerful.

John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

781. Re: Slime World - Lynx

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 02:15:06 UTC
From: jjung@aludra.usc.edu
Message-ID: <18054@chaph.usc.edu>
Source record: 230808

In article <1991Jun26.161236.27494@sae.com> malay@sae.com (Bob Malay) writes:
>I got a hold of the transcript of an old Genie roundtable discussion about
>the Lynx. There was some talk of an "easter egg" in Slime World - some sort
>of zit-popping contest. Is there any truth to this? If so how does one
>get to the "easter egg"??

Go to the on-line instructions screen. Advance to the page where Todd
turns green. Press OPTION 1. The object of the game isto jab the A button
as fast as possible, to inflate the "zit" faster than the computer can
deflate it.

This is nothing -- check out the fully-implemented version of Conway's
The Game of Life in ZARLOR MERCENARY (with cut-and-paste and a library of
lifeforms, no less).

(Try rec.games.video; you'll like it! B-)

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to jjung@nunki.usc.edu | If it has pixels, I'm for it.
-------------------------------------+--------------------------Lynx me up!
"If it moves, shoot it. If it doesn't move, shoot it anyway."

782. Latest Picture Formats List (Lots of Changes!) [LONG]

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 03:12:17 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Jun27.031217.23884@wam.umd.edu>
Source record: 230814
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

After several months of neglecting to update the list, I've made all the changes that were in the queue all at once. Here's a summary of what's new and improved, and who contributed what:

o Clarification made to IFF format (Jim Omura)
o Spectrum Smooshed (*.SPS) format added (Shamus McBride)
o Lars Michael's RGB Intermediate (*.RGB) format added (Lars Michael)
o ComputerEyes Raw Data (*.CE?) format added (G. "Maddog" Knauss)
o Animaster Sprite Bank (*.ASB) format added (Neil Forsyth)
o STOS sprite (*.MBK) format added (me)
o Cyber Paint Sequence (*.SEQ) format added (me)

Thanks to everyone who's contributed info in the past few months! Also, if I've left something out, don't hesitate to let me know. I think I got all the changes that were "on the stack" in there, but I may have missed something, so don't be bashful if I've left you out.

As always, everyone is encouraged to replace older versions of The List with this one. This time around it's particularly important since so many changes have been made.

Thanks all,

Dave Baggett
dmb@wam.umd.edu

---------- >8 ----------

ST Picture Formats

Edited by:

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(Please report errors or additions.)

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Contents

NEOchrome *.NEO
NEOchrome Animation *.ANI
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Animaster Sprite Bank *.ASB
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STAD *.PAC
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IFF *.IFF
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ComputerEyes Raw Data Format *.CE? ? = 1, 2
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PackBits Compression Algorithm

Introductory Information
----
word = 2 bytes

```
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is
color register zero (background), last word is color register
15. Each word has the form:

Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest
intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

Caveat: It is wise to mask off the upper four bits of each
palette entry, since a few programs store special
information there (most notably Art Studio).

The Formats
-----------

<NEOchrome> *.NEO

1 word flag byte [always 0]
1 word resolution [0 = low res, 1 = medium res, 2 = high res]
16 words palette
12 bytes filename [usually " . "]
1 word color animation limits. High bit (bit 15) set if color
animation data is valid. Low byte contains color animation
limits (4 most significant bits are left/lower limit,
4 least significant bits are right/upper limit).
1 word color animation speed and direction. High bit (bit 15) set
if animation is on. Low order byte is # vblanks per step.
If negative, scroll is left (decreasing). Number of vblanks
between cycles is |x| - 1
1 word # of color steps (as defined in previous word) to display
picture before going to the next. (For use in slide shows)
1 word image X offset [unused, always 0]
1 word image Y offset [unused, always 0]
1 word image width [unused, always 320]
1 word image height [unused, always 200]
33 words reserved for future expansion
16000 words picture data (screen memory)
-----------
```

32128 bytes total

<NEOchrome Animation> *.ANI

NOTE: To get this feature on versions 0.9 and later select the Grabber
icon and click both mouse buttons in the eye of the second R in the
word GRABBER.
Interestingly enough, some versions of NEO only require you
to press the right button, not both. Hmmm...

1 long magic number BABEEBEA (hex) (seems to be ignored)
1 word width of image in bytes (always divisible by 8)
1 word height of image in scan lines
1 word size of image in bytes + 10 (!)
1 word x coordinate of image (must be divisible by 16) - 1
1 word y coordinate of image - 1
1 word number of frames
1 word animation speed (# vblanks to delay between frames)
1 long reserved; should be zero
----
22 bytes total for header

? words image data (words of screen memory) for each frame, in
order

<DEGAS> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)

32034 bytes total

<DEGAS Elite> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)

32066 bytes total

<DEGAS Elite (Compressed)> *.PC1 (low resolution)
*.PC2 (medium resolution)
*.PC3 (high resolution)

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control/data bytes
4 words left color animation limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag [0 = left, 1 = off, 2 = right]
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)

< 32066 bytes total

Compression Scheme:

PackBits compression is used (see below). Each scan line is compressed
separately; i.e., all data for a given scan line appears before any data
for the next scan line. The scan lines are specified from top to bottom
(i.e., 0 is first). For each scan line, all the data for a given bit plane
appears before any data for the next higher order bit plane. Note that this
is identical to the IFF 'BODY' image data.
To clarify: The first data in the file will be the data for the lowest
order bit plane of scan line zero, followed by the data for the next higher
order bit plane of scan line zero, etc., until all bit planes have been
specified for scan line zero. The next data in the file will be the data
for the lowest order bit plane of scan line one, followed by the data for
the next higher order bit plane of scan line one, etc., until all bit planes
have been specified for all scan lines.

Caveats:

DEGAS Elite's picture loading routine places some restrictions on
compressed DEGAS files:

o Elite uses a 40-byte buffer to store data being decompressed.

o Whenever a control command is encountered, bytes are stuffed
in this buffer.

o The buffer is only emptied when there are EXACTLY 40
characters in it.

The important conclusion here is that

No control command may cause the buffer to have more than 40
bytes in it. In other words, all control commands must end on
or before the 40-byte boundary.

Any picture violating the last condition will cause Elite to get a bus
error when the picture is loaded.

<Tiny> *.TNY (any resolution)
*.TN1 (low resolution)
*.TN2 (medium resolution)
*.TN3 (high resolution)

Several people have reported sightings of mutated Tiny pictures that
do not follow the standard format, so let's be careful out there. What
is described here is the format that David Mumper's original
TNYSTUFF.PRG produces.

1 byte resolution (same as NEO, but +3 indicates rotation
information also follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits
hold left (start) limit; low 4 bits hold right (end) limit
1 byte direction and speed of color animation (negative value
indicates left, positive indicates right, absolute value
is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)
}

16 words palette
1 word number of control bytes
1 word number of data words
3-10667 bytes control bytes
1-16000 words data words

42-32044 bytes total

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 127)
x = 0 1 word is taken from the control section which specifies
the number of times to repeat the next data word (from
128 to 32767)
x = 1 1 word is taken from the control section which specifies
the number of unique words to be taken from the data
section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word
taken from the data section (from 2 to 127)

Format of expanded data:

The expanded data is not simply screen memory bitmap data; instead, the
data is divided into four sets of vertical columns. (This results in
better compression.) A column consists of one specific word taken
from each scan line, going from top to bottom. For example, column 1

consists of word 1 on scanline 1 followed by word 1 on scanline 2, etc.,
followed by word 1 on scanline 200.
The columns appear in the following order:

1st set contains columns 1, 5, 9, 13, ..., 69, 73, 77 in order
2nd set contains columns 2, 6, 10, 14, ..., 70, 74, 78 in order
3rd set contains columns 3, 7, 11, 15, ..., 71, 75, 79 in order
4th set contains columns 4, 8, 12, 16, ..., 72, 76, 80 in order

Note that Tiny partitions the screen this way regardless of resolution; i.e.,
these aren't bitplanes. For example, medium resoltion only has two bitplanes,
but Tiny still divides medium resolution pictures into four parts.

<Spectrum 512> *.SPU

80 words first scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)

51104 bytes total

Note that the Spectrum 512 mode's three palette changes per scan
line allow more colors on the screen than normally possible, but a
tremendous amount of CPU time is required to maintain the image.

The Spectrum format specifies a palette of 48 colors for each scan line.
To decode a Spectrum picture, one must be know which of these 48 colors
are in effect for a given horizontal pixel position.

Given an x-coordinate (from 0 to 319) and a color index (from 0 to 15),
the following C function will return the proper index into the Spectrum
palette (from 0 to 47):

```
/*
* Given an x-coordinate and a color index, returns the corresponding
* Spectrum palette index.
*
* by Steve Belczyk; placed in the public domain December, 1990.
*/
int
FindIndex(x, c)
int x, c;
{
int x1;

x1 = 10 * c;

if (1 & c) /* If c is odd */
x1 = x1 - 5;
else /* If c is even */
x1 = x1 + 1;
```

```
if (x >= x1 && x < x1 + 160)
c = c + 16;
else if (x >= x1 + 160)
c = c + 32;

return c;
}
```

<Spectrum 512 (Compressed)> *.SPC

```
1 word flag word [$5350 or "SP"]
1 word reserved for future use [always 0]
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map
--------------
<= 50014 bytes total
```

Data compression:

Compression is via a modified run length encoding (RLE) scheme, similar to DEGAS compressed and Tiny. The data map is stored as a sequence of records. Each record consists of a header byte followed by one or more data bytes. The meaning of the header byte is as follows:

For a given header byte, x:

```
0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= -1 Use the next byte -x + 2 times
```

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three palettes for each scan line (597 total). The color map is stored as a sequence of records. Each record starts with a 1-word bit vector which specifies which of the 16 palette entries are included in the data following the bit vector (1 = included, 0 = not included). If a palette entry is not included, it is assumed to be zero (black). The least significant bit of the bit vector refers to palette entry zero, while the most significant bit refers to palette entry 15. Bit 15 must be zero, since Spectrum 512 does not use palette entry 15. Bit 0 should also be zero, since Spectrum 512 always makes the background color black. The words specifying the values for the palette entries indicated in the bit vector follow the bit vector itself, in order (0 - 15).

NOTE: Regarding Spectrum pictures, Shamus McBride reports the following:

"... [The Picture Formats List] says bit 15 of the color map vector
must be zero. I've encountered quite a few files where [bit 15] is
set (with no associated palette entry)..."

<Spectrum 512 (Smooshed)> *.SPS

This format compresses Spectrum 512 pictures better than the standard
method. There are at least two programs that support this format, SPSLIDEX
and ANISPEC, although the two seem to differ slightly in their interpretation
of the format.
One point of interest: Shamus McBride deciphered this format without an ST!

1 word 5350 (hex) ("SP")
1 word 0 (reserved for future use)
1 long length of data bit map
1 long length of color bit map
<= ? bytes compressed data bit map
<= ? bytes compressed color bit map

< ? bytes total

Data compression:

Compression is via a modified run length encoding (RLE) scheme,
similar to that used in Spectrum Compressed (*.SPC) pictures.

The data map is stored as a sequence of records. Each record consists of a
header byte followed by one or more data bytes. The meaning of the header
byte is as follows:

For a given header byte, x (unsigned):

0 <= x <= 127 Use the next byte x + 3 times
128 <= x <= 255 Use the next x - 128 + 1 bytes literally
(no repetition)

There are two kinds of *.SPS files.

The data may appear in the same order as *.SPC files (SPSLIDEX format?):

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

The second variant (ANISPEC format?) encodes the data as byte wide vertical
strips:

Picture data, bit plane 0, scan line 1, columns 0 - 7.
Picture data, bit plane 0, scan line 2, columns 0 - 7.
Picture data, bit plane 0, scan line 3, columns 0 - 7.
. . .
Picture data, bit plane 0, scan line 199, columns 0 - 7.
Picture data, bit plane 0, scan line 1, columns 8 - 15.

```
Picture data, bit plane 0, scan line 2, columns 8 - 15.
. . .
Picture data, bit plane 0, scan line 199, columns 312 - 319.
Picture data, bit plane 1, scan line 1, columns 0 - 7.
. . .
Picture data, bit plane 3, scan line 198, columns 312 - 319
Picture data, bit plane 3, scan line 199, columns 312 - 319.
```

A for loop to process that data would look like

```
for (plane = 0; plane < 4; plane++)
for (x = 0; x < 320; x += 8)
for (y = 1; y < 200; y++)
for (x1 = 0; x1 < 8; x1++)
image[y, x + x1] = ...
```

Color map compression:

Color map compression is similar to *.SPC color map compression, but the map is compressed as a string of bits, rather than words. There are 597 records (one for each palette). Each record is composed of a 14-bit header followed by a number of 9-bit palette entries. The 14-bit header specifies which palette entries follow (1 = included, 0 = not included). The most significant bit of the header refers to palette entry 1, while the least significant bit refers to palette 14. Palette entries 0 and 15 are forced to black (zero). Each palette entry is encoded as "rrrgggbbb".

The format of the palette is described above in the section on uncompressed Spectrum pictures (*.SPU).

<Art Director> *.ART (low resolution only)

```
16000 words picture data (screen memory)
16 words palette
15 * 16 words 15 more palettes for animation
-------------
32512 bytes total
```

<C.O.L.R. Object Editor Mural> *.MUR (low resolution only)

```
16000 words picture data (screen memory)
(palettes are stored in separate files)
-----------
32000 bytes total
```

<Doodle> *.DOO (high resolution only)

```
16000 words picture data (screen memory)
-----------
32000 bytes total
```

<Cyber Paint Sequence> *.SEQ (low resolution only)

This format, while fairly complex, yields excellent compression of animated images while offering reasonably fast decompression times.

```
1 word magic number [$FEDB or $FEDC]
1 word version number
1 long number of frames
1 word speed (high byte is vblanks per frame)
118 bytes reserved
---------
128 bytes total for .SEQ header

for each frame {
1 word type (ignored?)
1 word resolution [always 0]
16 words palette
12 bytes filename [usually " . "]
1 word color animation limits [not used]
1 word color animation speed and direction [not used]
1 word number of color steps [not used]
1 word x offset for this frame [0 - 319]
1 word y offset for this frame [0 - 199]
1 word width of this frame, in pixels (may be 0, see below)
1 word height of this frame, in pixels (may be 0, see below)
1 byte operation [0 = copy, 1 = exclusive or]
1 byte storage method [0 = uncompressed, 1 = compressed]
1 long length of data in bytes (if the data is compressed, this
will be the size of the compressed data BEFORE decompression)
60 bytes reserved
--------
128 bytes total for frame header

? bytes data
}
```

Frames are "delta-compressed," meaning that only the changes from one frame to the next are stored. On the ST, .SEQ files are always full-screen low resolution animations, so the sequence resulting from expanding all the data will be n 320 by 200 pixel low resolution screens, where n is given in the .SEQ header.

Since only the changes from frame to frame are stored, image data for a frame will rarely be 320x200 (except for the very first frame, which will always be a full screen). Instead what is stored is the smallest rectangular region on the screen that contains all the changes from the previous frame to the current frame. The x offset and y offset in the frame header determine where the upper left corner of the "change box" lies, and the width and height specify the box's size.

Additionally, each "change box" is stored in one of five ways. For each of these, the screen is assumed to have the full-screen image from the last frame on it.

o uncompressed copy: The data for this frame is uncompressed image data, and is simply copied onto the screen at position (x, y) specified in the frame header.

o uncompressed eor: The data for this frame is exclusive or'ed with the screen at position (x, y).

o compressed copy: The data for this frame must be decompressed (see below), and then copied onto the screen at position (x, y) specified in the frame header.

o compressed eor: The data for this frame must be decompressed (see below), and then exclusive or'ed with the screen RAM at position (x, y).

o null frame: The width and/or height of this frame is 0, so this frame is the same as the previous frame.

Of the 5 methods above, the one that results in the smallest amount of data being stored for a particular is used for that frame.

Compression Scheme:

Compression is similar to that employed by Tiny, but is not quite as space-efficient.

Control word meanings:

For a given control word, x:

x < 0 Absolute value specifies the number of unique words to take from the data section (from 1 to 32767).
x > 0 Specifies the number of times to repeat the next word taken from the data section (from 1 to 32767).

Note that a control word of 0 is possible but meaningless.

Format of expanded data:

The expanded data is not simply screen memory bitmap data; instead the four bitplanes are separated, and the data within each bitplane is presented vertically instead of horizontally. (This results in better compression.)

To clarify, data for a full screen would appear in the following order:

```
bitplane 0, word 0, scanline 0
bitplane 0, word 0, scanline 1
...
bitplane 0, word 0, scanline 199
bitplane 0, word 1, scanline 0
bitplane 0, word 1, scanline 1
...
bitplane 0, word 1, scanline 199
...
bitplane 0, word 79, scanline 199
bitplane 1, word 0, scanline 0
...
```

bitplane 3, word 79, scanline 199

Note however, that the data does not usually refer to an entire screen, but
rather to the smaller "change box," whose size is given in the frame header.

<Animatic Film> *.FLM (low resolution only)

1 word number of frames
16 words palette
1 word speed (0 - 99; value is 99 - # vblanks to delay between frames)
1 word direction (0 = forwards, 1 = backwards)
1 word end action (what to do after the last frame)
0 = pause, then repeat from beginning
1 = immediately repeat from beginning
2 = reverse (change direction)
1 word width of film in pixels
1 word height of film in pixels
1 word Animatic version number (major) [< 2]
1 word Animatic version number (minor)
1 long magic number 27182818 (hex)
3 longs reserved for expansion (should be all zeros)
----
32 words total for header

? words image data (words of screen memory) for each frame, in order

<Animaster Sprite Bank> *.ASB (low resolution only)

1 word number of frames - 1
1 word ?
1 byte maximum width, in pixels
1 byte maximum height, in pixels
16 words palette
----
38 bytes total for header

For each frame {
1 word width of this frame (in pixels) - 1
1 word height of this frame (in pixels) - 1
1 word ?
? words image data (words of screen memory)
}

<STOS> *.MBK

9 words ?
1 long $19861987 (magic number?)
1 long offset from this long to header for low resolution
parameter block (if past end of file, no low res frames)
1 long offset from this long to header for med resolution
parameter block (if past end of file, no med res frames)
1 long offset from this long to header for high resolution
parameter block (if past end of file, no high res frames)

```
1 word number of low resolution frames
1 word number of medium resolution frames
1 word number of high resolution frames

For each frame {
1 long offset to data (probably only used internally by STOS)
1 byte width in words (multiply by 16 to get width in pixels)
1 byte height in pixels
1 byte X hotspot location
1 byte Y hotspot location
}

(The format implies other stuff could be here.)

1 long ["PALT" $50414C54]
16 words palette

? words of data for each frame, in the order mentioned in the
header. Monoplanar mask data follows image data for each frame.
----------
? words total

The frames often seem to be in semi-random order, not necessarily in
the order they are to be animated.

<GEM Bit Image> *.IMG

1 word version number of image file [1]
1 word length of header in words [usually 8]
1 word number of color planes [1 for monochrome]
1 word pattern length in bytes [1-8, usually 2 for screen images]
1 word pixel width in microns (1/1000 mm, 25400 microns per inch)
1 word pixel height in microns
1 word line width in pixels
1 word number of lines
-------
? words header length defined in 2nd word of header

? bytes data

NOTES: If the image is a color image (planes > 1), the planes are stored
separately starting with plane 0. There is, however, no standard way of
storing the color palette. Some programs may save the palette in separate
files, some may extend the header. For this reason, you should never
assume the header is 8 words long, always get the header length from the
2nd word of the header. Also, the line width in the 7th word is the number
of pixels in a line. Since the data is encoded in byte-wide packets, the
actual unpacked line width is always a multiple of 8, and may be 1-7 pixels
longer than the length specified in the header.

For each byte x in the data section,

x = 0 Pattern/scanline run.
Read the next byte, n (unsigned).
```

If n > 0 then:
Read a number of bytes equal to the "pattern
length" word in the header. Repeat this
pattern n times.

If n = 0 then:
Scanline run. Data for the next scanline
is to be used multiple times. Read the
following record:

1 byte flag byte [$FF]
1 byte number of times to use
next scanline data

The data for the next scanline follows,
compressed normally.

x = 80 (hex) Uncompressed bit string. The next byte
determines the number of bytes to use
literally. The literal data bytes follow.

otherwise Solid run. The value of x determines
what to draw. The high bit specifies whether
the pixels are set or cleared. A 1 indicates
a byte-run using $FF, a 0 indicates a byte-run
using $00. The low 7 bits, taken as an unsigned
quantity, specify the length of the run in bytes.

<STAD> *.PAC (high resolution only)

4 bytes "pM86" (vertically packed) or "pM85" (horizontally packed)
1 byte id byte
1 byte pack byte (most frequently occuring byte in bitmap)
1 byte "special" byte
----
7 bytes total for header

? bytes data

The data is encoded as follows. For each byte x in the data section:

x = id byte Read one more byte, n. Use pack byte
n + 1 times.
x = "special" byte Read two more bytes, d, and n (in order).
Use byte d n times.
otherwise Use byte x literally.

<Imagic Film/Picture> *.IC1 (low resolution)
*.IC2 (medium resolution)
*.IC3 (high resolution)

4 bytes "IMDC"
1 word resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
1 word date (GEMDOS format)

```
1 word time (GEMDOS format)
8 bytes name of base picture file (for delta compression), or zeroes
1 word length of data (?)
1 long registration number
8 bytes reserved
1 byte compressed? (0 = no, 1 = yes)

If compressed {
1 byte delta-compressed? (-1 = no, > -1 = yes)
1 byte ?
1 byte escape byte
}
-------
65 bytes total for header (68 bytes if compressed)

? bytes data

Compressed data may be either stand-alone or delta-compressed (relative
to the base picture named in the header). Delta compression involves
storing only how the picture differs from the base picture (i.e., only
portions of the screen that have changed are stored). This is used to
to encode animated sequences efficiently.

Compressed data, stand-alone:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 2, use the next byte n times.
If n = 1, keep reading bytes until a
byte k not equal to 1 is encountered.
Then read the next byte d.
If the number of 1 bytes encountered is o,
use d (256 * o + k) times. I.e.,

if (n == 1) {
o = 0;
while (n == 1) {
o++;
n = next byte;
}

k = n;
d = next byte;

Use d (256 * o + k) times.
}
else {
d = next byte;
Use d (n) times.
}

x != escape byte Use x literally.
```

Compressed data, delta compressed:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 3, use the next byte n times.
If n = 1, do the same as for n = 1 in
stand-alone compression (above).
If n = 2, then set n = next byte.
If n = 0, end of picture.
If n >= 2, take n bytes from base
picture.
If n = 1, do the same as for n = 1
in stand-alone compression (above),
but take (256 * o + k) bytes from
base picture.

x != escape byte Use x literally.

<IFF Format> *.IFF

4 bytes "FORM" (FORM chunk ID)
1 long length of file that follows
4 bytes "ILBM" (InterLeaved BitMap file ID)

4 bytes "BMHD" (BitMap HeaDer chunk ID)
1 long length of chunk [20]
20 bytes 1 word = image width in pixels
1 word = image height in lines
1 word = image x-offset [usually 0]
1 word = image y-offset [usually 0]
1 byte = # bitplanes
1 byte = mask (0=no, 1=impl., 2=transparent, 3=lasso)
1 byte = compressed [1] or uncompressed [0]
1 byte = unused [0]
1 word = transparent color (for mask=2)
1 byte = x-aspect [5=640x200, 10=320x200/640x400, 20=320x400]
1 byte = y-aspect [11]
1 word = page width (usually the same as image width)
1 word = page height (usually the same as image height)

4 bytes "CMAP" (ColorMAP chunk ID)
1 long length of chunk [3*n where n is the # colors]
3n bytes 3 bytes per RGB color. Each color value is a byte
and the actual color value is left-justified in the
byte such that the most significant bit of the value
is the MSB of the byte. (ie. a color value of 15 ($0F)
is stored as $F0) The bytes are stored in R,G,B order.

4 bytes "CRNG" (Color RaNGe chunk ID)
1 long length of chunk [8]
8 bytes 1 word = reserved [0]
1 word = animation speed (16384 = 60 steps per second)

1 word = active [1] or inactive [0]
1 byte = left/lower color animation limit
1 byte = right/upper color animation limit

4 bytes "CAMG" (Commodore AMiGa viewport mode chunk ID)
1 long length of chunk [4]
1 long viewport mode bits (bit 11 = HAM, bit 3 = interlaced)

4 bytes "BODY" (BODY chunk ID)
1 long length of chunk [# bytes of image data that follow]
? bytes actual image data

NOTES: Some of these chunks may not be present in every IFF file, and may not be in this order. You should always look for the ID bytes to find a certain chunk. All chunk IDs are followed by a long value that tells the size of the chunk (note that "ILBM" is not a chunk ID). This is the number of bytes that FOLLOW the 4 ID bytes and size longword. The exception to this is the FORM chunk. The size longword that follows the FORM ID is the size of the remainder of the file. The FORM chunk must always be the first chunk in an IFF file.

The R,G,B ranges of AMIGA and ST are different (AMIGA 0...15, ST 0...7), as is the maximum number of bitplanes (AMIGA: 5, ST: 4).

Format of body data

An expanded picture is simply a bitmap. The packing method is PackBits (see below), and is identical to MacPaint and DEGAS Elite compressed.

The (decompressed) body data appears in the following order:

line 1 plane 0 ... line 1 plane 1 ... ... line 1 plane m
[line 1 mask (if appropriate)]
line 2 plane 0 ... line 2 plane 1 ... ... line 2 plane m
[line 2 mask (if appropriate)]
...
line x plane 0 ... line x plane 1 ... ... line x plane m
[line x mask (if appropriate)]

The FORM chunk identifies the type of data:

"ILBM" = interleaved bit map
"8SVX" = 8-bit sample voice
"SMUS" = simple music score
"FTXT" = formatted text (Amiga)

<MacPaint> *.MAC

1 long version number [0=ignore header, 2=header valid]
38 * 8 bytes 8x8 brush/fill patterns. Each byte is a pattern row, and the bytes map the pattern rows top to bottom. The patterns are stored in the order they appear at the bottom of the MacPaint screen top to bottom, left to right.
204 bytes unused

```
-------------
512 bytes total for header

< 51200 bytes compressed bitmap data
-------------
< 51712 bytes total
```

NOTE: The version number is actually a flag to MacPaint to indicate if the brush/fill patterns are present in the file. If the version is 0, the default patterns are used. Therefore you can simply save a MacPaint file by writing a blank header (512 $00 bytes), followed by the packed image data.

Bitmap compression:

The bitmap data is for a 576 pixel by 720 pixel monochrome image. The packing method is PackBits (see below). There are 72 bytes per scan line. Each bit represents one pixel; 0 = white, 1 = black.

<RGB Intermediate Format> *.RGB (low resolution only)

This format was invented by Lars Michael to facilitate conversions between standard ST picture formats and higher resolution formats like GIF and IFF. It supports 12 bits of color resolution by keeping the red, green and blue components in separate bit planes.

```
1 word resolution (ignored)
16 word palette (ignored)
16000 words red plane (screen memory)
1 word resolution (ignored)
16 word palette (ignored)
16000 words green plane (screen memory)
1 word resolution (ignored)
16 word palette (ignored)
16000 words blue plane (screen memory)
------------
96102 bytes total
```

The format was derived by concatenating three DEGAS .PI1 files together -- one for each color gun. The RGB value for a pixel is constructed by looking at the appropriate pixel in the red plane, green plane, and blue plane. The bitplanes are in standard ST low resolution screen RAM format, but where pixel values in screen RAM refer to palette entries (0 through 15), pixel values here correspond to absolute R, G, and B values. The red, green, and blue components for each pixel range from 0 to 15 (4 bits), yielding a total of 12 bits of color information per pixel. Not coincidentally, this is exactly the format of ST palette entries (although on ST's without the extended palette only the lower 3 bits of each color component are used).

You can view a single bit plane on a standard ST by splitting the .RGB file into its three DEGAS .PI1 components and setting the palette to successively brighter shades of gray.

<ComputerEyes Raw Data Format> *.CE1 (low resolution)
*.CE2 (medium resolution)

1 long [$45594553 or "EYES"]
1 word resolution [0 = low res, 1 = medium res]
8 words ?
If resolution = 0 {
64000 bytes red plane, 320 x 200, 1 pixel per byte
64000 bytes green plane, 320 x 200, 1 pixel per byte
64000 bytes blue plane, 320 x 200, 1 pixel per byte

192022 bytes total
}
else If resolution = 1 {
128000 words 640 x 200, 1 pixel per word

256022 bytes total
}

This is almost two formats in one:

Low resolution:

The planes are arranged vertically, instead of horizontally.
The first byte is the red component of pixel (0,0), the second is (0,1),
and the third (0,2). The 201st corresponds to (1,0), etc. The 64001st
byte is the green component of (0,0).
Only the low six bits of each byte are used.

Medium resolution:

The picture is arranged vertically, instead of horizontally.
The first word is pixel (0,0), the second is (0,1), and the third
(0,2). The 200th is (1,0) etc.
Each word is divided up into the RGB values for the corresponding
pixel, as follows:

Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 B4 B3 B2 B1 B0 G4 G3 G2 G1 G0 R4 R3 R2 R1 R0

Bit 15 is not used.

<PackBits Compression Algorithm>

The following packing algorithm originated on the Mac, was adopted by
Electronic Arts/Commodore for use in the IFF standard, and then by Tom
Hudson for use in DEGAS Elite. The algorithm is currently used in
MacPaint, IFF, and DEGAS Elite compressed file formats. Each scan line
is packed separately, and packing never extends beyond a scan line.

For a given control byte 'n':
0 <= n <= 127 : use the next n + 1 bytes literally (no repetition).
-127 <= n <= -1 : use the next byte -n + 1 times.
n = -128 : no operation, not used.

---

* Roland Waldi contributed extensive information on the following formats:

GEM, IMG, Doodle, STAD, Imagic Film/Picture, Art Director, IFF

** John Brochu, ST picture formats guru, provided sage advice and many corrections to the following formats:

NeoChrome, DEGAS Elite Compressed, Spectrum 512 Compressed,
GEM Bit Image, IFF, MacPaint

Version of Wed Jun 26 22:53:08 EDT 1991

783. Looking for software

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 04:28:37 UTC
From: system@n6vbg.hamavnet.com
Message-ID: <1991Jun26.212837.3@n6vbg.hamavnet.com>
Source record: 230815

Hello, good people,

I am looking for a used copy of the Atari Flight Simulator, complete with manuals and all.

If someone has this package, and want to part with it, please contact me to system@n6vbg.hamavnet.com.

Thanks,

Javier

784. Re: Possible GCR sale... What is the real value of a Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 05:36:50 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <15734@ccncsu.ColoState.EDU>
Source record: 230803

Although Mac plus ROM is not as easy to find as last year, If one post a wanted message in comp.sys.mac.wanted still possible to find a set for about $100 to $150.(There is a set going now for bid >$90 in there) The only thing is get the ROM first then buy the Spectre.
As system 7 goes, even a lot of Mac add on accerlator has trouble with it, one of the Mac developer that I know has a SE with 030 board crash with system 7. plus without 030 or PMMU, there is not much advantage to jump except probably the true type font. And to run true type font does not require system 7, the 6.0.7 can handle true type font,only need to get the true type font init from the ftp.apple.com located in a file call personal-laserwriter-tool.sit (the actural name might be silcely off, it's the new laser writer Apple introduced eariler) and get the true type fonts from the same place in the other file call true-type-font****.sit.hqx
Under GCR, you don't need the superdrive to import PC(or STE)files. Run the apple file exchange from the Mac mode then insert the PC disk. The directory of the PC disk will show up in the file exchange dialog box and ready for you to transfer to Mac or vise versa.(Better then Mac SE).
Tang
sytang@lamar.colostate.edu

785. Re: Sybex STe/TT systems book

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 08:26:46 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <13664@uhccux.uhcc.Hawaii.Edu>
Source record: 230820

ONM07@DMSWWU1A.BITNET (Julian F. Reschke) writes:

>It contains all information you need about TOS and GEM (well, I HOPE so...),
>including all new features up to TOS versions 2.05 and 3.05. The second half
>of the book contains lots of technical details about the hardware (again
>including the STE/Mega STE and TT hardware; SCC, SCSI and so on).

It sounds like a great resource! If you are able (and allowed) to provide complete information on the mysterious GAL chips, it would be a relief. Instructions about the VME bus is needed and an indepth review of Atari Unix would be welcomed too.

I'll get it in whatever language available, although most of my knowledge of German comes from watching the interesting ITV shows, "Derrick" and "Drei Damen Von Grille" (Three Ladies and their Wiener Mobile).

>The price will be DM 89.- oder 99.-. And yes, we (the authors) and Sybex
>*ARE* interested in translations. Please contact Sybex U.S. or an other
>US book company, if you are _really_ interested that this will be done.

The person to contact at Sybex US is Diane King. She said that they are open to suggestions, so if everyone gives her a friendly call, it could favorably influence her decision to commission a translation.

Someone mentioned that there were software-based German-to-English translators so maybe that method can be tried. Does anyone has experience with them?

The following is a list of all the Sybex divisions. People outside of US might want to express their desire for the book/translated editions by calling their nearest sales representative and request that they contact Diane King at Sybex USA, so that she may gauge the depth of interest world-wide.

[Title: Atari STe/TT systems book, author: Julian Reschke, ISBN: 388 745 8885]
[release date: ?]

Sybex U.S.
Phone: 800 227-2346, (415) 523-8233 (ext. 356, Diane King)
Fax : (415) 523-2373
Telex: 336311

Sybex Verlag GmbH (Germany)
Phn: (49) 211 618020
Fax: (49) 211 6180227
Tlx: 8588163

Sybex S.A.R.L. (France)
Phn: (33) 1 42099595

Fax: (33) 1 42090145
Tlx: 211801

Sybex Uitgerverij B.V. (Netherlands)
Phn: (31) 2155 27625
Fax: (31) 2155 26556

Australia and New Zealand
The Law Book Company, North Ryde, NSW
Phn: (61) 2 8870177
Fax: (61) 2 8889706
Tlx: 27995

Canada
Firefly Books, Ontario
Phn: (416) 499-8412
Fax: (416) 499-8313

Caribbean Basin, Latin America
Computer & Tech Books, Miami, Florida
Phn: (305) 593-9199
Fax: (305) 593-1300

Greece
Klidarithmos, Athens
Phn: (30) 1 3632044
Fax: (30) 1 3617950

Hong Kong
Leed & Wood Co.
Phn: 852 602 1066
Fax: 852 602 4725

India, Pakistan, Bangladesh
BPB Publications, New Delhi
Phn: 3267741, 3272329
Fax: (91) 11 519825
Tlx: (31) 66971 - Gyan In

Israel
Bug Computers, Bnei Brak
Phn: (972) 3 5794711
Fax: (972) 3 5708174
Tlx: 361595/Danet Il Attn: Bug

Japan
Toppan Company, Tokyo
Phn: (81) 3 3 3295-3461
Fax: (81) 3 3293-5963

Middle East
Micro-tech Publications, Dubai
Phn: 532382

Fax: (971) 4 528549

Portugal and Spain
Lidel Edicoes Tecnicas, Lisbon
Phn: (351) 1 534437
Fax: (351) 1 577827
Tlx: 15432

Southeast Asia (except Taiwan, Korea)
Tech Publications, Singapore
Phn: (65) 2914595, 7449113
Fax: (65) 7449835
Tlx: 56791

United Kingdom
Pitman Publishing, London Southport Book Distributors (Trade orders)
Phn: (44) 71 379 7383 Phn: (44) 704 26881/24331
Fax: (44) 71 240 5771 Fax: (44) 704 231970
Tlx: 261367 Pitman G Tlx: 67457 Bxnter G

Venezuela
Tecni-ciencia Libros, Caracas
Phn: (58) 2 782 8697
Fax: (58) 2 782 3431

---

786. Re: What do I use to view 'sps' images?

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 08:38:13 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun27.083813.10159@informatik.uni-erlangen.de>
Source record: 230818

mwtilden@watmath.waterloo.edu (Mark W. Tilden) writes:

>Pulled the NAGEL image files off of atari.archive, none of my viewers
>can show them. Is there an atari.archive picture viewer that understands
>'x.sps' images?

>Thanx in advance.

Try spslidex.prg from atari.archive, it should work.
BTW, SPS-files are SPectrum Squeezed pics.

Have fun,

Lars

```
+--------------------------------------+----------------------------------+
| lsmichae@faui43.uni-erlangen.de | | | | |
| Lars Michael | | | | "Down with ATARI, |
| Graduate Student of Computer Science | / | \ Long live the ST !" |
| at University of Erlangen/Germany | / | \ |
+--------------------------------------+----------------------------------|
| "May the Schwartz be with you!" |
+-----------------------------------------------------------------------+
```

787. Re: What do I use to view 'sps' images?

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 09:03:57 UTC
From: iws9060@eva.fmi.uni-passau.de
Message-ID: <1991Jun27.090357.16796@forwiss.uni-passau.de>
Source record: 230819

In article <1991Jun27.083813.10159@informatik.uni-erlangen.de>
lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael) writes:
>
>Try spslidex.prg from atari.archive, it should work.
>BTW, SPS-files are SPectrum Squeezed pics.
>

I thought it were SPectrum 512 Sequences, i.e. films like the .GL files in the PC area. BTW is there a possibility to convert .GL to .SPS? Perhaps by converting the single images and then re-linking them? Are there programs to rip .GL files into .GIF and to combine .SPC or .SPU to .SPS? Which System, Atari or MesS-DOS?

Thorsten Guenther
aka Weregoose

788. Re: What do I use to view 'sps' images?

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 09:36:53 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun27.093653.14463@informatik.uni-erlangen.de>
Source record: 230821

iws9060@eva.fmi.uni-passau.de (Thorsten Guenther) writes:

>I thought it were SPectrum 512 Sequences, i.e. films like the .GL files in
>the PC area. [... stuff deleted]

No, no sequences. Here is an extract of Dave Baggetts ST picture
formats list:

---------- CUT HERE ------------------

...

<Spectrum 512 (Smooshed)> *.SPS

This format compresses Spectrum 512 pictures better than the standard
method. There are at least two programs that support this format, SPSLIDEX
and ANISPEC, although the two seem to differ slightly in their interpretation
of the format.
One point of interest: Shamus McBride deciphered this format without an ST!

1 word 5350 (hex) ("SP")
1 word 0 (reserved for future use)
1 long length of data bit map
1 long length of color bit map
<= ? bytes compressed data bit map
<= ? bytes compressed color bit map

< ? bytes total

...

---------- CUT HERE ------------------

Hope this ends the discussion,

Lars

```
+---------------------------------------+---------------------------------+
| lsmichae@faui43.uni-erlangen.de | | | | |
| Lars Michael | | | | "Down with ATARI, |
| Graduate Student of Computer Science | / | \ Long live the ST !" |
| at University of Erlangen/Germany | / | \ |
+---------------------------------------+---------------------------------|
| "May the Schwartz be with you!" |
+-----------------------------------------------------------------------+
```

789. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 10:43:01 UTC
From: mwm@pa.dec.com
Message-ID: <MWM.91Jun27124301@raven.pa.dec.com>
Source record: 230832

In article <677913506.0@therip.FidoNet> Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:
>However there is a 24bit card available for $800 with a coprocessor of
>some sort for really good graphics...

>(Multi tasking doesnt make a better machine but since most people dont realize
>they are not gonna need it they think they need it and might lewt it make some
>sort of an effect on them..)

Grin :-).

24 bit color doesn't make a better machine but since most people don't realize they are not gonna need it they think they need it and might let it make some sort of effect on them.

Four colors is fine for everything I do; just let me choose them from a sufficiently large pallete, and I'm happy. Oddly enough, 4096 colors is a sufficiently large pallete. (now, 700x500 isn't enough bits, but multiple virtual screens go a long way towards solving that).

On the other hand, take away my ability to pop open new CLI to terminate a CPU runaway, and I'll be upset. Maybe it's because I started by playing with multitasking systems instead of monotasking systems, but not having worry about whether I can start application X while application Y is running for all applications X and Y seems like an important feature to me.

If you don't do what I do (not unlikely), and actually need 24 bit color, and don't want multitasking - that's fine. Choose the computer that's best for you. Don't tell me I didn't choose the best computer because I chose one that meets my needs better than what you chose, though.

<mike

--
Take a magic carpet to the olden days Mike Meyer
To a mythical land where everybody lays mwm@pa.dec.com
Around in the clouds in a happy daze decwrl!mwm
In Kizmiaz ... Kizmiaz

790. Re: What archiving format?

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 12:04:38 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3580@laura.UUCP>
Source record: 230822

In article <A0b7mrze@nathan.ruhr.de>, ue@nathan.ruhr.de (Udo Erdelhoff) writes:
|> You haven't ever used LHArc 1.1321, have you? Give it a try and start
|> thinkig about using LHArc again...

Whatever the advantages of LHArc 1.1321 might be (faster?), it does solve
the problem of those many incompatible LHarcs. Using LHarc of whatever
version could only under the following conditions be tolerated:

- There is only one LHarc version at a time.
- The source code is maintained by a single person or team.
- The source code is completely written in C (no assembly
"optimizations").
- The source code is suitable for most (better: all) machines and
operating systems.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

791. Re: What archiving format?

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 13:24:43 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Jun27.132443.1@simvax.labmed.umn.edu>
Source record: 230828

In article <3580@laura.UUCP>, klute@tommy.informatik.uni-dortmund.de (Rainer Klute) writes:
> Using LHarc of whatever
> version could only under the following conditions be tolerated:

Add to Rainer's list:

- The source code and executable code should be Public Domain (ie. no calls for Shareware fees involved)

One of the reasons I despise most of the LHarc versions is that their authors are trying to make a buck while they introduce incompatibilities. (The author of xlharc 1.2 excluded from this list...)

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

792. Was: How is Atari doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 13:53:11 UTC
From: adamd@rhi.hi.is
Message-ID: <3312@krafla.rhi.hi.is>
Source record: 230824

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

>If you like, you can work without GEM on your ST today. Just place a
>command shell into your AUTO folder. Isn't MiNT meant just for purposes
>like these?

Yes, I've used this. Trouble is, I want to be working with non-GEM and GEM
programs. On a 68000 there is not _very_ much available memory space. Because
there is (almost) no distinction made between user and supervisor spaces
and because code=data space, it is not possible to get a full 16 MB of user
RAM. Therefore the ROM and RAM must compete for available address ranges.
When GEM is running, there is space taken by the GEM variables and data
structures. So far it has not been possible to deinitialise GEM and reclaim
this space without a reset. If GEM is in ROM, the space taken by the GEM code
cannot be reclaimed either. 256k might not be considered very much memory
any more but it's enough for one more full-blown application process or
for one of the non-GEM applications to handle more data in memory at once.

>The current TOS versions cannot handle a physical sector size of 1024
>bytes. It's not unreasonable to suppose that this won't ever find its
>way into TOS again due to compatibility problems.

Conceptually there is the same problem with supporting HD floppies.
In the one case it can be fixed in hardware, in the other case it needs
a software fix. In either case the newer format cannot be used by the
older machine without modification.

>It isn't even sure that new machines will have a 1772 built-in
>that offers such capabilities.

Maybe not, but we can be reasonably sure that any typical FDC will be
able to handle several sector sizes, including 1024-byte.

>As I stated a while ago, I tested a third-party floppy driver some time
>ago which offered 1024-bytes-per-sector support.

Is this available anywhere? I simply don't have the time right now to write
my own floppy driver, but would like to move to this format.

>>Optimisation could be made almost automatic, the only handwork necessary
>>would be to mark which parts of the code must not be changed because they
>>are in some way critical.
>
>The time-critical sections are already written in assembler, especially
>the BIOS and the lower screen driver routines. They could and should
>be faster, however.

Yes, and some parts of the assembler generated code will need to be protected from the optimiser. Even in 1.62 there are software timing loops. There might also be certain race conditions which must be avoided.

About a possible RAM-based GEM. Is it not reasonable to have a GEM which allocates its data memory somewhere other than below the TPA base address? This would seem to offer more flexibility in initialising and removing GEM (maybe several times) during the same work session.

--
Adam David.
(adamd@rhi.hi.is)

793. For Sale (UK Only)

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 13:56:13 UTC
From: a_buss@swindon.ingr.com
Message-ID: <1991Jun27.135613.26840@st_nik.swindon.ingr.com>
Source record: 230825

Apologies for worldwide distribution, but are newsfeed is a leaf
on an American tree, but on with the message :-

1040 STFM with 80 MB hard drive and Supra interface enclosed in the Tower box
with SM 125 mono display. The following software is included Timeworks DTP,
Harlekin, Devpac 2, Personal Finance Manager, Wordwriter, Hisoft C etc

price 550 pounds

Home phone number 0793 (Swindon) 831416
Work phone number 0793 (swindon) 619999 x 4382
--
|---|
Ashley Buss Mail : a_buss@swindon.ingr.com

794. Re: UPDATE: Atari ST Parting out Sale!

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 16:52:54 UTC
From: malay@sae.com
Message-ID: <1991Jun27.165254.29601@sae.com>
Source record: 230827
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
|> $35 CAD 3D 2.0 w/ CyberMate and Architect Design Disk
|> Please make all offers/inquiries to crouland@gmuvax2.gmu.edu

I want this!

Robert M. Malay
HCR 61 Box 464
Sumerduck, VA 22742
(703)439-1105

Thanks
Bob Malay
```

795. Re: Was: How is Atari doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 17:18:31 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun27.171831.15580@informatik.uni-erlangen.de>
Source record: 230826

adamd@rhi.hi.is (Adam David) writes:

>Yes, I've used this. Trouble is, I want to be working with non-GEM and GEM
>programs. On a 68000 there is not _very_ much available memory space. Because
>there is (almost) no distinction made between user and supervisor spaces
>and because code=data space, it is not possible to get a full 16 MB of user
>RAM. Therefore the ROM and RAM must compete for available address ranges.
>When GEM is running, there is space taken by the GEM variables and data
>structures. So far it has not been possible to deinitialise GEM and reclaim
>this space without a reset. If GEM is in ROM, the space taken by the GEM code
>cannot be reclaimed either. 256k might not be considered very much memory
>any more but it's enough for one more full-blown application process or
>for one of the non-GEM applications to handle more data in memory at once.

Much more address range is "wasted" by the generous hardware register
assignments. No, I don't think this is a serious restriction. At least,
I don't know a single application that would run on a 1 MB ST without
GEM and doesn't because GEM installs its own data areas. It wouldn't be
bad to reclaim the space GEM allocated for itself, but I think there are
lots of other, more important things in TOS that should be improved
before this.

>>The current TOS versions cannot handle a physical sector size of 1024
>>bytes. It's not unreasonable to suppose that this won't ever find its
>>way into TOS again due to compatibility problems.

>Conceptually there is the same problem with supporting HD floppies.
>In the one case it can be fixed in hardware, in the other case it needs
>a software fix. In either case the newer format cannot be used by the
>older machine without modification.

The difference is: DOS machines won't understand 1024-byte-sectors.
And file system compatibility has always been of some importance
for Atari, as it seems.

>>As I stated a while ago, I tested a third-party floppy driver some time
>>ago which offered 1024-bytes-per-sector support.

>Is this available anywhere? I simply don't have the time right now to write
>my own floppy driver, but would like to move to this format.

Not yet - as far as I know. I don't know what the author did with it.

>Yes, and some parts of the assembler generated code will need to be protected
>from the optimiser. Even in 1.62 there are software timing loops. There might
>also be certain race conditions which must be avoided.

Even TOS 3.01 seems to have timing loops. When moving TOS 3.01 to TT-RAM,
thus speeding it up by 20 to 40 percent, sometimes you get problems
when reading and writing HD disks ("data corrupted" alerts and the like).
I think this is due to some tight timing loops that break in the fast
part of RAM.

>About a possible RAM-based GEM. Is it not reasonable to have a GEM which
>allocates its data memory somewhere other than below the TPA base address?
>This would seem to offer more flexibility in initialising and removing GEM
>(maybe several times) during the same work session.

Most of the memory GEM uses is malloc()'ed just like any other memory block.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de
---

796. Re: Unwanted Amiga Input

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 17:28:28 UTC
From: mwm@pa.dec.com
Message-ID: <MWM.91Jun27132828@raven.pa.dec.com>
Source record: 230833

In article <1991Jun26.215519.22749@oz.plymouth.edu> pyr579@oz.plymouth.edu (Technoid) writes:
Great! This is comp.sys.atari.st not comp.sys.amiga.*
and these little battles and irritating posts do NOT belong here. Who is in charge of this news group anyway?

Nobody. That's the way usenet works.

However, you've got some nitwit Atari user (no, not all Atari users are nitwits; this one is, though) who's made an obvious attempt to start wars in many (all?) the Amiga groups. He wasn't even bright enough to crosspost, but posted the same mesage to every group I read, and presumably to all of them. You can seen the message below.

I've already sent him a note to discourage such behavior. You might do it also. If nothing else, it's had the bad effect of causing me to poke around in (and post to) an st group.

BTW, I'm not a life-long Commodore fan. The Amiga 3000 is the first machine to come from CBM that I actually thought was worth spending money on.

Now, I'll go send a note to to Thomas Hill to discourage him from dropping turds in your group.

<mike

*** Attached message ****

Path: pa.dec.com!decwrl!uunet!mcsun!cernvax!chx400!urz.unibas.ch!minidis
From: minidis@urz.unibas.ch
Newsgroups: comp.sys.amiga.audio
Subject: Not again ATARI-VS-AMIGA!
Message-ID: <1991Jun27.142243.1683@urz.unibas.ch>
Date: 27 Jun 91 13:22:43 GMT
Organization: University of Basel, Switzerland
Lines: 16

Hi AMIGA freaks,

I a lot of you guys, and most of them are okay, even though they still do a lot of copying and playing of games in spite of their `wonderful desktop-pub.-progs`.

Well that is not the reason I write you guys, all I want to say is:

Get rid of that MOTHER****** who thinks he has to warm up the ATARI-VS-AMIGA `WAR` again. I think we are all out of those chil-size-shoes,

don`t you ???

*** LIVE LONG AND PROSPER ***

Alexander, an ATARI-FREAK.
--
Cheeseburger in paradise Mike Meyer
Making the best of every virtue and vice mwm@pa.dec.com
Worth every damn bit of sacrifice decwrl!mwm
To get a cheeseburger in paradise

797. Wanted: 1st Word+ p/driver for KXP-1124

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 18:10:33 UTC
From: D.B.Barratt@newcastle.ac.uk
Message-ID: <1991Jun27.181033.1453@newcastle.ac.uk>
Source record: 230839

Hi,

Does anyone know where I can get hold of a 1st Word+ priner driver
for a Panasonic KXP-1124.

Please e-mail any response.

Cheers,

Dave

****

Dave Barratt JANET: D.B.Barratt@uk.ac.newcastle
Computing Laboratory
University of Newcastle upon Tyne
UK

" A spacers not a spacer till his trod vac "

798. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 18:46:31 UTC
From: rjc@geech.gnu.ai.mit.edu
Message-ID: <1991Jun27.184631.2685@mintaka.lcs.mit.edu>
Source record: 230829

In article <1991Jun26.192356.26253@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>don@chopin.udel.edu (Donald R Lloyd) writes:
>
>> I can get a 24-bit card for $299 (list). It takes advantage of the Amiga's
>>built-in coprocessors. For about $100 more I can get one that also includes
>>a slow-scan video digitizer. This one (DCTV) has been demoed at shows paging
>>full-motion, full-color video off a HD and displaying it through this advice in
>>real time (Watched a few minutes of Back to the Future III...)
>
>A 24-bit card with complete screen drivers for all the applications you have?
>I doubt that.

Why on earth would you run a word processor or shell in 24bits? EVen if
the Amiga had 24bit graphics built in I wouldn't run my Workbench on it
because it would slow down ALL screen rendering to a sluggish
halt without a something like a 34010 onboard. Instead, I'd have
the Word processor and GUI set to 8 or 16 colors (3d look) and the paint
program on another screen set to 24bit. All the current Amiga graphic
cards work with the OS because they are still using the custom chips
for their tricks. HAM-E and DCTV work with all paint programs and all
displayer programs. (even things like AmigaVision authorware)

>> Besides, if you have a problem with your 500, you FedEx it back to
>>Commodore (at CBM's expense) & it's promptly replaced or repaired & sent back.
>>If your 2000, 2500, or 3000 go bad, and your warranty is still valid (1 year
>>warranty on all models, w/option to purchase an extension), Commodore sends
>>someone to your home to fix it there.
>
>You must be kidding. At least here in Germany, nobody cares when your A2000
>breaks down. Especially Commodore won't care.

In the US FedEx will come to your house, pick up your computer, and
repair it quickly. For A3000's someone comes to your house (onsite
repair). What other countries do is different since each Commodore
sub-company has different policies. Does Atari even exist in the US?

>> I've seen the so-called blitter on an ST. I was not impressed. The
>
>You have probably seen the desktop build up windows with and without a
>blitter, using TOS 1.02. This means you ain't seen nothing yet.
>Blitter support in TOS is not as it could be, and in general one
>is tempted to say that Blitters Are Not Important. You can speed up
>graphics a lot more by software.

A blitter helps out alot if you only have a 68000/20.

>>Amiga's blitter performs most operations about as fast as a 14 MHz 68020
>>(according to Dave Haynie, a CBM hardware guy who frequents c.s.amiga.*).
>
>The ST blitter won't stand much behind in these terms. It's just that
>the Amiga OS and architecture much more relies on the fact that there
>is something like a blitter and therefore uses it much more than TOS.

Yes, it's better integrated on the Amiga, and shared nicely as is
alll resources on the Amiga.

>> Of course, for about $10 (probably less) you can pop a 68010 into your
>>Amiga & make up for that difference. Unless Atari has finally released a
>>non-TT TOS version that supports 680(1+)0 chips, ST owners don't have this
>>option.
>
>TOS 1.06, TOS 2.05, TOS 3.01 and TOS 3.05 support the 68010. Nevertheless,
>you won't gain much from a 68010, as experiments have shown.

And the ST doesn't gain much from running at a _slightly_ faster
processor speed.

>> In what way are they more complete? Do they include a shell environment
>>as well as a GUI? Do they support multiple simultaneous screens of different
>>depths, resolutions, and pallettes? (Can the ST even change resolutions yet
>>without a reboot?) Shared libraries & interprocess communication? (Oops!
>>No need... no multitasking! Sorry.)
>
>Sigh. We've had cooperative multitasking from the start. Applications
>and accessories can send messages to each other. And I don't think the
>Workbench is much of a real GUI - not before Kick 2.0, at least.

Intuition is the GUI, workbench is the file/finder system (e.g. like
Finder on the Mac). I never used workbench before 2.0, but I haven't seen
many Atari users who used GEM either. GEM doesn't look too hot on that
lo-res screen.

>> Workbench is just as easy to use as any most other GUIs. Double click
>>the icon & away you go...
>
>Just try to view all files in a folder with the standard workbench.
>You won't get them. Instead, you have to confine yourself to a command
>shell. That's not the way GUIs were meant to work.

You do in 2.0. There are _numerous_ workbench replacements/enhancements
out there. But 2.0 beats the pants off all of them. (2.0 kicks the
stuffings out of GEM too)

>>CLI(1):artm
>>CLI(2):iprefs
>>CpuBlit V1.00
>>AssignX
>>FaccII
>>ForFacc
>>RexxMaster

>>CLI(4):c:snap
>>CygnusEd
>>CLI(3):loadwb
>>jr-comm
>>DMouse
>>Virus_Checker
>>jrcomm-clock
>>SD
>
>If you look at this list closely, you'll realise that most of the
>processes mentioned are equivalents of TSRs. CpuBlit is a text output
>speeder (BTW, interesting to know that you're using CpuBlit while
>you're claiming that your blitter is much faster than a ST blitter).
That's because the poster probably has an A3000 with a 68030. CPUBlit
ONLY gives a speed increase on the maximum resolution screens and only
for things like text rendering. It would slow down massively trying to do what
the blitter does (like combine 3 DMA channels of data using one of the
256 logic operations, plus masking ans shifting, and filling the pattern.)
The key phrase here is "parallel processing". Letting the blitter
do something takes the load off the CPU.

>DMouse is a screen saver/mouse speeder package. Virus_Checker is also
>of the TSR type. If you think about it, you'll see that the list
>above was no good example for real multitasking. When working with
>my ST/TT, I have at least that many processes and resident programs in
>my computer.

But TSR's don't share the CPU, one of them runs until it completes
it processing and then the next one does. The more of them you have
running in an interupt/os patch routine the more sluggish the computer
will get. You should never hog interupts. TSR's on the Amiga under 2.0
are done using commodities.exchange which allows you to set up handlers in
the input.device that watch for certain hot-keys/events. While they are
waiting, they are taking ZERO cpu time.
How about what I am doing now? Right now I have a terminal loaded,
in the background I have lharc unarcing some gif pictures I downloaded
earlier which are passing the output names to a script which runs them through
GIF->IFF. Meanwhile, I have 2 shells open and one of them is running
a corewars simulator which is battling two programs (mice vs mortar).
In addition to this, I am getting no visible slow down on my terminal
which is running at 19,200 baud on a USR HST.

>Don't get me wrong:
>I don't question the usefulness of preemptive multitasking. It's just
>that you gave a bad example of your usage of this feature.
>
>> How is this superior to the Amiga's 4 channel 8 bit stereo sound? (8 bit
>>on all 4 channels, not just 2 of them). There's even software (Octaplayer?)
>>that supposedly pushes out 8 voices. Of course, unlike the ST, the Amiga's
>>sound is driven by yet another coprocessor, so it takes almost 0 CPU time to
>>play a musical score or a digitized sound (as a background process in your

>>multitasking environment, while you work on something else).
>
>I couldn't care less if my computer has 3 or 4 digital voices. It just
>doesn't matter. If you're making professional music, you can't make use
>of the home-computer bleep-style digital channels the STe and Amiga

Amiga channels don't bleep. They have 4 DMA channels to themselves,
8 bit sound, 4khz to 28khz. You can change the sampling rate on demand
and can attach DMA channel to have one channel module the volume and
frequency of the other (allows you to get synthesis effects)

>offer; instead, you will use MIDI devices (that's why the ST has a
>MIDI port built-in). If you're running standard applications, you don't need
>sound except the occasional beep when you've done something wrong.

Except when you run things like Amigavision or hypertext/authorware
applications where you want to combine animations with digitized sound.
For CDTV it's a nice addition, along with it's 16bit sound and it's MIDI
port.

>For your information: The STe/TT digital sound chip has an own DMA
>channel, just like the Amiga.

But does it have DMA for each channel? Can you change the DMA rate?
I heard the STe's DMA sound is fixed at one frequency/sampling rate and
can't change it.

>> Applied Engineering and Commodore both make Ami HD drives. The problem
>>with HD drives on the Amiga is that the floppies are controlled by a coprocessor
>>(yes, another one!) that allows me to do things like formatting a floppy (which
>>I'm doing now via the SD process listed above) with little loss of CPU time.
>>This coprocessor, though, cannot handle the throughput speeds of high density
>>drives (twice that of the older drives), so workarounds have had to be found.
>
>To my knowledge, there is no HD drive for the Amiga that handles standard
>MFM disks. A real pain when shuffling data to a PC.

The new HD drive on the A3000 has 3 modes. 880k, 1.44mb, and 1.76mb.
1.44mb mode was the main reason for making it. You can also buy
$200 SCSI floppy drives.

>> No? Why not? That .86 MHz doesn't make much of a difference... especially
>>if the ST also has to use the CPU to do I/O and/or graphics stuff at the same
>>time. Oops! Forgot again... no multitasking. Never mind.
>
>See above. The floppy controller and the ACSI bus have an own DMA channel.
>In the TT, there is a second SCSI DMA channel.

The A3000 has 32-bit for it's harddrive , and it normally gets
xfer rates of up to 2mb/second (and this only eats 5% of the CPU time
while doing it.) The Amiga has over 25 DMA channels. The A3000 now has
8 integrated custom chips to handle them.

>> If I remember the TT specs correctly, the only grahics mode the TT has
>>that can outdo a stock Amiga 3000 (or any other model, if it weren't for the
>>flicker in interlace mode on <3000 Amigas) is the 1024x960 mono mode which
>>needs a special monitor. With the CBM A2024 monitor or Moniterm Viking, any
>>amiga can do 1008x800 (1008x1024 in PAL mode) mono.
>
>1280x960. 72 Hz. Without a special graphic card. IMHO, a big advantage and
>one of the reason why I bought a TT.

(A2024) 1024x1024 PAL on the Amiga without a graphic card, just need a nice
monitor. (The 1024x1024 also has 4 grey colors for the 3d GUI look)
With Commodore's A2410 you get up to 1024x1024 with 256 colors out of
16.7 million.

>---
>Claus Brod, Am Felsenkeller 2, Things. Take. Time.
>D-8772 Marktheidenfeld, Germany (Piet Hein)
>csbrod@medusa.informatik.uni-erlangen.de
>Claus_Brod@wue.maus.de
>---

--
/ INET:rjc@gnu.ai.mit.edu * // The opinions expressed here do not \
| INET:r_cromwe@upr2.clu.net | \X/ in any way reflect the views of my self.|
\ UUCP:uunet!tnc!m0023 * /

799. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 20:01:27 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun27.200127.23004@informatik.uni-erlangen.de>
Source record: 230831

rjc@geech.gnu.ai.mit.edu (Ray Cromwell) writes:

> Why on earth would you run a word processor or shell in 24bits? EVen if
>the Amiga had 24bit graphics built in I wouldn't run my Workbench on it
>because it would slow down ALL screen rendering to a sluggish
>halt without a something like a 34010 onboard. Instead, I'd have
>the Word processor and GUI set to 8 or 16 colors (3d look) and the paint
>program on another screen set to 24bit. All the current Amiga graphic
>cards work with the OS because they are still using the custom chips
>for their tricks. HAM-E and DCTV work with all paint programs and all
>displayer programs. (even things like AmigaVision authorware)

I was alluding to the fact that there is no real gfx standard for
the Amiga right now. Much like the situation in the PC world. I think
having a general scheme for implementing graphic card drivers is a
definitive plus for an OS - the ST's VDI allows just this.

> In the US FedEx will come to your house, pick up your computer, and
>repair it quickly. For A3000's someone comes to your house (onsite
>repair). What other countries do is different since each Commodore
>sub-company has different policies. Does Atari even exist in the US?

Admittedly, this is good service. No doubt about that. I'm
impressed.

> And the ST doesn't gain much from running at a _slightly_ faster
>processor speed.

I didn't claim that. But remember that it's not only the 10% clock
difference that makes CPU-intensive jobs on the Amiga slower. You must
take the video hardware into account which costs additional cycles.

> Intuition is the GUI, workbench is the file/finder system (e.g. like
>Finder on the Mac). I never used workbench before 2.0, but I haven't seen
>many Atari users who used GEM either. GEM doesn't look too hot on that
>lo-res screen.

Who uses lo-res? Gamesters - but not me.

> You do in 2.0. There are _numerous_ workbench replacements/enhancements
>out there. But 2.0 beats the pants off all of them. (2.0 kicks the
>stuffings out of GEM too)

The new workbench is clearly better. But we were discussing the former
version and the philosophy behind it.

> That's because the poster probably has an A3000 with a 68030. CPUBlit
>ONLY gives a speed increase on the maximum resolution screens and only

>for things like text rendering. It would slow down massively trying to do what
>the blitter does (like combine 3 DMA channels of data using one of the
>256 logic operations, plus masking ans shifting, and filling the pattern.)

I know, I've read the CpuBlit docs.

>The key phrase here is "parallel processing". Letting the blitter
>do something takes the load off the CPU.

Right you are. I didn't like the fact that the original poster
overemphasized the importance of a blitter in general. I don't
question that it's useful - but it's not what makes or breaks a
computer.

> How about what I am doing now? Right now I have a terminal loaded,
>in the background I have lharc unarcing some gif pictures I downloaded
>earlier which are passing the output names to a script which runs them through
>GIF->IFF. Meanwhile, I have 2 shells open and one of them is running
>a corewars simulator which is battling two programs (mice vs mortar).
>In addition to this, I am getting no visible slow down on my terminal
>which is running at 19,200 baud on a USR HST.

Likewise, I didn't say multitasking is a no-no. I would like to have
it here (besides: I can have it on my machine, though not officially
by Atari). The original poster just gave a bad example for its usage.

> Amiga channels don't bleep. They have 4 DMA channels to themselves,
>8 bit sound, 4khz to 28khz. You can change the sampling rate on demand
>and can attach DMA channel to have one channel module the volume and
>frequency of the other (allows you to get synthesis effects)

I know all this. I've read the hardware manuals. The new STe/TT
sound hardware is similar in may respects - but it still bleeps,
just like the Amiga does. At least when you're talking about
professional music!

> Except when you run things like Amigavision or hypertext/authorware
>applications where you want to combine animations with digitized sound.
>For CDTV it's a nice addition, along with it's 16bit sound and it's MIDI
>port.

It's _nice_ to have it, I agree upon that. But I don't need it. That's
why I bought the ST and the TT instead of an Amiga.

> But does it have DMA for each channel? Can you change the DMA rate?
>I heard the STe's DMA sound is fixed at one frequency/sampling rate and
>can't change it.

That's wrong. I didn't delve into the details yet, but I'm sure there
is more than just one sampling rate.

> The new HD drive on the A3000 has 3 modes. 880k, 1.44mb, and 1.76mb.
>1.44mb mode was the main reason for making it. You can also buy
>$200 SCSI floppy drives.

Does it format standard MFM format so that every PC can read it?

> The A3000 has 32-bit for it's harddrive , and it normally gets
>xfer rates of up to 2mb/second (and this only eats 5% of the CPU time
>while doing it.) The Amiga has over 25 DMA channels. The A3000 now has
>8 integrated custom chips to handle them.

We know all that. What do you want to prove by that?

>(A2024) 1024x1024 PAL on the Amiga without a graphic card, just need a nice
>monitor. (The 1024x1024 also has 4 grey colors for the 3d GUI look)

From what I've heard, the 2024 is a monitor with special hardware
integrated in it that buffers screen frames and displays them at
quadruple the speed the Amiga sends it. This way, the Amiga sends
a forth of the whole screen in every screen frame, and the monitor
composes the complete picture. This means you have a real refresh rate
of 50Hz/4 or 60Hz/4. Not exactly what I would call "without a
graphic card".

>With Commodore's A2410 you get up to 1024x1024 with 256 colors out of
>16.7 million.

Is it available?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de
---

800. Wanted: FTP sites with midi song files

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 20:23:45 UTC
From: lee@infotec.UUCP
Message-ID: <817@infotec.UUCP>
Source record: 230843

Does anyone have a list of ftp sites of midi songs? Thanks

--
Lee Van Dyke UUCP: ...sun!sunkist!infotec!lee
Infotec or
Costa Mesa, CA ...zardoz!infotec!lee
(714) 241-8254

801. KWEST - ST meeting - Wed July 10/91

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 21:06:46 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1991Jun27.210646.14640@watmath.waterloo.edu>
Source record: 230830
Cross-posted to: uw.sys.atari,comp.sys.atari.st

KWEST, the Kitchener-Waterloo Eight Sixteen Thirty-two Atari user group,
holds its ST or 16-bit meeting on the second Wednesday of every month
in the DCS Course Room, Room 2009 which is on the 2nd floor
of the Math & Computer Building at the University of Waterloo.
Room opens at 7:00 pm. Meeting starts at 7:30 pm.

The next meetings are Wednesday, July 10, August 14, and September 11, 1991.

The first meeting is free.
Membership is $15 a year and is a family membership.

Our freeware/shareware library currently has over 215 disks and each member
gets a catalog disk which can be traded in for an update.
We sell copies of the library disks and the Disk-of-the-Month for $2 each.

We also have a newsletter "The Hard Copy" (I'm the editor) and distribute
AtariUser free to our members.

Below is the topic of our next meeting. August will be a Games/Library Night.

Dani Roloson
579-3695

Topic for ST meeting on Wednesday, July 10, 1991

TADS: The Text Adventure Development System

From: Dani A. Roloson

If you're interested in creating Infocom-like text-only adventures on your home
computer, TADS is a great start.
The package does all the parsing and defines most of the common adventure
verbs and item types in editable include files.

TADS is a shareware object-oriented programming tool for the Atari ST,
Macintosh, and IBM PC Compatible (MS-DOS/PC-DOS) which is available from
High Energy Software, P.O. Box 50422, Palo Alto, CA 94303.
(Atari users can try out the version available from the KWEST library.)

For my $25 US, I got the TADS Author's Manual, a sample game, updated versions
of the include files and programs, and a tool for combining
the game runner and game into a single file.

I am pleased with the quality of the manual, the response to the question I
asked with my payment, and the complexity and flexibility that
the package allows.

I would like to get together with other TADS users even on different platforms since a game written for the Atari can be compiled on all three systems.

Sample simple adventure:
****

```
#include <adv.t>
#include <std.t>

fireVerb: deepverb
verb = 'fire' 'shoot' 'blast'
sdesc = "fire"
doAction = 'Fire'
;

/* This is where you start the game. */
startroom: room
sdesc = "Hallway"
ldesc = "You are in the hallway. There is an room to the east. "
east = engineroom
;

engineroom: room
sdesc = "Engine Room"
ldesc = "You are in the engine room. The only exit is to the west. "
west = startroom
;

/* The engine can not be taken since it is a fixed item. */
engine: fixeditem
sdesc = "diesel engine"
ldesc = "It's an old-fashioned diesel engine. You can't imagine how it
runs this spaceship. "
location = engineroom
noun = 'engine'
adjective = 'diesel' 'old-fashioned' 'spaceship'
;

/* The slime gun starts out in your possession. */
slimegun: item
shotsleft = 6
sdesc = "slime gun"
ldesc = "It's standard equipment in the Denebian Space Patrol. "
location = Me
noun = 'gun' 'pistol' 'blaster'
adjective = 'slime' 'space' 'denebian'

/* Don't allow the gun to be dropped. */
/* ver = verify, do = direct object */
verDoDrop( actor ) =
{
"You can't leave the gun here. ";
}
```

```
/* Allow the gun to be fired if you still have slime. */
verDoFire( actor ) =
{
if ( self.shotsleft < 1 )
{
"No more slime left.";
}
}
doFire( actor ) =
{
/* Decrement number of shots left. */
self.shotsleft := self.shotsleft - 1;
/* If I'm not in the engine room */
if ( Me.location <> engineroom )
{
"You get slime all over yourself.";
}
else
{
"The slime clogs up the engine and the spaceship explodes.";
die();
}
}
;
```

Dani Roloson

>From the TADS manual (please read carefully):

(Like all TADS limits, this can be changed at compile-time with user-specified compiler options; of course, string space is also limited by the amount of computer in your memory, which you unfortunately cannot change with compiler options.

802. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 21:10:05 UTC
From: rjc@geech.gnu.ai.mit.edu
Message-ID: <1991Jun27.211005.9179@mintaka.lcs.mit.edu>
Source record: 230835

In article <1991Jun27.200127.23004@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>rjc@geech.gnu.ai.mit.edu (Ray Cromwell) writes:
>
>I was alluding to the fact that there is no real gfx standard for
>the Amiga right now. Much like the situation in the PC world. I think
>having a general scheme for implementing graphic card drivers is a
>definitive plus for an OS - the ST's VDI allows just this.

They are working on device independent graphics right, the problem
is, keeping rhe Amiga the leading desktop video computer without
damaging it's performance. (DIG is always slower than hitting the hardware
directly) We also have problems to worry about like programmable scan
rates, beam synchronization, sprites,multiple play fields, genlocking ,etc
Do many ST apps use VDI? I heard they hit the system a little more
directly. If they don't, I'm surprised the ST doesn't have lots of
graphic cards (and sooner). The main reason the Amiga didn't get them until
recently was lack of a graphics standard for external cards.

>> And the ST doesn't gain much from running at a _slightly_ faster
>>processor speed.
>
>I didn't claim that. But remember that it's not only the 10% clock
>difference that makes CPU-intensive jobs on the Amiga slower. You must
>take the video hardware into account which costs additional cycles.

Not really that slower. 10% of .7? MIPS isn't much. The Amiga
isn't slowed down by the video hardware except by the megacolor
screens (half brite, ham, or the hires 16 color screens) and this only
happened if the user has no extra ram (fast ram).

>> Intuition is the GUI, workbench is the file/finder system (e.g. like
>>Finder on the Mac). I never used workbench before 2.0, but I haven't seen
>>many Atari users who used GEM either. GEM doesn't look too hot on that
>>lo-res screen.
>
>Who uses lo-res? Gamesters - but not me.

Don't you need 2 monitors for the ST? One lo-res color and one mono?

>> The new HD drive on the A3000 has 3 modes. 880k, 1.44mb, and 1.76mb.
>>1.44mb mode was the main reason for making it. You can also buy
>>$200 SCSI floppy drives.
>
>Does it format standard MFM format so that every PC can read it?

The Amiga's filesystem isn't at like the ST/IBM PC format. But
filesystems are only the higher level organization of data. The Amiga
(and it's new HD drive) can write MFM tracks out exactly like
720k/1.44mb IBM disks, or 880k/1.72mb Amiga disks. For instance, on
my Amiga, I merely mount an MS-DOS filesystem and I can read/write
IBM disks from any application as if ithere was nothing different.

>>(A2024) 1024x1024 PAL on the Amiga without a graphic card, just need a nice
>>monitor. (The 1024x1024 also has 4 grey colors for the 3d GUI look)
>
>From what I've heard, the 2024 is a monitor with special hardware
>integrated in it that buffers screen frames and displays them at
>quadruple the speed the Amiga sends it. This way, the Amiga sends
>a forth of the whole screen in every screen frame, and the monitor
>composes the complete picture. This means you have a real refresh rate
>of 50Hz/4 or 60Hz/4. Not exactly what I would call "without a
>graphic card".

Well, you don't need any internal hardware to use it. You just buy
a $499 monitor. The refresh rate is 15hz, yes, but it's not bad.
The monitor is meant for publishing/cad/text applications, not
animation. The Amiga can send out one 768x240x4 screen every 60th of a
second (or 768x480x4 interlaced at 30hz) This is 92,160 bytes of data.
A 1024x1024x2 (or 1008x800x2) is about ~200,000 bytes. So it takes
~3.2 frames to transfer a screen to the A2024. I guess C= rounds it up to
4 so the A2024 updates at 15hz.

>>With Commodore's A2410 you get up to 1024x1024 with 256 colors out of
>>16.7 million.
>
>Is it available?

I hear its finished, but won't be released until AmigaUNIX v2.0
with X11R4 is finished. That way, the 3000UX can run a nice megapixel
/mega color Xwindows. (the A2410 has a 34010 processor onboard)

>---
>Claus Brod, Am Felsenkeller 2, Things. Take. Time.
>D-8772 Marktheidenfeld, Germany (Piet Hein)
>csbrod@medusa.informatik.uni-erlangen.de
>Claus_Brod@wue.maus.de
>---

--
/ INET:rjc@gnu.ai.mit.edu * // The opinions expressed here do not \
| INET:r_cromwe@upr2.clu.net | \X/ in any way reflect the views of my self.|
\ UUCP:uunet!tnc!m0023 * /

803. What's the best database for the ST ?

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 21:12:57 UTC
From: redmond+@cs.cmu.edu
Message-ID: <1991Jun27.211257.1678@cs.cmu.edu>
Source record: 230837

I'm looking for a powerful, but easy to use database program for the ST.

I'm currently considering Superbase Professional 3.0
and dBMan v5.2

Could anyone send me their oppinions on these databases, and
recommendations (for the above, or others) ?

Thanks in advance,

Red/.

804. Atari Mega ST system for sale.

Newsgroup: comp.sys.atari.st
Date: 1991-06-27 22:59:29 UTC
From: gathings@cs.utk.edu
Message-ID: <1991Jun27.225929.22865@cs.utk.edu>
Source record: 230834
Cross-posted to: misc.forsale.computers,misc.forsale,comp.sys.atari.st

I am posting this for a friend.

FOR SALE
****

Atari Mega ST system with the following features:

- 2 megs of ram

- color Monitor

- 720 disk drive.

software

Asking $800 O.B.O.

please reply to me if you have any questions

Golando

805. Re: What's a STE anyway?

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 00:27:35 UTC
From: freds@hpspdla.spd.HP.COM
Message-ID: <12020007@hpspdla.spd.HP.COM>
Source record: 230838

One of the bigger differences: All STes (mega and non) have
a color pallette size of 4096, instead of the old 512. And
And both the mega and non STe use simm sockets for RAM (thus
easy mem upgrades). Also, there are boards out that let you
go up to 10MB or 14MB for the STes
(I don't know which does which).

From -Mike

806. Re: What do I use to view 'sps' images?

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 02:34:03 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <43759@cup.portal.com>
Source record: 230836

I would love to see any way to convert .GL to .SPS! We atari users need a way to view GRASPRT..

Bryan_Jones_Woodworth@cup.portal.com

807. what's a prn_1000 file?

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 02:44:17 UTC
From: yegerleh@vivaldi.ecn.purdue.edu
Message-ID: <1991Jun28.024417.17650@noose.ecn.purdue.edu>
Source record: 230841

I just noticed the discussion about Ghostscript. You guys said
it takes PS files and converts them into prn_1000 files. What is
a prn_1000 file? Is there some way of making it produce bitmap
files for dot matrix printers or an HP Deskjet?

Thanks,
Jim

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

808. what's a prn_1000 file?

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 02:46:31 UTC
From: yegerleh@vivaldi.ecn.purdue.edu
Message-ID: <1991Jun28.024631.17876@noose.ecn.purdue.edu>
Source record: 230842

I just noticed the discussion about Ghostscript. You guys said
it takes PS files and converts them into prn_1000 files. What is
a prn_1000 file? Is there some way of making it produce bitmap
files for dot matrix printers or an HP Deskjet?

Thanks,
Jim

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

809. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 04:27:22 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <678091803.0@therip.FidoNet>
Source record: 230767

DRL>
DRL> I can get a 24-bit card for $299 (list). It takes advantage of the
DRL> Amiga's
DRL> built-in coprocessors. For about $100 more I can get one that also
DRL> includes
DRL> a slow-scan video digitizer. This one (DCTV) has been demoed at shows
DRL> paging
DRL> full-motion, full-color video off a HD and displaying it through this
DRL> advice in
DRL> real time (Watched a few minutes of Back to the Future III...)
NOT on a 500 though.. Not as easily as a 2000 I am sure....
I am comparing the 500 to the STe.. Compare the Mega Ste to the Amiga 2000 and it gets a little closer and the TT and the Ami 3000 might as well be the same machine... (Different capabilities here... I wouldnt really deam one or the other of killing the other.)
In SOME areas (Video is a biggy) the atari is behind yet...
However there are some boards available to boost the video. I have heard of some nice stuff comming out of Germany that makes the ST ATLEAST as functional in ANY bussiness arena as ANY computer out there... (Within $10,000 of the ataris price range.) HD Floppies, Tremendous graphics... Multi tasking environments. (UNless your running a bbs or drawing alot of fractals multi tasking has no real purpose.. I still stand by that statement...
The ONLY time I EVERY use multi tasking is when the task at hand takes a long time and I need the computer.. This only includes telecomputing... I use macs in a multi tasking environment.. I use unix machines... (Some neat stuff can be done with this in the background but thats different..) And of course my BBS on this desqview machine. (I do use desqview but only cause most dos programs are pretty brain dead...)

There are real time video digitizers available for the ST also..
The Ste brings GENLOCK to the ST easier then it does with an amiga...
(Plug it in like a monitor.)
Note, there are enhancements available that take the computer to extremes too... For roughly 1200 I could turn any ST into a machine that would be as fast as a TT, Ami 3000 or Mac fx.. With 32 bit of memory... (I think 1200 is actually something like with 2 meg of ram...)
Yes, Tos 2.x will work with ANY machine and is not a TT tos...
(However older machines do not have the ROM space for it so it might be a little tricky...)
Tos 1.6 in the Ste's is supposed to work with the 680x0 processors but I understand there are some quirks...
Tos 2.x is much better anyhow...
Other then the STe's Atari products have normally been VERY reliable...
The older St's did have a DOA problem but that was due to loose chips and not

fault of the hardware. I can't believe some of the stuff I did to motherboards while doing upgrades of memory to them and the ST's still worked... I know of quite a few local dealers that have had ALOT of problems in the past getting working amiga equipment... (Course you ask them now and they will deny it since most the employees have moved on to something else since then..)
(PS, who cares how long the warrenty is.. If you have to wait for parts for long periods of time what good is the warrenty. Sure you get the problem fixed but it takes forever sometimes...)
On broken in warrenty parts you can do UPS's equivelent of fed/exing it and get it back within a week from atari on their better days..
2 weeks otherwise..
The blitter is a little slower in the STe then the amiga.. But the STe's interface and usage of the Blitter is MANY times better then the older st's. Not to mention the amigas blitter was more "built into the system" then the st's ever has been. The Mega Ste comes swithcable at 8/16 mhz.. At 16mhz it blows a standard amiga out of the water..

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

810. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 04:45:38 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <678091803.1@therip.FidoNet>
Source record: 230768

Gem tasks can communicate between them.
As I said before TRUE multi tasking is of limited use. Specialty programs are available to do most things in the back ground. There is an explosion of PD programs that can multi task quite well. As well as communicate and such.
I realize these are not standards at this time but its only a matter of time.
DRL> Workbench is just as easy to use as any most other GUIs. Double
DRL> click
DRL> the icon & away you go...
Yes but its not as "intuitive" as the St or Macs Desktop.. If you compare the amiga desktop to Windows maybe it works well and is very powerful... ;-)
(CLI support is heavy in the ST.. They just didnt provide the actual interface to one. There are alot of powerful Cli's out there. I like to run a unix clone type CLI when I DO need a CLI.. But the GUI is powerful enough you do not need the CLI...)
DRL> As far as "pure power", I've yet to see a GUI with the pure power of
DRL> a Unix-like command line, which is part of the Amiga OS (note that you
DRL> don't _have_ to use this; it's just there in case you want to).
The STe and above have VERY powerful features tucked away in their desktops... Unless your a programmer you will never see them anyhow... (Isnt this the way its supposed to be? ;-))
DRL> Nearly every Amiga user I talk to uses it on a regular basis. I'm
DRL> doing
DRL> it now. A BBS is certainly far from the only time multitasking is
DRL> useful.
DRL> A list of the processes currently running on my system (using Snap, one
DRL> of those processes, to clip this text from a window & paste it here):
(list of processes deleted.) Yes but those programs you listed could be run as TSR's too.. The ST DOES support specialized multi tasking... YOu just can not do full blown multi tasking. The ability to run them in a full blown environment makes it kinda nice but its not a necessity... (I have a few processes running on my ST in the background too.. But they are either desk accessories like my terminal program or they are TSR's such as my ram disks and caches... And some performance enhancers are available too as well as things to make my screen bigger and such...)
DRL> How is this superior to the Amiga's 4 channel 8 bit stereo sound? (8
DRL> bit
DRL> on all 4 channels, not just 2 of them). There's even software
DRL> (Octaplayer?)
DRL> that supposedly pushes out 8 voices. Of course, unlike the ST, the
DRL> Amiga's
DRL> sound is driven by yet another coprocessor, so it takes almost 0 CPU
DRL> time to
DRL> play a musical score or a digitized sound (as a background process in
DRL> your

Ahh but your wrong.. IN a standard ST even the chip is a coprocessor. NO cpu time is taken to do most non-digital sounds. It is a synthisizer chip and you load it and it goes.. In the New STE you have 5 seperate voices... These can be seperated into 3 different speakers. Unlike the Amigas dual purpose channels (Which can do either digital or synthisized sound) Each of the STe's channels are specialized. Depending on your usage of the STe you can get alot of sound out of it... (It wouldnot be difficult to get 4 and possibly 6 channels on an STe in the digital channels the same way as the amiga does.. These could be played off the stereo channels while the monitor or another speaker plays a totally synthisized accompliment. CPU overhead? Just load up the memory and plug the proper pointers with the addresses... (Its called DMA sound... ;-) Same as the amigas..)
As to the Disk drives... The ST uses a coprocessor too that doesnt take up much of the CPU time. It also is a DMA device.... (Same as the amiga... Same problem getting the HD drives to work too. Although the ST world has more then conquored this problem...)

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

811. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 05:04:36 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <678091803.2@therip.FidoNet>
Source record: 230769

DRL>
DRL> >Since the ST uses standard parts it is easy to get most of the items...
DRL>
DRL> Eh? Standard parts? Like the standard SCSI drive inside my Amiga, the
DRL> standard memory chips, the standard printer connected to my standard
DRL> parrallel
DRL> port right next to the standard serial port which talks to my standard
DRL> modem?
I said standard parts... Such as the RF modulator.. (RS part) the drive controler (RS part) the sound chip (RS part) very ver properitory (sp?) chips in the ST.
DRL> I can use all the memory in my system too. I just have to keep
DRL> graphics &
DRL> sound data in the 1st 2 megs. Why do you say the Amiga has to waste
DRL> memory to
DRL> do d.b. graphics & sound? Having to keep it in a limited section of
DRL> memory
DRL> only constitutes a limitation, not a waste.
2 meg? You must have a 3000 cause the others are limited to 1meg and the old 500's to 512k. Any time you must load the data into the upper memory and copy it down into lower memory to be used is wasting memory.. (Ie having it in two places at the same time..) Not to mention the slowdown while copying the memory around.. (ST's have a four meg limit.. That should make a BIG difference when the bigger graphics displays become common.)
DRL> On the subject of memory, what exactly is the difference between "ST
DRL> memory" and "TT memory" on the TT? Is ST mem 16 bits wide?
No, the ST memory is limited to 4 meg... (Same as chip memory as opposed to fast memory.. The TT uses the same type of setup memory wise as the Amiga.. CPU ram is VERY fast and is unlimited in theory.)
DRL> Oh? On what do you base this assumption? I really don't know what
DRL> business software is available for the ST other than PageStream (is
DRL> 2.1 out yet for the ST? I've been using it for a while, & am looking
With the St you have a rock solid display that except for the Ami 3000 you can not get at all... You can get close to the mono screen but you cant quite get there... (The TT's high mode is 1280x960... The TT's lowest TT mode is 256 colors out of 4096 in a 320x480 screen and the mid screen is 640x480 with 16 colors These match very well with the Amigas graphics... Not "quite" as good but close enough your not likely to tell real easily.)
Since the St uses a double speed buss split between the DMA chips and the CPU I believe the support chips can access the memory when the CPU doesnt.. When IT accesses the memory i believe it might be in 16 bit mode....
When the CPU has its share it will access the ST memory with a true 32bit access. I could be wrong there but that was my impression. (Ie in a normal ST the buss is a 16mhz buss and everything runs on alternate buss cycles so the

CPU doesnt load the coprocessors down AT ALL...)
The stuff Atari is comming out with now is very good. Unfortunetly at present they are about a year and ahalf behind. (ALthough they are catching up quickly hardware wise..) It shouldnt be too long before Atari is in the front runners again... Although I don't know if it will at that time be solely a "german" computer.... BTW, if your GUI was so great why use a CLI? The Newer STe's and newer have powerful enough GUI's that CLI's are not necissary for anything except specialized jobs...
(Software wise the ST has a slighlty better selection of bussiness programs.. Such as data bases, spreedsheets and that stuff...)

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

812. Tower case for 1040ST ?

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 08:09:43 UTC
From: hv@uwasa.fi
Message-ID: <1991Jun28.080943.24727@uwasa.fi>
Source record: 230840

I want to know what and where are the best, cheapest and
most easy-to-install tower case kits available for Atari 1040ST?

Please include fax numbers so that I can order it easily and right
away. My desk is too small for my whole arsenal :)

--
== Harri Valkama, University of Vaasa, Finland ============================
P.O. Box 700, 65101 VAASA, Finland (tel:+358 61 248426 fax:+358 61 248465)
Anon ftp garbo.uwasa.fi (128.214.12.37) & nic.funet.fi (128.214.6.100)
hv@uwasa.fi hv@finfiles.bitnet /s=hv/o=uwasa/prdm=inet/amdm=fumail/c=fi

813. Advice on 3D drawing programs sought

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 08:31:06 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1991Jun28.083106.14071@donau.et.tudelft.nl>
Source record: 230844

I am looking for a program to draw 3-dimensional figures,
and that is able to show them from arbitrary points of view.

Desirable features are (in order of importance):
- STe (TT?) & monochrome monitor compatible
- Hobby budget (more than #150=$300=dfl600 will lead to much
head-scratching)
- Easy input of figures
- Bug-free
- Interfacing to Arabesque or other 2D drawing program
- Fast
- Splines. Considering the rareness of 2D drawing programs with this
I know this is idle hope. Arabesque calls its latest version
'professional' just because it has splines!

I prefer a program that allows input as 2D figures that are somehow
extended to 3D (extrusion, spin, or ideally deduction from two views
of the object) instead of programs that only allow the combination
of standard 3D figures, but I may have to compromise on this.

The programs that I am aware of are:
- 3D-cad/cyber-studio. I am a bit confused by the enormous amount
of separate programs/packages in this line of products.
- Master cad. Looks nice in the folder and the slide-show demo,
and worth a gamble considering the price.
- 3D construction kit. I only saw this in a price-list of a mail-order
company. I have no idea what it does.

Any recommendations or dis-recommendations :-) are welcome.
Thank you in advance for any reply.

=-=-=-

814. Re: what's a prn_1000 file?

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 08:33:19 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jun28093319@ghiggins.hpl.hp.com>
Source record: 230781

```
++ I just noticed the discussion about Ghostscript. You guys said
++ it takes PS files and converts them into prn_1000 files. What is
++ a prn_1000 file?

Its a bitmap file.

++ Is there some way of making it produce bitmap files for dot matrix printers
++ or an HP Deskjet?

See above.

If dot matrix = Epson then yes.
If printer = HPDJ or HPLJ then yes.

Graham
======

-------------------------------------------------------------------
Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554
-------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
-------------------------------------------------------------------
```

815. Re: What archiving format?

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 09:45:21 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jun28114521@orion.laas.fr>
Source record: 230845

Just a slight correction and addendum to the following.

In article <3564@laura.UUCP> klute@tommy.informatik.uni-dortmund.de (Rainer Klute) writes:
|
| LHARC:
| Slow and unreliable. It has become popular because it has the best
| compression factor. However, archiving and extracting is really slow. There
| are several not always compatible LHarc versions by different authors
| floating around. So if you don't have the right LHarc you might not be able
| to extract an archive at all. Just say NO.

LHARC is *extremely* slow to make an archive, but it is usually
considered as a fast extractor, in addition to its compression factor.

I would just like to point out that sometimes ZOO creates a better
compressed archive than does LHARC.
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

816. Re: what's a prn_1000 file?

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 10:02:24 UTC
From: marc@sequoia.cray.com
Message-ID: <034023.9266@timbuk.cray.com>
Source record: 230752

In article <1991Jun28.024417.17650@noose.ecn.purdue.edu>, yegerleh@vivaldi.ecn.purdue.edu (James D Yegerlehner) writes:
>
> I just noticed the discussion about Ghostscript. You guys said
> it takes PS files and converts them into prn_1000 files. What is
> a prn_1000 file? Is there some way of making it produce bitmap
> files for dot matrix printers or an HP Deskjet?

There are drivers for Epson and Desk/Laserjet printers. The `prn_xxxx' files
are produced by GS for dumping to the relevant printer.

> Thanks,
> Jim
>
> --
> __ __ | |
> \ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
> \/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
> | `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

817. GFA Basic timeout INP possible ?

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 10:02:37 UTC
From: mpj@sequoia.cray.com
Message-ID: <035236.9564@timbuk.cray.com>
Source record: 230753

Hi there,

Some BASICs include a timeout option for the INP(#n) function
which polls for a byte on an input port.
For example, the Sinclair QL had A=INP(#1,5) which meant "if you
get no input from the port #1 within 5 seconds, return zero and
continue". Some BASICs use SNS(#n) which returns immediately
(with 0 if no input was present) so that the program can continue.

Does anyone know if GFA Basic will allow this ? Apparently not;
so far my programs hang on the INP if there is no more input.
I'd like to unblock the situation without manual intervention!
I am hoping there is some darker way of checking for data in the
input buffer for the port.

Thanks,

Marvin.

818. Converting Deags Elite pictures to the 1st Word Plus picture format

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 10:17:05 UTC
From: stratton@computing-maths.cardiff.ac.uk
Message-ID: <1991Jun28.101705.11273@cm.cf.ac.uk>
Source record: 230846

Could someone please tell me where there is a PD program that will
convert from Degas elite mono pictures (either packed or not) to the format
used by 1st Word Plus.

Thanks in advance,
Andy.S.

819. Re: lharc woes (AGAIN, was ls musedt.lzh

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 10:30:18 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0b7q7yi@nathan.ruhr.de>
Source record: 230765

In <9331@mcshh.hanse.de>, Thomas Quester writes:
Hi Thomas,
>If you get an error-message "Unknown method", your archive is packed with
>LHA 2.xx on a PC. This is impossible to adapt to the atari st until there
>are sources available,
I already sent you the sources for an lh5 extractor/creator via email (on
wednesday). Did you recieve them already? The program works perfect and
very fast (altough it's pure C)...
So the problem with the LHA 2.xx archives using the lh5 compression method
should be over...
/s/
--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

820. Amiga is better then [sic] what???

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 11:09:06 UTC
From: robart@agora.rain.com
Message-ID: <1991Jun28.110906.13772@agora.rain.com>
Source record: 230751
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In an article Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:
> Compare OS's... The St is built with a much more complete OS then ANY of
> the amiga OS's.. (The 2.0 doesnt really count at this point since last time
> I looked it was not available on amiga 500's yet)

No, it's not available for the A500 yet. Feature-wise, I believe AmigaOS 2.0
was done some time ago, and Commodore programmers have spent the last several
months trying to make it compatible with older software. Unfortunately some
people who developed software for the Amiga brought along various bad habits
which they picked up while developing for more primitive, non-multitasking
systems, thus leading to buggy software.

> Of course the amiga does multitask but I have very little use for multitasking..

That's what many people say, until they try Amiga multitasking.

> As to sound? Well The ST is the only one so far that has the capability of 3d
> sound. The STe series computers have the capability of using 3 seperate
> speakers with different sounds out of each.... 2 of those full 8 bit digital..

How many bits is the other channel?

> ALL the memory can be used in an ST as compared to the amigas limitation
> of chip memory...

So you're saying the ST can use all 16 Megs for graphics? I admit I wasn't
aware of that. I thought it used a screen buffer.

> (Note the ST does not waste memory... You must waste memory on an amiga to
> do double buffered graphics and digital sound at the same time.)

Please explain what you mean by "wasting" memory.

821. Re: MiNT, MGR, emacs, problems and questions

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 11:41:27 UTC
From: la_carle@sol.brispoly.ac.uk
Message-ID: <LA_CARLE.91Jun28114127@sol.brispoly.ac.uk>
Source record: 230850

In article <1991Jun26.113111@geog.ubc.ca> peter@geog.ubc.ca (Peter Jackson) writes:
Hello, I am setting up a system with MiNT and MGR and have encountered
some problems and questions that I hope someone could help with:

1. MGR works fine with the init.prg supplied with MiNT, but if I try
to use BASH or gulam as my shell, then I get a "can't get a pty" error
when I try to open a windom. (I remember someone mentioning a solution
to this before, but didn't take note at the time)

I've seen this also. I assumed it was because I only have a measly 1Mb
or memory and that there wasn't enough to start another shell.

2. BASH seems to choke when using the LS.PRG supplied in akputil7.zoo
- I get a bus or addressing error and MiNT crashes. LS.PRG seems to work
fine with other shells. Has anyone else encountered this? Is there another
LS that I should be using?

Another ls you could use is in the unix directory on atari.archive,
its about the same as the akputil one. Unfortunately neither of them
seem to support multicase filenames as are possible under MinixFS (I
may get around to looking at this someday).

3. What (emacs-ish) editor are people using with MiNT/MGR? I have tried
mg2a inside a mgr vt52 widow - the text came up fine, but every keystroke
generated garbage (an @ character I think). I had problems with me310 as
well.

Mg2a seems to have problems outside of MGR too. In text mode when you
exit it the control key is locked in down mode (wierd huh!). I suggest
using gulam as the shell as it has an editor built in until a proper
emacs is available.

4. Has anyone compiled gnu-emacs to operate under MiNT and allow multiple
shells etc? (This is my preferred windowing environment) If so, would
they care to share the changes that were necessary to compile the
sources?

This was in another thread (which I didn't read, sorry).

Peter L. Jackson | peter@geog.ubc.ca
Atmospheric Science Programme | pjackson@unixg.ubc.ca
Department of Geography | usermeso@ubcmtsg.bitnet
University of British Columbia | ph:(604)822-2269 fax:(604)822-6150

...Les...
"Redirect all mail to les@decuk.uvo.dec.com from NOW"
--

```
+--------------------------+-----------------------------------------+
| Les Carleton | la_carle@uk.ac.bristol-poly.gould2 (JANET) |
| MCI#4 Bristol Polytechnic | "My Life - My Opinions - ALL MINE!!!" |
| Brissle, England | "I love children ... but I couldn't eat a |
| "UNIX troubleshooter" | whole one" |
| Moving soon ... redirect to les@decuk.uvo.dec.com after July 1st |
+--------------------------+-----------------------------------------+
```

822. Re: what's a prn_1000 file?

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 12:00:36 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun28.120036.14085@informatik.uni-erlangen.de>
Source record: 230847

yegerleh@vivaldi.ecn.purdue.edu (James D Yegerlehner) writes:

>I just noticed the discussion about Ghostscript. You guys said
>it takes PS files and converts them into prn_1000 files. What is
>a prn_1000 file?

It's just the default name of the output file of gs.ttp.

> Is there some way of making it produce bitmap
>files for dot matrix printers or an HP Deskjet?

The GS package at atari.archive includes three different printer
driver: for LaserJet printer, for DeskJet printer and for Epson
printer.

Lars

+---------------------------------------+----------------------------------+
lsmichae@faui43.uni-erlangen.de				
Lars Michael				"Down with ATARI,
Graduate Student of Computer Science	/	\ Long live the ST !"
at University of Erlangen/Germany	/	\
+---------------------------------------+----------------------------------|
"May the Schwartz be with you!"
+---+

823. Re: MiNT, MGR, emacs, problems and questions

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 12:37:13 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jun28133713@ghiggins.hpl.hp.com>
Source record: 230780

```
++ 1. MGR works fine with the init.prg supplied with MiNT, but if I try
++ to use BASH or gulam as my shell, then I get a "can't get a pty" error

>> Make sure the SHELL environment variable is set correctly.

++ 3. What (emacs-ish) editor are people using with MiNT/MGR? I have tried

I use me.tos (inside a vt52 window) --- use CTL characters instead of arrow
keys.

++ 4. Has anyone compiled gnu-emacs to operate under MiNT and allow multiple
++ shells etc?

I'd really like to see this too.

Graham
======

----------------------------------------------------------------------
Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554
----------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
----------------------------------------------------------------------
```

824. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 12:44:42 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun28.124442.15920@informatik.uni-erlangen.de>
Source record: 230848

rjc@geech.gnu.ai.mit.edu (Ray Cromwell) writes:

> They are working on device independent graphics right, the problem
>is, keeping rhe Amiga the leading desktop video computer without
>damaging it's performance. (DIG is always slower than hitting the hardware
>directly) We also have problems to worry about like programmable scan
>rates, beam synchronization, sprites,multiple play fields, genlocking ,etc
>Do many ST apps use VDI? I heard they hit the system a little more
>directly. If they don't, I'm surprised the ST doesn't have lots of
>graphic cards (and sooner). The main reason the Amiga didn't get them until
>recently was lack of a graphics standard for external cards.

Every GEM application uses the VDI. There are lots of programs, though,
that won't work with any resolution VDI will offer them, that's a sad
truth. But the standard is there, and it works fine. In Germany, we
have quite a few graphics cards for the ST, including a 24-bit graphic
card. In the US, the situation may be entirely different.

>>Who uses lo-res? Gamesters - but not me.

> Don't you need 2 monitors for the ST? One lo-res color and one mono?

In general, I use the mono modes only. Using a multisync, you don't
need two monitors. It's just that the SM124 has such a brilliant display -
much better than standard multisyncs, and that's why people are using it.
Anyway, I'm a bit old-fashioned. I need exactly two colors on my computer:
Black and white.

>>Does it format standard MFM format so that every PC can read it?

> The Amiga's filesystem isn't at like the ST/IBM PC format. But
>filesystems are only the higher level organization of data. The Amiga
>(and it's new HD drive) can write MFM tracks out exactly like
>720k/1.44mb IBM disks, or 880k/1.72mb Amiga disks. For instance, on
>my Amiga, I merely mount an MS-DOS filesystem and I can read/write
>IBM disks from any application as if ithere was nothing different.

I know quite a bit about the Amiga's filesystem, but I didn't know
the new HD drives can write a genuine PC MFM format. Tnx for the
information. This must have been done by using intelligent drives,
I suppose.

> Well, you don't need any internal hardware to use it. You just buy
>a $499 monitor. The refresh rate is 15hz, yes, but it's not bad.
>The monitor is meant for publishing/cad/text applications, not
>animation. The Amiga can send out one 768x240x4 screen every 60th of a
>second (or 768x480x4 interlaced at 30hz) This is 92,160 bytes of data.

>A 1024x1024x2 (or 1008x800x2) is about ~200,000 bytes. So it takes
>~3.2 frames to transfer a screen to the A2024. I guess C= rounds it up to
>4 so the A2024 updates at 15hz.

And how many cycles does this cost for the CPU?

> I hear its finished, but won't be released until AmigaUNIX v2.0
>with X11R4 is finished. That way, the 3000UX can run a nice megapixel
>/mega color Xwindows. (the A2410 has a 34010 processor onboard)

And a fast gfx processor will be needed judging from my experience
with X 8-(

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de
---

825. New Control Panel: xcontrol.tos

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 14:09:20 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jun28160920@orion.laas.fr>
Source record: 230849

Since there have been two article mentions of XCONTROL.ACC being available on the net (in the US and Germany), I hereby make available xcontrol.tos the self-extracting version of XCONTROL.ACC together with some demo CPX files. It is available from laas.laas.fr [140.93.0.15] in directory /pub/atari/. Login as anonymous or ftp, following usual net-iquette.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

826. Re: Atari-to-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 14:45:01 UTC
From: chucks@pnet51.orb.mn.org
Message-ID: <5257@orbit.cts.com>
Source record: 230762

darling@cellar.UUCP (Darling) writes:
>Ever met a professional producer, Tom? We use the best programs available on
>any computer: C-Lab's CREATOR/NOTATOR for sequencing, Digidesign's ATARI
>SOUND TOOLS for digital audio recording/editing, and POLYFRAME for patch
>editing. None, I repeat, NONE of these have been ported to the Amiga. And
>unless future Amiga machines clean up the severe MIDI timing problems they've
>got now, they never will be.
>
>> On the other hand, Amiga sales are higher than ever.
>
>Bzzzt! Commodore just posted its worst figures in 4 years.

Well, Actually CBM just got done selling over 1 million Amiga's in 9 months.
Their Sales are Higher than they've been since the 64 heyday.

I suppose you don't do 16 bit work eh? Are there 16 bit audio samplers with
SMPTE support fot the ST?

.---.
UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks	"I know he's come back
ARPA: crash!orbit!pnet51!chucks@nosc.mil	from the dead, but do
INET: chucks@pnet51.orb.mn.org	you really think he's
--	moved back in?"
Amiga programmer at large, employment options	Lou Diamond Philips in
welcome, inquire within.	"The First Power".
`---'

827. getting TeX up and running on your ST

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 15:58:06 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Jun28.155806.1@simvax.labmed.umn.edu>
Source record: 230760
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Basic Installation of a working TeX/LaTeX on an Atari ST.

The following is a description of what I did in order to install TeX and LaTeX on my Mega4 ST with a 20 megabyte hard drive and an Epson LX-86 printer, using files available on the atari.archive.umich.edu server. The basic system described occupies a bit over 4 megabytes on my 'd:\' partition, and I still need more fonts ...

WARNING
=======

If you don't have more than 1 megabyte of memory, you'll need one of the special shells available in /atari/tex/shells. Otherwise, GULAM or MUPFEL or OKAMI might work just swell. And don't even think about running undump.ttp on anything less than a 2.5 meg machine. The following is informational ... don't blame me if you become a TeX addict.

Some setup stuff
================

Directory structure:

\tex
\tex\fonts
\tex\formats
\tex\inputs

Environmental variables:

TEXFONTS \tex\fonts
TEXFORMATS \tex\formats
TEXINPUTS \tex\inputs
TEXPOOL \tex

Files used in installation (all are available from atari.archive.umich.edu):

TEXBIN.LZH INPUTS.LZH TFMFONTS.LZH BIBTEX.LZH
FORMAT31.LZH MANPAGES.LZH DVIFNTS1.ZOO DVIFNTS2.ZOO
DVIFNTS.HLP DVIATARI.ZOO DVIEPS.ZOO

"How I did it"
==============

1. Unarchive MANPAGES.LZH and place the files where you usually keep man pages. (I put them in \usr\man\man1)

2. Unarchive the fonts files DVIFNTS1.ZOO and DVIFNTS2.ZOO.

```
cd \
zoo -restore dvifnts1
zoo -restore dvifnts2
```

Notes: The commands above restore the fonts in a root directory '\fonts'. Use whatever methods you have (I used UIS 3) to move the directories under '\fonts' to \tex\fonts.

3. Unarchive TEXBIN.LZH and place the files in \tex.

4. Unarchive BIBTEX.LZH and place the files in \tex.

5. Unarchive INPUTS.LZH and place the files in \tex\inputs.

Notes: There are some longer-than-8-character file names in the archive. Fortunately, they're all first-8-character-unique.

6. Unarchive FORMAT31.LZH and place the files in \tex\formats.

7. Unarchive TFMFONTS.LZH and place the files in \tex\fonts.

Notes: There are some longer-than-8-character file names in the archive. Unfortunately, several of these are NOT first-8-character-unique. I did nothing beyond answering 'no' to LHarc queries about overwriting files. The long file names appear to be present in a shorter form as well -- and they're all PostScript font names anyway...

8. Unarchive DVIATARI.ZOO and place the files in \tex.

9. Unarchive DVIEPS.ZOO. You only need the following files from the archive:

DVIE72.TTP DVIEPS.TTP EPS.TTP SETUPTEX.G

Notes: Some 'nice to have' files include: README.TEX and DVIST.DVI. Most of the files in this archive are source code, and you don't really need them to make the TeX and LaTeX work.

10. Set the environmental variables. There is a gulam script called SETUPTEX.G works quite nicely once you've edited it to reflect proper disk partitions (ignore the aliases though).

11. Test the setup using README.TEX from the DVIEPS.ZOO archive:

```
cd \tex
virtex \&lplain readme.tex
dviatari readme
dvieps -z readme
```

Notes: The gulam CLI requires the '\' before the '&' -- the CLI I use works nicely with 'virtex &lplain'. HOWEVER, LaTeX was unable to find the file 'readme.tex', and I had to enter the filename at the prompt as '.\readme.tex'. If anyone has any idea why this might be, please let me know. It -might- be because of ARGV vs. xARG problems...

dviatari.ttp worked nicely on my color monitor, although it had to substitute some 300dpi fonts because I was missing 240dvi fonts, so

some things look a little funny.

dvieps.ttp worked nicely for my Epson LX-86 9-pin printer. It takes
a looooooong time to print, though the output is truly 'TeX' standard.
Without the '-z', a file will be created -- but beware! The file takes
about 350K disk space per page!!

OK, so what next?
==========

There are other device drivers, including PostScript and HP Deskjet drivers
available. I don't have anything to test these with (yet... I just got the
GhostScript drivers.)

There is a definite need for more 1200 magnification (240dpi) fonts, since
both dviatari.ttp and dvieps.ttp use this magnification of fonts. So, it
looks like I'll have to get hold of MetaFont and spend some time creating
more fonts.

I tried using the 'undump' program, also available on atari.archive.umn.edu.
It produced an 850K LaTeX executable. I decided that virtex.ttp and the
lplain.fmt file were fine, since they didn't take up 850K together. and
to produce executables for TeX, LaTeX and SliTeX would take up nearly 2.5
megabytes of space on my 20 meg hard disk.

I also ran a LaTeX file called 'layout.tex' through, and it produced very
nice output, although the fonts were off because they were 300dpi rather
than 240dpi.

There are, of course, more files in the /atari/tex/tex31 directory, but they're
not necessary for a basic working system (ie. nice to have, so if you have
the disk space, unarchive them in your \tex directory). By the way, just what
is VF_FONTS.LZH useful for anyway???

Oh yes ... don't bother with the other font archives in the directory
/atari/tex/fonts on the atari.archive.umich.edu server. They don't contain
any =different= fonts from those in the two Zoo archives mentioned above.

Fonts. Did I mention fonts?

That's all folks
==========

I hope this helps someone out there who's been dying to try TeX and LaTeX
but couldn't figure out what was needed to set up a workable system.

Please feel free to write to me with your experiences, advice on getting
more 240dpi fonts, alternative methods of putting things together, etc.

-- David Paschall-Zimbel davidli@simvax.labmed.umn.edu

828. Re: GFA Basic timeout INP possible ?

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 16:38:47 UTC
From: wernst@sdcc13.ucsd.edu
Message-ID: <21046@sdcc6.ucsd.edu>
Source record: 230758

In article <035236.9564@timbuk.cray.com> mpj@sequoia.cray.com (M. P. Johnson) writes:
>
>Does anyone know if GFA Basic will allow [timeouts]? Apparently not;
>so far my programs hang on the INP if there is no more input.

Check if there's anything waiting for you with INP?(#channel).
It'll return a TRUE if there is, a FALSE if there ain't. If you
want to time input, say with a FOR loop:

```
FUNCTION get_input
FOR i%=1 TO 1000
IF INP?(#1)=TRUE THEN
RETURN INP(#1)
ENDIF
NEXT i%
RETURN 0 ! Or whatever
ENDFUNC
```

(I assume you're using GFA 3.x, too. I don't know about 2.x...)

-- Greg Knauss, on a friend's account...

829. Re: Sybex STe/TT systems book

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 16:39:22 UTC
From: ftower@sage.cgd.ucar.edu
Message-ID: <11972@ncar.ucar.edu>
Source record: 230755

> The title is 'Atari Profibuch ST/STE/TT', and will hopefully be published in
> august (1991).

Gibt es auf Deutsch oder Englisch geschrieben?

830. Canon Bubble Jet printer/driver

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 17:27:52 UTC
From: douglas@wpi.WPI.EDU
Message-ID: <1991Jun28.172752.12134@wpi.WPI.EDU>
Source record: 230756

Greetings World..

A friend of mine wants to sell me his Canon
model BJ-10E Bubble jet printer. I borrowed it but
could not find the right printer driver to use it
correctly. I could see from what printed out it was
of a much higher quality than my Panasonic (pin type)
printer. Does anyone have a printer driver program
they could donate? I also would appreciate any informed
opinions about this type of printer i.e. whats a good
price, quality, complaints, and/or a way I can get the
right printer driver.
Thanks,
Doug White
--
Douglas White douglas@wpi.wpi.edu
Dept. of Chem. Eng.
WPI

831. Canon bubble jet Again

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 17:33:21 UTC
From: douglas@wpi.WPI.EDU
Message-ID: <1991Jun28.173321.25736@wpi.WPI.EDU>
Source record: 230757

I forgot to ad on my last post, I'm using
(or trying to use;-) a 1040st-f computer (circa 1986-87)
with Timeworks Wordwriter software in my pursuit of
the right printer driver.
Thanks again,
Doug White

--
Douglas White douglas@wpi.wpi.edu
Dept. of Chem. Eng.
WPI

832. Re: Sybex STe/TT systems book

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 18:34:19 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91179.154342ONM07@DMSWWU1A.BITNET>
Source record: 230754

In article <13664@uhccux.uhcc.Hawaii.Edu>, kiki@uhunix1.uhcc.Hawaii.Edu (Jack W. Wine) says:
>It sounds like a great resource! If you are able (and allowed) to provide
>complete information on the mysterious GAL chips, it would be a relief. In-
>structions about the VME bus is needed and an indepth review of Atari Unix
>would be welcomed too.

Ha! Are you joking? Our book won't cover Atari's UNIX. Simple reasons:
(1) it's not finished
(2) this would need another ~1500 pages
(3) hopefully ANY good Sys VR4 book will do the job!

>[Title: Atari STe/TT systems book, author: Julian Reschke, ISBN: 388 745 8885]
>[release date: ?]
>

The title is 'Atari Profibuch ST/STE/TT', and will hopefully be published in august (1991).
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

833. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 20:57:24 UTC
From: rjc@geech.gnu.ai.mit.edu
Message-ID: <1991Jun28.205724.1752@mintaka.lcs.mit.edu>
Source record: 230759

In article <1991Jun28.124442.15920@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>rjc@geech.gnu.ai.mit.edu (Ray Cromwell) writes:
>
>> The Amiga's filesystem isn't at like the ST/IBM PC format. But
>>filesystems are only the higher level organization of data. The Amiga
>>(and it's new HD drive) can write MFM tracks out exactly like
>>720k/1.44mb IBM disks, or 880k/1.72mb Amiga disks. For instance, on
>>my Amiga, I merely mount an MS-DOS filesystem and I can read/write
>>IBM disks from any application as if ithere was nothing different.
>
>I know quite a bit about the Amiga's filesystem, but I didn't know
>the new HD drives can write a genuine PC MFM format. Tnx for the
>information. This must have been done by using intelligent drives,
>I suppose.

The Filesystem has alittle to do with the density of the drive. All
the file system cares about are block numbers. What controls the drive
is the trackdisk.device. For instance,a normal 880k disk has
1738 sectors and the Filesystem might ask the trackdisk.device to
read block 1600 (which may be a part of a file, a directory sector, whatever)
The new drives in the 3000 are variable speed drives like the Mac, so
the drive motor can be slowed to 1/2 speed giving twice the density without
a more expensive drive head or a new controller chip. So all the new
system does is check if your using an HD disk and switch drive speeds.
Writing PC format is no problem in the HD mode.

>> Well, you don't need any internal hardware to use it. You just buy
>>a $499 monitor. The refresh rate is 15hz, yes, but it's not bad.
>>The monitor is meant for publishing/cad/text applications, not
>>animation. The Amiga can send out one 768x240x4 screen every 60th of a
>>second (or 768x480x4 interlaced at 30hz) This is 92,160 bytes of data.
>>A 1024x1024x2 (or 1008x800x2) is about ~200,000 bytes. So it takes
>>~3.2 frames to transfer a screen to the A2024. I guess C= rounds it up to
>>4 so the A2024 updates at 15hz.
>
>And how many cycles does this cost for the CPU?

Zero CPU cycles. The display doesn't eat CPU cycles as long as you
have fast ram. A more appropriate question would be to ask, how
many blitter cycles does it cost? Answer: it will eat 50% of blitter
cycles. The A2024 monitor also has a 10hz mode that only ats 25%.
I suspect putting the A2024 in mono mode will eat zero.

>> I hear its finished, but won't be released until AmigaUNIX v2.0
>>with X11R4 is finished. That way, the 3000UX can run a nice megapixel
>>/mega color Xwindows. (the A2410 has a 34010 processor onboard)
>
>And a fast gfx processor will be needed judging from my experience
>with X 8-(

That's what the TI34010/34881 is for. The Xwindows code will probably
run on the 34010 processor itself instead of the 68030.

>
>
>--
>Claus Brod, Am Felsenkeller 2, Things. Take. Time.
>D-8772 Marktheidenfeld, Germany (Piet Hein)
>csbrod@medusa.informatik.uni-erlangen.de
>Claus_Brod@wue.maus.de
>--

--
/ INET:rjc@gnu.ai.mit.edu * // The opinions expressed here do not \
| INET:r_cromwe@upr2.clu.net | \X/ in any way reflect the views of my self.|
\ UUCP:uunet!tnc!m0023 * /

834. Re: GFA Basic timeout INP possible ?

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 21:45:28 UTC
From: steve@thelake.mn.org
Message-ID: <A2242778844@thelake.mn.org>
Source record: 230764

[In article <21046@sdcc6.ucsd.edu>,
wernst@sdcc13.ucsd.edu (WarDoggie woof woof..) writes ...]

> In article <035236.9564@timbuk.cray.com> mpj@sequoia.cray.com (M. P. Johnson) writes:
>>
>>Does anyone know if GFA Basic will allow [timeouts]? Apparently not;
>>so far my programs hang on the INP if there is no more input.
>
> Check if there's anything waiting for you with INP?(#channel).
> It'll return a TRUE if there is, a FALSE if there ain't. If you
> want to time input, say with a FOR loop:
>
> FUNCTION get_input
> FOR i%=1 TO 1000
> IF INP?(#1)=TRUE THEN
> RETURN INP(#1)
> ENDIF
> NEXT i%
> RETURN 0 ! Or whatever
> ENDFUNC

Using a counted loop as a timer is not a good idea in this day of multiple
processors and speeds. Better to check the value of a system clock, so that
the program will not behave in a strange fashion when executed on a Mega
STE or TT030.

Steve Yelvington <steve@thelake.mn.org>
If mail fails, try steve%thelake@cs.umn.edu ... the Minnesota domain
MX site jhereg.osa.com apparently has been having difficulties.

835. Help -- locked out of hard disk

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 21:49:57 UTC
From: peter@geog.ubc.ca
Message-ID: <1991Jun28.144957@geog.ubc.ca>
Source record: 230761

Help! I made some changes to the programs I load at start-up, the result of which is a machine that just hangs. No problem, right? I can turn off my hard disk, boot from floppy, start up the hd and then run icdboot.prg. (this has always worked before) However when I try this icdboot.prg gives a tos error #35 whenever it is run after the hd is turned on. (I can run icdboot.prg with the hd turned off - no tos error #35, however the hd of course isn't installed)

Does anyone know why turning on the hd will result in tos error #35 with icdboot.prg? Anyone have any suggestions?
Thanks.
--
==========
Peter L. Jackson | peter@geog.ubc.ca
Atmospheric Science Programme | pjackson@unixg.ubc.ca
Department of Geography | usermeso@ubcmtsg.bitnet
University of British Columbia | ph:(604)822-2269 fax:(604)822-6150

836. 16Bit Digest?

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 23:27:31 UTC
From: whitten@kuhub.cc.ukans.edu
Message-ID: <1991Jun28.182731.31794@kuhub.cc.ukans.edu>
Source record: 230763

Is the Atari 16-bit digest still being sent out? If so
what is the subscription address?

Thanks,
Chris

==
WHITTEN@KUHUB.CC.UKANS.EDU Chris Whittenburg, Univ. of Kansas
WHITTEN@UKANVAX.bitnet Electrical Engineering
==

837. Re: ST Software from British distributors

Newsgroup: comp.sys.atari.st
Date: 1991-06-28 23:58:02 UTC
From: Jan.Willekens@p12.f202.n281.z2.fidonet.org
Message-ID: <fido_2_281/202.12_286bcfbd@linn.fidonet.org>
Source record: 230661

In a message of <24 Jun 91 04:20:23>, dddean@bluemoon.uucp (2:320/100.1) writes:

d> over here. Also: Would there be any type of compatibility problems?
d> I have heard that the programs over there will not run on our US
d> machines.

That depends. Lots of games use the VBL interrupt for their routines. The VBL interrupt is generated 50 (vertical blank rate of 50 Hz) or 60 (vertical blank rate of 60 Hz) times a second in color mode. (72 Hz in monochrome) And here is where the problem lies. The non-US machines use the NTSC standard of 60Hz, where the machines in Europe use the PAL standard of 50Hz. On a machine with a VBL rate of 50Hz, one can 'use' more CPU clock cycles per VBL than on 60Hz, because one VBL takes longer. Now if the routines executed in one VBL take up say 99% of all available CPU time, these routines cannot run in 60Hz, because there will not be enough CPU time. When this is the case, the game will crash. But if the routines take less time, so that there is enough CPU time in 60Hz, the game will run. The only effect will be that everything goes more quickly than in 50Hz.

Greetings... - Jan -

STabloid's Chief Editor... Prerelease out soon!
Jan.Willekens@p12.f202.n281.z2.fidonet.org
or tfd.com!afp!gna!linn!p12.f202.n281.z2.fido!Jan.Willekens

838. This week's program

Newsgroup: comp.sys.atari.st
Date: 1991-06-29 00:22:15 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Jun29.002215.20761@menudo.uh.edu>
Source record: 230766

Here is a synopsis of this week's Program of the Week. We've sent it to atari.archive.umich.edu (ftp-able) and also to comp.binaries.atari.st (who knows...).

DC GTP (GEM Takes Parameters) allows you to enter a commandline (or use the file selector to choose a file parameter) for a GEM program. This is similar to the NewDesk (MSTE and TT) new program type .GTP extension.

100% assembly. ST, STe and TT compatible. Program of the week.

This program was mentioned during a discussion in st.tech, and we listened very closely! Here ya go! (NEXT!)

- mike vederman / Double Click Software

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

839. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-06-29 05:33:02 UTC
From: rjc@geech.gnu.ai.mit.edu
Message-ID: <1991Jun29.053302.20611@mintaka.lcs.mit.edu>
Source record: 230770

[note the follow up line]
[felt I should correct some misinformation before leaving this group]
In article <678091803.0@therip.FidoNet> Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:
>NOT on a 500 though.. Not as easily as a 2000 I am sure....
The 500 and 2000 are nearly the same. The harddrive DMA is the same speed. The real-time playback from HD can be done on the 500 an the 2000.
>ataris price range.) HD Floppies, Tremendous graphics... Multi tasking
>environments. (UNless your running a bbs or drawing alot of fractals multi
>tasking has no real purpose.. I still stand by that statement...
>The ONLY time I EVERY use multi tasking is when the task at hand takes a long
>time and I need the computer.. This only includes telecomputing... I use macs
>in a multi tasking environment.. I use unix machines... (Some neat stuff can
>be done with this in the background but thats different..) And of course my
>BBS on this desqview machine. (I do use desqview but only cause most dos
>programs are pretty brain dead...)

I disagree wholeheartily. Multitasking is very useful. If it wasn't, why is multifinder integrated into the Mac's OS now? Why OS/2, why GEOS, why Window's? Because multitasking is important. I can't stand other computers the way you get locked into an App sometimes. When I'm downloading, I like to be doing something else, like working on a program, or editing something.

>There are real time video digitizers available for the ST also..
>The Ste brings GENLOCK to the ST easier then it does with an amiga...
>(Plug it in like a monitor.)
Plug what in? You can get very cheap genlocks for $60, but the more expensive $1000 ones on the Amiga have multichannel/multisource genlocking, selective fade/blend, genlocked audio, custom wipes, etc. A genlock that can't fade/wipe is not very useful. Besides genlocking, the Amiga can CHROMAKEY which means putting live video infront rather than behind the computer's graphics. It can also use any color register for the transparent color, not just the background color{

>Note, there are enhancements available that take the computer to extremes
>too... For roughly 1200 I could turn any ST into a machine that wqould be as
>fast as a TT, Ami 3000 or Mac fx.. With 32 bit of memory... (I think 1200 is
>actually something like with 2 meg of ram...)

Likewise, the MegaMidget racer cfor $599 gives you a 33mhz 68030 w/32bit memory for your A500.

>working amiga equipment... (Course you ask them now and they will deny it
>since most the employees have moved on to something else since then..)
>(PS, who cares how long the warrenty is.. If you have to wait for parts for

>long periods of time what good is the warrenty. Sure you get the problem fixed
>but it takes forever sometimes...)

This is unsupported bull. I know over 50 people with Amigas and
none of them have problems. I have had my Amiga for 4+ years and it has
never given me trouble. The only known problems with Amiga's were the
rev 4.2 A2000 motherboards and the loosely seated chips in the bridgcards.

>On broken in warrenty parts you can do UPS's equivelent of fed/exing it and
>get it back within a week from atari on their better days..
>2 weeks otherwise..

You pay no shipping cost for C='s FedEx and it gets fixed in <2 days.
(They will swap the entire motherboard if they want). If you have >A2000
machine you get onsite repair. (SOmeone comes to your house and fixes it
right then and there)

>Not to mention the amigas blitter was more "built into the system" then the
>st's ever has been. The Mega Ste comes swithcable at 8/16 mhz.. At 16mhz it
>blows a standard amiga out of the water..

16mhz 68000 doesn't really blow a 7mhz 68000 out of the water in performance,
I'd say less then 2x performance (probably 1.5). Strickly because
with a faster clock rate you need a better ram system. I could put a
33mhz 68030 in my Amiga, but if I didn't have any 80ns 32-bit ram the
68030 would run at 1mips.

The extra speed comes from 32-bit access, and and faster ram to cut
down on wait states.

>
> * Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

--
/ INET:rjc@gnu.ai.mit.edu * // The opinions expressed here do not \
| INET:r_cromwe@upr2.clu.net | \X/ in any way reflect the views of my self.|
\ UUCP:uunet!tnc!m0023 * /

840. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-06-29 06:23:17 UTC
From: rjc@geech.gnu.ai.mit.edu
Message-ID: <1991Jun29.062317.22639@mintaka.lcs.mit.edu>
Source record: 230771

In article <678091803.1@therip.FidoNet> Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:
>Gem tasks can communicate between them.
>As I said before TRUE multi tasking is of limited use. Specialty programs are
>available to do most things in the back ground. There is an explosion of PD

Right now I am on a BSD Unix machine. If I get a write message from a user or if I get a mail notice, I can stop rn/emacs, and go respond. Likewise, I can start up a huge compilation (average time, 5 minutes) and read news while it's compiling. The ability to have multiple shells and run multiple programs is invaluable to me.

> DRL> Workbench is just as easy to use as any most other GUIs. Double
> DRL> click
> DRL> the icon & away you go...
>Yes but its not as "intuitive" as the St or Macs Desktop.. If you compare the
>amiga desktop to Windows maybe it works well and is very powerful... ;-)
>(CLI support is heavy in the ST.. They just didnt provide the actual interface
>to one. There are alot of powerful Cli's out there. I like to run a unix clone
>type CLI when I DO need a CLI.. But the GUI is powerful enough you do not need
>the CLI...)

What not's intuitive about Workbench? Give an example please? I find most of the Finder/Gem type stuff is nothing but a glorified program launcher/file renamer/copier. If GUIs are so powerful then why do Mac developers use MPW? The bandwidth of the mouse/icon interface gets in the way sometimes. I can type cc -c *.c faster than I can drag 20 source icons onto a compiler icon.

> DRL> As far as "pure power", I've yet to see a GUI with the pure power of
> DRL> a Unix-like command line, which is part of the Amiga OS (note that you
> DRL> don't _have_ to use this; it's just there in case you want to).
>The STe and above have VERY powerful features tucked away in their desktops...
>Unless your a programmer you will never see them anyhow... (Isnt this the way
>its supposed to be? ;-))

Give me some examples.

> DRL> Nearly every Amiga user I talk to uses it on a regular basis. I'm
> DRL> doing
> DRL> it now. A BBS is certainly far from the only time multitasking is
> DRL> useful.
> DRL> A list of the processes currently running on my system (using Snap, one
> DRL> of those processes, to clip this text from a window & paste it here):
>(list of processes deleted.) Yes but those programs you listed could be run as
>TSR's too.. The ST DOES support specialized multi tasking... YOu just can not

>do full blown multi tasking. The ability to run them in a full blown
>environment makes it kinda nice but its not a necessity... (I have a few
>processes running on my ST in the background too.. But they are either desk
>accessories like my terminal program or they are TSR's such as my ram disks
>and caches... And some performance enhancers are available too as well as
>things to make my screen bigger and such...)

This is not multitasking (not really). These programs on the IBM
(TSR)'s are more like interupt handlers. They don't multitask. Each one
of them runs until completion. Let's suppose you have a screen blanker that
draws fireworks on the screen and a hotkey utility. While the
screen blanker is rendering, the hotkey utility will get no cpu time.
The more the screen blanker takes, the less the hotkey gets. it also
makes things load order dependent.
On the Amiga, the screen blanker will get interupted while it's rendering
to give the hotkey utility some CPU time. In addition, AmigaDOS 2.0
has made load-order dependency totally vanish. Commodities Exchange
allows multiple "enhancer" (INIT/DA time programs) to peacfully coexist
even if they watch the same keys on the keyboard. No more load-order
dependency.

[followups to advocacy, since I may be getting on some ST users' nerves]

--
/ INET:rjc@gnu.ai.mit.edu * // The opinions expressed here do not \
| INET:r_cromwe@upr2.clu.net | \X/ in any way reflect the views of my self.|
\ UUCP:uunet!tnc!m0023 * /

841. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-06-29 07:09:44 UTC
From: rjc@geech.gnu.ai.mit.edu
Message-ID: <1991Jun29.070944.24341@mintaka.lcs.mit.edu>
Source record: 230772

In article <678091803.2@therip.FidoNet> Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:
>
> DRL>
> DRL> >Since the ST uses standard parts it is easy to get most of the items...
> DRL>
> DRL> Eh? Standard parts? Like the standard SCSI drive inside my Amiga, the
> DRL> standard memory chips, the standard printer connected to my standard
> DRL> parrallel
> DRL> port right next to the standard serial port which talks to my standard
> DRL> modem?
>I said standard parts... Such as the RF modulator.. (RS part) the drive
>controler (RS part) the sound chip (RS part) very ver properitory (sp?) chips
>in the ST.

"That's the problem with standards, there are so many to choose from."
The Amiga chips have been in mass production for 6 years. They are
very cheap now (since they are in mass quantities).

> DRL> I can use all the memory in my system too. I just have to keep
> DRL> graphics &
> DRL> sound data in the 1st 2 megs. Why do you say the Amiga has to waste
> DRL> memory to
> DRL> do d.b. graphics & sound? Having to keep it in a limited section of
> DRL> memory
> DRL> only constitutes a limitation, not a waste.
>2 meg? You must have a 3000 cause the others are limited to 1meg and the old
>500's to 512k. Any time you must load the data into the upper memory and copy
>it down into lower memory to be used is wasting memory.. (Ie having it in two
>places at the same time..) Not to mention the slowdown while copying the
>memory around.. (ST's have a four meg limit.. That should make a BIG
>difference when the bigger graphics displays become common.)

The Amiga doesn't "copy" data. Let's say you have a compressed animation
loaded. 2 screens will be allocated in chip memory. The first frame
will be displayed and while it is being display, another frame will be
"decompressed" directly to the other frame. This is copying in a minor
sense. What about resident programs? Putting programs in a ram disk
is a waste of memory? Why? Because the program exists in 2 copies.
The one copy that is in the ram disk, and the one that gets loaded and
executed from the ram disk. On the Amiga, you make a program "resident"
(it has to be reentrant and re-executable) and you can run as many
copies as you like without taking any extra memory except for stack.
(For instance, I could run 100 copies of the program "ls" program
which is 16k long and only eat 116k of memory. 16k for the 100 programs

(all running the same code in ram, not copies) and 100k for the
100 1k stacks for each task. Without resident code, you would need 1.7
megabytes to do this. Not a very good example, but in 1mb of memory
I can run 3 or 4 copies of my favorite editor (100k executable) and only
use 100+k of memory.)

> DRL> On the subject of memory, what exactly is the difference between "ST
> DRL> memory" and "TT memory" on the TT? Is ST mem 16 bits wide?
>No, the ST memory is limited to 4 meg... (Same as chip memory as opposed to
>fast memory.. The TT uses the same type of setup memory wise as the Amiga..
>CPU ram is VERY fast and is unlimited in theory.)

Does this mean the normal ST is limited to 4mb? (barring hacks to
the motherboard) The Amiga's normal limit is 9mb (the 68000 is
limited to 16mb due to it only has 24 address lines) Of course
any 68020/30 board would give you more, but I'm talking standard
add on memory. No processor upgrades.

> DRL> Oh? On what do you base this assumption? I really don't know what
> DRL> business software is available for the ST other than PageStream (is
> DRL> 2.1 out yet for the ST? I've been using it for a while, & am looking
>With the St you have a rock solid display that except for the Ami 3000 you can
>not get at all... You can get close to the mono screen but you cant quite get

Deinterlacer's on the Amiga cost ~$200 now. Every Amiga can have a rock
solid display. With the ECS Denise chip you don't need a deinterlacer.
With the A2024 you get 1024x1024x4. (not mono) You need atleast 4
colors to have a nice "3d-look" GUI. (background, highlight, shadow, and
text color)

>computer.... BTW, if your GUI was so great why use a CLI? The Newer STe's and
>newer have powerful enough GUI's that CLI's are not necissary for anything
>except specialized jobs...

That's because the Shell is great for lots of things especially
scripting and batching. Let's say you wanted to catalog every
c source on your harddisk to a file?

```
$ ls -R rootdir | grep \\.c\|\\.h >t:filecat
```

There are things you can do in a shell that are just not possible in
a low-bandwidth environment like a GUI. That's why even Mac programmers/power
users use MPW or some other shell.

>(Software wise the ST has a slighlty better selection of bussiness programs..
>Such as data bases, spreedsheets and that stuff...)

Examples please. The Amiga has a multitude of databases, spreadsheets,
authorware, etc. For instance, the Amiga has SuperBase Professional 4,
DBMan V(Dbase clone), MicroFiche Filer, Advantage, Analyze, MaxiPlan,
SuperPlan, VIP Professional, Accountant, Best Bussiness Management,
Datatax, Desktop Budget, Easy Ledgers, Phasar 4.0, Service Industry
Accounting, etc, etc. It's easy to make statements like "slightly

better" it's harder to back them up when it comes time to
compare quantity and quality.

[followups to c.s.a.advocacy, I'm out of this group.]

>
> * Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

--
/ INET:rjc@gnu.ai.mit.edu * // The opinions expressed here do not \
| INET:r_cromwe@upr2.clu.net | \X/ in any way reflect the views of my self.|
\ UUCP:uunet!tnc!m0023 * /

842. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1991-06-29 08:39:18 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1991Jun29.083918.3880@terminator.cc.umich.edu>
Source record: 230773

```
drwxrwxr-x jon 1536 Jun 22 20:57 ./archivers
-rw-r--r-- weiner 34876 Jun 22 20:55 ./archivers/lzh11321.lzh
-rw-r--r-- weiner 2878 Jun 22 20:57 ./archivers/Index
drwxrwxr-x jon 6144 Jun 22 20:55 ./utilities
-rw-r--r-- weiner 10734 Jun 22 20:55 ./utilities/st_type.lzh
-rw-r--r-- weiner 10565 Jun 22 20:58 ./utilities/Index
-rw-r--r-- weiner 3135 Jun 22 21:09 ./tex/Index
drwxrwxr-x weiner 512 Jun 22 21:08 ./tex/dvi
-rw-r--r-- weiner 58845 Jun 22 21:05 ./tex/dvi/dvi2ttyb.zoo
-rw-r--r-- weiner 20094 Jun 22 21:05 ./tex/dvi/dvi2ttys.lzh
drwxrwxr-x jon 3072 Jun 22 20:58 ./graphics
-rw-r--r-- weiner 67584 Jun 22 20:56 ./graphics/dmjgif20.lzh
-rw-r--r-- weiner 5512 Jun 22 20:59 ./graphics/Index
drwxrwxr-x jon 2048 Jun 22 21:07 ./magazines/znet
drwxrwxr-x weiner 512 Jun 22 21:01 ./applications/wordproc
-rw-r--r-- weiner 216446 Jun 22 21:01 ./applications/wordproc/makedict.arc
-rw-r--r-- weiner 210436 Jun 22 21:01 ./applications/wordproc/spel32.arc
drwxrwxr-x daemon 1024 Jun 23 20:19 .
drwxrwxr-x weiner 512 Jun 23 14:54 ./applications/spreadsheets
drwxrwxr-x weiner 512 Jun 23 14:51 ./applications/dtp/fonts
drwxrwxr-x weiner 512 Jun 23 14:52 ./applications/dtp/fonts/gdos
-rw-rw-r-- weiner 243831 Jun 23 14:52 ./applications/dtp/fonts/gdos/gdosfnt1.arc
drwxrwxr-x weiner 512 Jun 23 14:54 ./applications/wordproc
-rw-r--r-- weiner 79796 Jun 23 20:18 ./Index
-rw-rw-r-- weiner 81117 Jun 23 20:18 ./ls-lR.Z
-rw-rw-r-- weiner 40269 Jun 23 20:18 ./CompInd.Z
drwxrwxr-x daemon 1024 Jun 24 20:35 .
drwxrwxr-x jon 6144 Jun 24 20:30 ./utilities
-rw-r--r-- weiner 10660 Jun 24 20:32 ./utilities/Index
drwxrwxr-x jon 2048 Jun 24 18:49 ./applications
-rw-r--r-- weiner 79891 Jun 24 20:33 ./Index
-rw-r--r-- weiner 81387 Jun 24 20:34 ./ls-lR.Z
-rw-r--r-- weiner 40310 Jun 24 20:33 ./CompInd.Z
drwxrwx--- gray 512 Jun 25 08:48 ./gnustuff/admin-shed
drwxr-xr-x gray 5120 Jun 25 09:55 ./gnustuff/admin-shed/gcc-1.40
-rw-r--r-- gray 156868 Jun 25 08:50 ./gnustuff/admin-shed/gcc-1.40/cccp.c
-rwxr-xr-x gray 9724 Jun 25 08:59 ./gnustuff/admin-shed/gcc-1.40/config.gcc
lrwxrwxrwx gray 16 Jun 25 09:00 ./gnustuff/admin-shed/gcc-1.40/md -> ./config/m68k.md
lrwxrwxrwx gray 18 Jun 25 09:00 ./gnustuff/admin-shed/gcc-1.40/config.h ->
./config/xm-m68k.h
lrwxrwxrwx gray 22 Jun 25 09:00 ./gnustuff/admin-shed/gcc-1.40/tm.h ->
./config/tm-sun3-nfp.h
lrwxrwxrwx gray 19 Jun 25 09:00 ./gnustuff/admin-shed/gcc-1.40/aux-output.c ->
./config/out-m68k.c
```

```
-rw-r--r-- gray 46 Jun 25 09:00 ./gnustuff/admin-shed/gcc-1.40/config.status
-rw-r--r-- gray 25819 Jun 25 09:01 ./gnustuff/admin-shed/gcc-1.40/gcc.o
-rw-r--r-- gray 84 Jun 25 09:01 ./gnustuff/admin-shed/gcc-1.40/version.o
-rw-r--r-- gray 773 Jun 25 09:01 ./gnustuff/admin-shed/gcc-1.40/obstack.o
-rwxr-xr-x gray 57344 Jun 25 09:01 ./gnustuff/admin-shed/gcc-1.40/gcc
-rw-r--r-- gray 26969 Jun 25 09:01 ./gnustuff/admin-shed/gcc-1.40/toplev.o
-rw-r--r-- gray 54038 Jun 25 09:04 ./gnustuff/admin-shed/gcc-1.40/c-parse.tab.o
-rw-r--r-- gray 22212 Jun 25 09:05 ./gnustuff/admin-shed/gcc-1.40/tree.o
-rw-r--r-- gray 10387 Jun 25 09:06 ./gnustuff/admin-shed/gcc-1.40/print-tree.o
-rw-r--r-- gray 39331 Jun 25 09:07 ./gnustuff/admin-shed/gcc-1.40/c-decl.o
-rw-r--r-- gray 35761 Jun 25 09:10 ./gnustuff/admin-shed/gcc-1.40/c-typeck.o
-rw-r--r-- gray 3433 Jun 25 09:11 ./gnustuff/admin-shed/gcc-1.40/c-convert.o
-rw-r--r-- gray 7946 Jun 25 09:11 ./gnustuff/admin-shed/gcc-1.40/stor-layout.o
-rw-r--r-- gray 13815 Jun 25 09:13 ./gnustuff/admin-shed/gcc-1.40/fold-const.o
-rw-r--r-- gray 11943 Jun 25 09:13 ./gnustuff/admin-shed/gcc-1.40/rtl.o
-rw-r--r-- gray 4373 Jun 25 09:14 ./gnustuff/admin-shed/gcc-1.40/rtlanal.o
-rw-r--r-- gray 1730 Jun 25 09:14 ./gnustuff/admin-shed/gcc-1.40/genflags.o
-rw-r--r-- gray 2008 Jun 25 09:15 ./gnustuff/admin-shed/gcc-1.40/gencodes.o
-rwxr-xr-x gray 40960 Jun 25 09:14 ./gnustuff/admin-shed/gcc-1.40/genflags
-rw-r--r-- gray 3068 Jun 25 09:15 ./gnustuff/admin-shed/gcc-1.40/genconfig.o
-rw-r--r-- gray 8411 Jun 25 09:14 ./gnustuff/admin-shed/gcc-1.40/insn-flags.h
-rwxr-xr-x gray 40960 Jun 25 09:15 ./gnustuff/admin-shed/gcc-1.40/gencodes
-rw-r--r-- gray 3922 Jun 25 09:15 ./gnustuff/admin-shed/gcc-1.40/insn-codes.h
-rw-r--r-- gray 48777 Jun 25 09:18 ./gnustuff/admin-shed/gcc-1.40/expr.o
-rwxr-xr-x gray 40960 Jun 25 09:15 ./gnustuff/admin-shed/gcc-1.40/genconfig
-rw-r--r-- gray 40935 Jun 25 09:20 ./gnustuff/admin-shed/gcc-1.40/stmt.o
-rwxr-xr-x gray 720896 Jun 25 09:52 ./gnustuff/admin-shed/gcc-1.40/cc1
-rw-r--r-- gray 186 Jun 25 09:15 ./gnustuff/admin-shed/gcc-1.40/insn-config.h
-rw-r--r-- gray 15934 Jun 25 09:22 ./gnustuff/admin-shed/gcc-1.40/expmed.o
-rw-r--r-- gray 11097 Jun 25 09:23 ./gnustuff/admin-shed/gcc-1.40/explow.o
-rw-r--r-- gray 19356 Jun 25 09:24 ./gnustuff/admin-shed/gcc-1.40/optabs.o
-rw-r--r-- gray 23233 Jun 25 09:25 ./gnustuff/admin-shed/gcc-1.40/varasm.o
-rw-r--r-- gray 10890 Jun 25 09:25 ./gnustuff/admin-shed/gcc-1.40/symout.o
-rw-r--r-- gray 10699 Jun 25 09:26 ./gnustuff/admin-shed/gcc-1.40/dbxout.o
-rw-r--r-- gray 36 Jun 25 09:26 ./gnustuff/admin-shed/gcc-1.40/sdbout.o
-rw-r--r-- gray 12082 Jun 25 09:27 ./gnustuff/admin-shed/gcc-1.40/emit-rtl.o
-rw-r--r-- gray 7188 Jun 25 09:27 ./gnustuff/admin-shed/gcc-1.40/genemit.o
-rw-r--r-- gray 35924 Jun 25 09:27 ./gnustuff/admin-shed/gcc-1.40/insn-emit.c
-rwxr-xr-x gray 49152 Jun 25 09:27 ./gnustuff/admin-shed/gcc-1.40/genemit
-rw-r--r-- gray 19650 Jun 25 09:28 ./gnustuff/admin-shed/gcc-1.40/insn-emit.o
-rw-r--r-- gray 18627 Jun 25 09:29 ./gnustuff/admin-shed/gcc-1.40/integrate.o
-rw-r--r-- gray 9362 Jun 25 09:30 ./gnustuff/admin-shed/gcc-1.40/jump.o
-rwxr-xr-x gray 81920 Jun 25 09:55 ./gnustuff/admin-shed/gcc-1.40/cpp
-rw-r--r-- gray 28718 Jun 25 09:32 ./gnustuff/admin-shed/gcc-1.40/cse.o
-rw-r--r-- gray 40552 Jun 25 09:34 ./gnustuff/admin-shed/gcc-1.40/loop.o
-rw-r--r-- gray 16126 Jun 25 09:35 ./gnustuff/admin-shed/gcc-1.40/flow.o
-rw-r--r-- gray 4670 Jun 25 09:35 ./gnustuff/admin-shed/gcc-1.40/stupid.o
-rw-r--r-- gray 29513 Jun 25 09:37 ./gnustuff/admin-shed/gcc-1.40/combine.o
-rw-r--r-- gray 8750 Jun 25 09:37 ./gnustuff/admin-shed/gcc-1.40/regclass.o
-rw-r--r-- gray 12415 Jun 25 09:38 ./gnustuff/admin-shed/gcc-1.40/local-alloc.o
```

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-rw-r--r-- gray 11676 Jun 25 09:38 ./gnustuff/admin-shed/gcc-1.40/global-alloc.o
-rw-r--r-- gray 30093 Jun 25 09:40 ./gnustuff/admin-shed/gcc-1.40/reload.o
-rw-r--r-- gray 33871 Jun 25 09:42 ./gnustuff/admin-shed/gcc-1.40/reload1.o
-rw-r--r-- gray 7435 Jun 25 09:42 ./gnustuff/admin-shed/gcc-1.40/caller-save.o
-rw-r--r-- gray 6219 Jun 25 09:42 ./gnustuff/admin-shed/gcc-1.40/genpeep.o
-rw-r--r-- gray 1700 Jun 25 09:43 ./gnustuff/admin-shed/gcc-1.40/insn-peep.c
-rwxr-xr-x gray 49152 Jun 25 09:42 ./gnustuff/admin-shed/gcc-1.40/genpeep
-rw-r--r-- gray 1003 Jun 25 09:43 ./gnustuff/admin-shed/gcc-1.40/insn-peep.o
-rw-r--r-- gray 23729 Jun 25 09:43 ./gnustuff/admin-shed/gcc-1.40/final.o
-rw-r--r-- gray 13753 Jun 25 09:44 ./gnustuff/admin-shed/gcc-1.40/recog.o
-rw-r--r-- gray 11860 Jun 25 09:45 ./gnustuff/admin-shed/gcc-1.40/genrecog.o
-rw-r--r-- gray 10412 Jun 25 09:49 ./gnustuff/admin-shed/gcc-1.40/genoutput.o
-rwxr-xr-x gray 57344 Jun 25 09:45 ./gnustuff/admin-shed/gcc-1.40/genrecog
-rw-r--r-- gray 29909 Jun 25 09:47 ./gnustuff/admin-shed/gcc-1.40/insn-recog.o
-rw-r--r-- gray 81672 Jun 25 09:45 ./gnustuff/admin-shed/gcc-1.40/insn-recog.c
-rw-r--r-- gray 4583 Jun 25 09:47 ./gnustuff/admin-shed/gcc-1.40/genextract.o
-rwxr-xr-x gray 40960 Jun 25 09:47 ./gnustuff/admin-shed/gcc-1.40/genextract
-rw-r--r-- gray 34942 Jun 25 09:48 ./gnustuff/admin-shed/gcc-1.40/insn-extract.o
-rw-r--r-- gray 60494 Jun 25 09:47 ./gnustuff/admin-shed/gcc-1.40/insn-extract.c
-rw-r--r-- gray 46997 Jun 25 09:55 ./gnustuff/admin-shed/gcc-1.40/cccp.o
-rwxr-xr-x gray 49152 Jun 25 09:49 ./gnustuff/admin-shed/gcc-1.40/genoutput
-rw-r--r-- gray 97409 Jun 25 09:51 ./gnustuff/admin-shed/gcc-1.40/insn-output.o
-rw-r--r-- gray 113887 Jun 25 09:49 ./gnustuff/admin-shed/gcc-1.40/insn-output.c
-rw-r--r-- gray 7412 Jun 25 09:55 ./gnustuff/admin-shed/gcc-1.40/cexp.o
-rwxr-xr-x gray 81920 Jun 25 09:55 ./gnustuff/admin-shed/gcc-1.40/cccp
drwxrwxrwx gray 512 Jun 25 08:50 ./gnustuff/admin-shed/incoming
-rw-rw-rw- gray 2343 Jun 25 08:48 ./gnustuff/admin-shed/incoming/cccp.diff
-rw-rw-rw- gray 7500 Jun 25 08:49 ./gnustuff/admin-shed/incoming/diffc
-rw-rw-rw- gray 1229 Jun 25 08:49 ./gnustuff/admin-shed/incoming/diffh
drwxrwxr-x daemon 1024 Jun 27 21:07 .
drwxrwxr-x jon 4096 Jun 27 06:42 ./games
-rw-r--r-- weiner 218865 Jun 27 06:42 ./games/dungeon.zoo
-rw-rw-r-- weiner 8112 Jun 27 06:43 ./games/Index
drwxrwxr-x jon 1536 Jun 27 19:36 ./languages
-rw-r--r-- weiner 2979 Jun 27 19:38 ./languages/Index
-rw-r--r-- weiner 345877 Jun 27 19:36 ./languages/asxbin.zoo
-rw-r--r-- weiner 144818 Jun 27 19:36 ./languages/asxsrc.arc
drwxrwxr-x jon 1536 Jun 27 06:43 ./archivers
-rw-rw-r-- weiner 55296 Jun 27 06:43 ./archivers/stzip08.lzh
-rw-r--r-- weiner 2913 Jun 27 06:45 ./archivers/Index
drwxrwxr-x jon 6144 Jun 27 06:38 ./utilities
-rw-r--r-- weiner 100096 Jun 27 06:38 ./utilities/xcontrol.arc
-rw-r--r-- weiner 10762 Jun 27 06:40 ./utilities/Index
-rw-rw-r-- weiner 43448 Jun 27 06:41 ./graphics/picfmts.doc
drwxrwxr-x jon 2048 Jun 27 21:07 ./applications
-rw-rw-r-- weiner 3645 Jun 27 21:06 ./applications/Index
drwxrwxr-x jon 1536 Jun 27 17:08 ./printing
-rw-r--r-- weiner 243050 Jun 27 06:46 ./printing/gsprev.zoo
-rw-rw-r-- weiner 2575 Jun 27 06:46 ./printing/Index
-rw-rw-r-- weiner 83658 Jun 27 21:07 ./Index
```

```
-rw-r--r-- weiner 77411 Jun 27 06:54 ./ls-lR.Z
-rw-rw-r-- weiner 42024 Jun 27 21:07 ./CompInd.Z
drwxrwxr-x daemon 1024 Jun 28 06:50 .
drwxrwxr-x jon 6144 Jun 28 06:48 ./utilities
-rw-r--r-- weiner 10742 Jun 28 06:48 ./utilities/stint3_1.lzh
-rw-r--r-- weiner 10829 Jun 28 06:49 ./utilities/Index
-rw-rw-r-- weiner 83725 Jun 28 06:50 ./Index
-rw-rw-r-- weiner 42062 Jun 28 06:50 ./CompInd.Z
```

843. What's wrong with Atari? - Continuation

Newsgroup: comp.sys.atari.st
Date: 1991-06-29 14:06:44 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <9106291406.AA21475@cwns2.INS.CWRU.Edu>
Source record: 230774

Ok, I have heard from many of you about what is wrong with Atari, but there are many more of you that I wish to hear from.

I will send all the messages I receive to Atari Corp. and will try very hard to get it to someone in top management.

I need to know what is wrong with Atari and your solution. There are many people that are responding without a solution and this is just as important as the complaint.

Of course there are a lot of things RIGHT with Atari, but what I need here is what is wrong with it so they are aware of the problems and can attempt to fix them.

Please respond to me e-mail.

Len Stys

--

844. What is right with Atari?

Newsgroup: comp.sys.atari.st
Date: 1991-06-29 14:10:55 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <9106291410.AA21797@cwns2.INS.CWRU.Edu>
Source record: 230775

Ok, after reading over my last posting and remembering some lectures from
my psychology class, I know positive reinforcement should not be forgotten.

Please send me e-mail on what is right with Atari so they can continue
to do what you like seeing done.

I will make two booklets, one with what is wrong and one with what is right.

Thanks.

Len Stys

--

845. Addition to what is wrong or right with Atari

Newsgroup: comp.sys.atari.st
Date: 1991-06-29 14:24:11 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <9106291424.AA22827@cwns2.INS.CWRU.Edu>
Source record: 230776

Sorry, I forgot to add this...

Please add where you are at and what you are (user, developer, or dealer).

Thanks.

--

846. Re: Was: How is Atari doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1991-06-29 15:37:24 UTC
From: adamd@rhi.hi.is
Message-ID: <3318@krafla.rhi.hi.is>
Source record: 230777

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

[about reclamation of GEM space]
>Much more address range is "wasted" by the generous hardware register
>assignments.

32 kB was fine. 1 MB is certainly over-generous on a system with maximum
16 MB address space. The reason that it was 32 kB is presumably so that
all the hardware can be accessed using absolute short addressing modes.

>I don't know a single application that would run on a 1 MB ST without
>GEM and doesn't because GEM installs its own data areas.

True, but less data space is available to the program. When we get into
multitasking it might be necessary to choose between several non-GEM apps
or one GEM one. I do not say GEM is bad or takes too much space, only that
it is a pity not to be able to return that space when no longer needed.

>lots of other, more important things in TOS that should be improved
>before this.

Absolutely!

>Most of the memory GEM uses is malloc()'ed just like any other memory block.

So all that is necessary is to incorporate an exit mechanism in the GEM code.
Might this happen someday?

--
Adam David.
(adamd@rhi.hi.is)

847. GCC 1.39 -g Problems

Newsgroup: comp.sys.atari.st
Date: 1991-06-29 18:49:00 UTC
From: Frank_Celler@k2.maus.de
Message-ID: <21313@k2.maus.de>
Source record: 230640

I have got "gcc139b.lzh" containing the GNU assembler for ATARI-ST
version 1.38 from Uni Koeln and the GNU debugger "gdb" from A.A.
When trying to compile a file with the "-gg" option, the assembler
reports an unkown option "G" and starts reading the (compiler) symbolfile
as input file. When trying to compile with "-g", I get a bogon-alert
from the linker. Does anyone know what's going wrong? How can I use
the debugger? Unfortunately I only have docs for GCC 1.37.

Thanx in advance
Frank Celler

email: frank_celler @ k2.maus.de

848. Memory Upgrades

Newsgroup: comp.sys.atari.st
Date: 1991-06-29 22:29:24 UTC
From: yonder@netcom.COM
Message-ID: <1991Jun29.222924.14936@netcom.COM>
Source record: 230787

I'm planning on doing a memory upgrade on my ST. I would like to go
to 4Meg. It appears I have two options with my 1040STf:

1: buy one of the memory upgrade boards.
2: sell my STf and get and STe

In either case I would like to get SIMMs that would be compatible with
the RAM needed for IBMs, in the event of an IBM-compat. purchase in
the future. I believe IBM-compats. require 9 bit vs. 8 bit of
Atari/Mac.

Questions:

Q: What is the best memory upgrade -- easiest to install, MOST
RELIABLE!, compatible, flexible, cheap and available?

Q: Is there a memory upgrade hack like there is for the 520? I do
not fear soldering guns...

Q: Anybody want to comment on just getting an STe? How much would
this upgrade path cost?
cost = (ste price) - (sale of stf) + (pain in neck factor)

Q: Did I get the 9-bit (IBM) vs. 8-bit (Atari/Mac) deal correct? And
can I use the 9-bit SIMMs in available memory upgrades or the STe?

...thanks ahead of time for any info.....

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

849. HD interfaces ICD vs. BMS

Newsgroup: comp.sys.atari.st
Date: 1991-06-29 22:39:44 UTC
From: yonder@netcom.COM
Message-ID: <1991Jun29.223944.15359@netcom.COM>
Source record: 230788

I am planning a HD upgrade. I have a SH204. I'm thinking of selling it and getting a SyQuest 44M removable. Ultimately I would like to have a fixed drive and the SyQuest hooked up. Anyways, I would usually figure that the ICD interface was the way to go, but I have seen alot of messages about the BMS interface here on the net.

Would anybody like to comment on the relative merits of the two interfaces: price, availability, RELIABILITY, COMPATIBILITY, physical size, performance, support and personal experiences.

In the compatibility area I would like to know how flexible the drive is in the area of working with a large range of drives. Also how about GCR compatibility?

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

850. Cooling an ST

Newsgroup: comp.sys.atari.st
Date: 1991-06-29 23:26:37 UTC
From: azog@world.std.com
Message-ID: <1991Jun29.232637.27632@world.std.com>
Source record: 230778

Im looking for suggestions on how to cool my 520ST. I like to keep my computers turned on 24 hours a day, but I am nervous about doing this on my ST, as it gets real hot after a few hours (it also starts to get that overheated electronic smell. You know what I mean, a coupla notches below what an exploding transistor smells like :-)

Anyways. I could probably put it in a PC clone case, with modifications, as that has more than enough room for a fan. But I dont want to do that if I dont need to. The PC clone cases take up an awfully lot of room, and the ST case is nice and small.

Anyone have any ideas? Id like to keep it as "bulkless" as possible...

Thanx

+--------------------------+---+
| Billy D'Augustine | Close your eyes, what do you see? Dreams in |
| azog@world.std.com | rhyme with reality. - Fates Warning |
+--------------------------+---+
Newsgroups: comp.sys.atari.st
Subject: Cooling an ST
Summary:
Followup-To:
Distribution: na
Organization: The World Public Access UNIX, Brookline, MA
Keywords:

Newsgroups: comp.sys.atari
Subject: Cooling an ST
Distribution: na
Organization: The World Public Access UNIX, Brookline, MA

Im looking for suggestions on how to cool my 520ST. I like to keep my computers turned on 24 hours a day, but I am nervous about doing this on my ST, as it gets real hot after a few hours (it also starts to get that overheated electronic smell. You know what I mean, a coupla notches below what an exploding transistor smells like :-)

Anyways. I could probably put it in a PC clone case, with modifications, as that has more than enough room for a fan. But I dont want to do that if I dont need to. The PC clone cases take up an awfully lot of room, and the ST case is nice and small.

Anyone have any ideas? Id like to keep it as "bulkless" as possible...

Thanx

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| Billy D'Augustine | Close your eyes, what do you see? Dreams in |
| azog@world.std.com | rhyme with reality. - Fates Warning |
+--------------------------+---+
Newsgroups: comp.sys.atari.st
Subject: Cooling an ST
Summary:
Followup-To:
Distribution: na
Organization: The World Public Access UNIX, Brookline, MA
Keywords:

851. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 00:05:01 UTC
From: chucks@pnet51.orb.mn.org
Message-ID: <5265@orbit.cts.com>
Source record: 230786

rcte2p@menudo.uh.edu (Paul Stephen Sears) writes:
>P.S: Here at UH, the monochrome NeXT is $3K with student discount...
>

And a 25Mhz 3000 with a COLOR display costs about 2200 educational.

.---.
UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks	"I know he's come back
ARPA: crash!orbit!pnet51!chucks@nosc.mil	from the dead, but do
INET: chucks@pnet51.orb.mn.org	you really think he's
--	moved back in?"
Amiga programmer at large, employment options	Lou Diamond Philips in
welcome, inquire within.	"The First Power".
`---'

852. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 01:05:29 UTC
From: chucks@pnet51.orb.mn.org
Message-ID: <5266@orbit.cts.com>
Source record: 230796

Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:
>Tom, Apparently you have not really used an Atari computer...
>There are many offerings available on the ST that are not available on any
>other computer to date.
>Since atari does not make the ST computer any more that I know of you must
>compare the capabilities of the STe to that of the amiga.
>A 1040 Ste compares VERY favorably to an amiga 500. The ONLY thing the amiga
>500 has over the atari is the fact that the atari can not do as many colors on
>the screen at the same time...
>However there is a 24bit card available for $800 with a coprocessor of some
>sort for really good graphics...
>Adding things to the ST come alot cheaper over all then on the amiga and the
>standard equipment atari sells is of better quality on average.
>Compare....
>An Ste with tos 1.6 and blitter performs pretty well...
>Compared to an Amiga 500 the amiga only has a slight edge over the Atari..
>(Note: for the price no other computer even comes close...)
>Compare OS's... The St is built with a much more complete OS then ANY of the
>amiga OS's.. (The 2.0 doesnt really count at this point since last time I
>looked it was not available on amiga 500's yet)
>If you compare the amigas 2.0 to the Mega Ste's 2.x and the TT's 3.X the atari
>beats it hands down.
>(Beats it in all areas of ease of use and of pure power...) Of course the
>amiga does multi task but I have very little use for multi tasking..
>(I use a 25 mhz '386 with desqview.. On the BBS multi tasking is nice..)
>VERY few people I talk to use multi tasking more then ocassionally.
>As to sound? Well The ST is the only one so far that has the capability of 3d
>sound. The STe series computers have the capability of using 3 seperate
>speakers with different sounds out of each.... 2 of those full 8 bit digital..
>It is easy to use HD floppies on an ST.. I have yet to see on on an amiga...
>Since the ST uses standard parts it is easy to get most of the items...
>Comparing an ST to an Amiga at purely CPU intensive things the Amiga can not
>be compared very favorably.
>The amiga has a hand up on the serial port since the ST is limited to 19200
>baud...
>
>ALL the memory can be used in an ST as compared to the amigas limitation of
>chip memory... (Note the ST does not waste memory... You must waste memory on
>an amiga to do double buffered graphics and digital sound at the same time.)
>Each has its own strengths and weaknesses.. The Standard ST is MUCH better
>suited to bussiness then an amiga. However the Amiga is better suited to
>games and higher resolution color work...
>
>Start comparing at the TT to amiga 3000 level and the difference is alot less..

>The TT can do some graphic modes the amiga would be jelous of and visa versa.
>The sound systems are for the most part the same.. Differences can be over
>come by the speed of the processor. If you REALLY push it the amiga can do a
>few things better in the graphics arena though.. Over all though you have no
>bussiness stating the ST is no where as good as the amiga.. It is not true..
>
>However Atari USA is missing the boat....
>Actually someone shot the boat they were on while they were sipping a toast
>to what they thought was going on... Then federated almost killed them..
>From the current trends I would predict that the Atari will come on very strong
>in the next five years.. If Atari ever gets over their fatuation of keeping
>low graphics to keep the price down and offer a multi tasking environment then
>there will be nothing any amigaite can say against the ST... ;-)
>(Multi tasking doesnt make a better machine but since most people dont realize
>they are not gonna need it they think they need it and might lewt it make some
>sort of an effect on them..)
>
>
> * Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

> There are many offerings available on the ST that are not available on any
> other computer to date.

Ok i'll listen, if you have the facts to support your claims.

> Since atari does not make the ST computer any more that I know of you must
> compare the capabilities of the STe to that of the amiga.

Ok, i'll give you that, but don't ever compare an Amiga 1000 either.

> A 1040 Ste compares VERY favorably to an amiga 500. The ONLY thing the amiga
> 500 has over the atari is the fact that the atari can not do as many colors
> on the screen at the same time...

Really? this is the ONLY feature? Since when does the STe have 25 DMA
channles? since when does the STe have a graphics co-processor capable of
running concurently with the CPU? since when does the STe have Multi-tasking?

> However there is a 24bit card available for $800 with a coprocessor of some
> sort for really good graphics...

just one? i can buy 3 or 4 24 bit graphics devices for the 500 for under
$500.00.

> Adding things to the ST come alot cheaper over all then on the amiga and the
> standard equipment atari sells is of better quality on average.
> Compare....

Really? what facts do you have to support this? why is it cheaper to expand
the STe? What items of CBM equipment can you *PROVE* are inferior to anything
Atari makes?

> An Ste with tos 1.6 and blitter performs pretty well...

IF any software uses that blitter. very little does.

> Compared to an Amiga 500 the amiga only has a slight edge over the Atari..
> (Note: for the price no other computer even comes close...)

Really? does the STe cost less than $500.00?

> Compare OS's... The St is built with a much more complete OS then ANY of the
> amiga OS's.. (The 2.0 doesnt really count at this point since last time I
> looked it was not available on amiga 500's yet)

Ok.. i won't count something because it's not available to everyone. But still the Atari's OS is hardly more complete. I have a book that attempts to do the same thing on an Amiga and an ST, and they had to supply a whole bunch of routines that had to be written from scratch to match what they used in the Amiga's OS.

> If you compare the amigas 2.0 to the Mega Ste's 2.x and the TT's 3.X the
> atari beats it hands down.

Oh really? why? comparisons? facts? i don't see any. Please supply facts to support your position.

> (Beats it in all areas of ease of use and of pure power...) Of course the
> amiga does multi task but I have very little use for multi tasking..

Oh! another feature that the ST lacks that the 500 has... i thought you said there was only one?

> (I use a 25 mhz '386 with desqview.. On the BBS multi tasking is nice..)
> VERY few people I talk to use multi tasking more then ocassionally.

But you said you had little use of multi-tasking! it seems that running a bbs and doing things is something you use multi-tasking for. NOBODY has any use for multi-tasking. that is until their computer can do it. then it becomes a necessity.

> As to sound? Well The ST is the only one so far that has the capability of
> 3d sound. The STe series computers have the capability of using 3 seperate

Oh really? hmm.. In a month or 2 (as soon as the board is released) i will be able to hook up 16 speakers to my amiga and have seperate sound coming from all of them. by the way, how's the quality on that third channel?

> speakers with different sounds out of each.... 2 of those full 8 bit
digital..

oh! only 2 are full(?) 8 bit digital. hmm are there any companies developing 16 bit audio boards?

> It is easy to use HD floppies on an ST.. I have yet to see on on an amiga...

There are 2 of them. the Applied Engineering 1.56 meg High Density, and the Commodore 1.76 meg High Density.

> Since the ST uses standard parts it is easy to get most of the items...
> Comparing an ST to an Amiga at purely CPU intensive things the Amiga can not

> be compared very favorably.

Oh really? and i suppose that there are numerous 020,030,and 040 boards
available for the STe? and a 50 Mhz 030?

> The amiga has a hand up on the serial port since the ST is limited to 19200
> baud...

hmm.. and *WE* amigans thought *OUR* serial ports were bad...

> ALL the memory can be used in an ST as compared to the amigas limitation of
> chip memory... (Note the ST does not waste memory... You must waste memory
> on an amiga to do double buffered graphics and digital sound at the same
> time.) Each has its own strengths and weaknesses.. The Standard ST is MUCH
> better suited to bussiness then an amiga. However the Amiga is better suited
> to games and higher resolution color work...

What do you mean by "wasting memory"? I do double buffered graphics, and i
don't waste memory. what's your definition of wasting memory?

> Start comparing at the TT to amiga 3000 level and the difference is alot
less..
> The TT can do some graphic modes the amiga would be jelous of and visa
versa.
> The sound systems are for the most part the same.. Differences can be over
> come by the speed of the processor. If you REALLY push it the amiga can do a
> few things better in the graphics arena though.. Over all though you have no
> bussiness stating the ST is no where as good as the amiga.. It is not true..

Oh, but we're not supposed to compare things that aren't available to
everyone. since when is a TT available in the US? if we can compare TT's
then we can compare workbench 2.0. Can you easily add an 040 board to a TT?
and the TT has it's version of Chip Memory as well. It's for performance, and
it only took Atari 6 years to realize that.

> However Atari USA is missing the boat....

An understatement if i ever heard one.

> Actually someone shot the boat they were on while they were sipping a toast
> to what they thought was going on... Then federated almost killed them..
> From the current trends I would predict that the Atari will come on very
strong
> in the next five years.. If Atari ever gets over their fatuation of keeping
> low graphics to keep the price down and offer a multi tasking environment
then
> there will be nothing any amigaite can say against the ST... ;-)
> (Multi tasking doesnt make a better machine but since most people dont
> realize they are not gonna need it they think they need it and might lewt
> it make some sort of an effect on them..)

Huh? that last sentance was totaly incomprehensible. (sort of like
multi-tasking to ST users). I'd like to see some proof of all your
alegations. since everything you've stated is based purely on speculation on

your part and not facts.

```
.-------------------------------------------------------------------------.
| UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks | "I know he's come back |
| ARPA: crash!orbit!pnet51!chucks@nosc.mil | from the dead, but do |
| INET: chucks@pnet51.orb.mn.org | you really think he's |
|------------------------------------------------| moved back in?" |
| Amiga programmer at large, employment options | Lou Diamond Philips in |
| welcome, inquire within. | "The First Power". |
`-------------------------------------------------------------------------'
```

853. 68000 socket adapter

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 01:33:22 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Jun30.013322.26556@jato.jpl.nasa.gov>
Source record: 230782
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Howdy - could someone please remind me where to get an adapter for fitting
a standard DIP 68000 into the socket in an STe? (Not a Mega STe, if it matters.)

Also, a while ago, someone mentioned seeing a board for sale that adapted a
68020+FPU to run in a 68000 socket. I contacted the company, and found that
they make accelerators for Amigas. The 68020 product uses a 12MHz 020 running
off the standard system clock (e.g., 8MHz in ST) and an FPU running as fast as
you want, up to 50MHz.

I didn't get a price on this item... However, they sell other models of
accelerators - I've ordered a 25MHz 68030 for $600, to test in my STe.
It would be great if I could run it at 16 or 32MHz, but I guess I'm just
going to see if it runs at 8 first. Should be interesting.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

854. Re: Screen dumper for HP LJ-II or Oki OL-400

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 01:39:05 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Jun30.013905.26753@jato.jpl.nasa.gov>
Source record: 230783
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anybody know where to find a screen dumper (hooks $502 or $506 or something like that) that will work with an Okidata OL-400? The manuals say its command language is HP-PCL, so a HP LJ-II screen dumper ought to work.

Thanks in advance.
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

855. Re: Incompatibilities with Overscan

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 01:47:13 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Jun30.014713.26944@jato.jpl.nasa.gov>
Source record: 230784
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've observed the following incompatible things about using overscan.
I'd like to know if anybody has fixes or work-arounds for them:

1. The VT52 emulator (the one used for .TOS and .TTP programs) doesn't
scroll correctly. Once the screen fills, it just copies the bottom line
forevermore.
2. If I setup a desktop.inf to make my windows tall, and put some icons
(e.g. trash) far down the screen, and then re-boot with overscan off, the
icons are all on the screen, but the windows aren't. In particular, the
size box is off-screen. One CAN re-size by making the windows FULL, and then
dragging to the right size, but it would be easier if the desktop just made
sure it's windows would fit when they're opened.
3. TrboDemo crashes the system.
4. v_clrwk doesn't clear all the screen, and it somehow mahes what it DOES
clear jitter (a lot).
5. Uniterm doesn't work :-(.
6. OSCAN_60 doesn't let me run in either low or medium rez. The first
setup screen seems OK, the second (with the lines around and across the
screen) is a little screwy (the diagonal lines are triple, in different
colors), and when I finish setup, I've got hash. I'm using the one
called 1.6b. I forgot who "improved" it.

Other stuff I'm using includes:
VDIFIX version 30.01.91
PoolFix3, improved by Claus Brod, 27 Mar 90
Foldr 100.

Thanks in advance for any advice.
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

856. Who sells Turbo-C in the US

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 01:47:51 UTC
From: yegerleh@vivaldi.ecn.purdue.edu
Message-ID: <1991Jun30.014751.9899@noose.ecn.purdue.edu>
Source record: 230791

Hello everyone,

Sorry for asking something that has already come
up before, but who is distributing Turbo-C in the
US? I know the docs are in German, but that's
no problem because I read German just fine.

Thanks,
Jim

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

857. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 01:56:54 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.91Jun29205654@drizzle.cs.odu.edu>
Source record: 230789

>>>With Commodore's A2410 you get up to 1024x1024 with 256 colors out of
>>>16.7 million.
>>Is it available?
> I hear its finished, but won't be released until AmigaUNIX v2.0
>with X11R4 is finished. That way, the 3000UX can run a nice megapixel
>/mega color Xwindows. (the A2410 has a 34010 processor onboard)

Let me get this straight....

You are going to run Unix, X windows and have a display of 1024x1024x8?

How much memory are you planning on putting in this beast?

Also, tell me what it would take to get the Amiga 500/1000 to
run Unix, X windows and have a 1024x1024x8 display.

Scott

858. Re: Good Atari-vs-Amiga Blitter Info Inside

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 01:58:09 UTC
From: peter@Sugar.NeoSoft.com
Message-ID: <1991Jun30.015809.17389@Sugar.NeoSoft.com>
Source record: 230794
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <30524@know.pws.bull.com> ai065@cleveland.Freenet.Edu (Thomas Hill) writes:
> I've kept this file around for a while as it has some very good solid
> information on the Amiga blitter (and Atari blitter) in it.

What makes you think we care? Your flame war on c.s.a.st was funny for a day
or so (and I took my shots) but the Atari is a lost cause. Forget it.

Respect followups (and you folks on c.s.a.st might direct your own followups
the same place).
--
Peter da Silva. `-_-' <peter@sugar.neosoft.com>.
'U` "Have you hugged your wolf today?"

859. STOS

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 02:00:06 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.91Jun29210006@drizzle.cs.odu.edu>
Source record: 230790

If anyone has a working version of the STOS 2.06 COMPILER--

please send me a private message.

Scott

860. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 02:18:32 UTC
From: rjc@geech.gnu.ai.mit.edu
Message-ID: <1991Jun30.021832.6324@mintaka.lcs.mit.edu>
Source record: 230793

In article <SCOTT.91Jun29205654@drizzle.cs.odu.edu> scott@cs.odu.edu (Scott D. Yelich) writes:
>>>>With Commodore's A2410 you get up to 1024x1024 with 256 colors out of
>>>>16.7 million.
>>>Is it available?
>> I hear its finished, but won't be released until AmigaUNIX v2.0
>>with X11R4 is finished. That way, the 3000UX can run a nice megapixel
>>/mega color Xwindows. (the A2410 has a 34010 processor onboard)
>
>Let me get this straight....
>
>You are going to run Unix, X windows and have a display of 1024x1024x8?
>
>How much memory are you planning on putting in this beast?

The A3000UXD comes with 9mb of ram. The A2410 card has VRAM onboard
(I don't know how much) so the X display runs on the board, not in the
A3000's memory.
The A3000UXD already runs Unix (SysVR4) with X11R3, but it's
B&W and X11R3 is slow. Unix2.0 will have X11R4 which will use the A2410.

>Also, tell me what it would take to get the Amiga 500/1000 to
>run Unix, X windows and have a 1024x1024x8 display.

It would take a lot. Unix needs an MMU so you need atleast
68020, 8mb of ram, a fast hd. To use the A2410 (1024x1024) you need
atleast an A2000(because the 500 doesn't have a Zorro II slot)
In the end, you'd pay more for an A500+Cpu Card+Ram+HD+Unix+Expansion
chassis+A2410. The A500 only costs $400, and a good Unixx system costs
>$3k so there's no point upgrading an A500 to run Unix. The A500 is only
a low end machine. Re-direct any future questions to comp.unix.amiga or
comp.sys.amiga.introduction.

>Scott

--
/ INET:rjc@gnu.ai.mit.edu * // The opinions expressed here do not \
| INET:r_cromwe@upr2.clu.net | \X/ in any way reflect the views of my self.|
\ UUCP:uunet!tnc!m0023 * /

861. need 1040 power supply

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 02:58:55 UTC
From: cougar@aix01.aix.rpi.edu
Message-ID: <h2jlym-@rpi.edu>
Source record: 230785

The power supply in my 1040 toasted itself. Anyone have a power supply
they would like to sell or know where I might find a new one?

--
~~~~~~
Don't give me that intelligence stuff, find me something I can blow up!
Erik Collin (professional student and procrastinator) cougar@rpi.edu
~~~~~~

862. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 03:21:25 UTC
From: es1@cunixb.cc.columbia.edu
Message-ID: <1991Jun30.032125.8794@cunixf.cc.columbia.edu>
Source record: 230795

In article <SCOTT.91Jun29205654@drizzle.cs.odu.edu> scott@cs.odu.edu (Scott D. Yelich) writes:
>
>Also, tell me what it would take to get the Amiga 500/1000 to
>run Unix, X windows and have a 1024x1024x8 display.
>
Who cares? That's like asking what would it take to turn
a PC XT into a file server for an Ethernet LAN with 100 machines.
It is pointless. You buy the machine appropriate for your needs.
Of course, you CAN get that A500 to run X-Windows on a 1024x1024
4 grey-scale monitor under AmigaDOS.
-- Ethan

FF buckets of bits on the bus, FF buckets of bits.
Take one down, Short it to ground,
FE buckets of bits on the bus.

863. Re: GFA Basic timeout INP possible ?

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 04:43:37 UTC
From: logajan@ns.network.com
Message-ID: <1991Jun30.044337.3299@ns.network.com>
Source record: 230797

mpj@sequoia.cray.com (M. P. Johnson) writes:
>Does anyone know if GFA Basic will allow this ? Apparently not;
>so far my programs hang on the INP if there is no more input.
>I'd like to unblock the situation without manual intervention!
>I am hoping there is some darker way of checking for data in the
>input buffer for the port.

Use the INP?(x) command before each INP(x) command to see if a character
is available.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

864. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 05:18:04 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <43828@cup.portal.com>
Source record: 230792

Jeez, Rod... if you're gonna defend the ST, at least get it right..!

BobR

865. Re: Sybex STe/TT systems book

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 08:39:39 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <13695@uhccux.uhcc.Hawaii.Edu>
Source record: 230798

In article <91179.154342ONM07@DMSWWU1A.BITNET> ONM07@DMSWWU1A.BITNET writes:
>
>Ha! Are you joking? Our book won't cover Atari's UNIX. Simple reasons:
>(1) it's not finished
>(2) this would need another ~1500 pages
>(3) hopefully ANY good Sys VR4 book will do the job!

OK. The 1 Mbps(?) MICROWIRE bus should be documented though, since it is able to supposedly address (and network?) multiple devices. An example of a device driver program would be nice too. Schematics and identification of the major chip pins and their timing would make your book popular with the Atari Service Centers.

I read that Ira Velinsky was the principal architect of one of the machines and it would be interesting to read an interview regarding him and the other designers. Their insights of the features, limitations, tradeoffs and the general design philosophy of the STe/TT series might give hints about future products.

Anyways, 1500 pages is pretty hefty and I was wondering if publishing two volumes would be feasible. German words appears to be about 20% longer than English, so a translated version would undergo an automatic compression!

You should also consider emailing excerpts of your book to Znet and ST Report.

Jack

866. panther

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 12:16:17 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Jun30.121617.867@crash.cts.com>
Source record: 230800

```
what happened to the atari panther ?
----
ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil
```

867. atari woes

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 12:16:21 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Jun30.121621.919@crash.cts.com>
Source record: 230703

atari computers are great for the buck.most people in the usa do not know this.maybe user like us should set up displays on weeksends on or at libaray's that allow us.to show what an atari can do!i love atari's but lack of support is catching up to ea leaving it and software companies making ibm,mac,amiga stuff to augment st lines sacres me.what do you all think.this a is a place to start a great thing accross the usa.!!!!!

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

868. amiga?

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 12:16:27 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Jun30.121627.1033@crash.cts.com>
Source record: 230702

```
i use one!as a doorstop!
----
ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil
```

869. mac's

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 12:16:29 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Jun30.121629.1121@crash.cts.com>
Source record: 230701

did anyone see cnn during the war.iraq used mac's to make saddam
goodies(pro saddam)now we know where american tech stuff ends up!

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

870. Re: Memory Upgrades

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 12:39:33 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun30.123933.19386@actrix.gen.nz>
Source record: 230704

In article <1991Jun29.222924.14936@netcom.COM> yonder@netcom.COM (Christopher Russell) writes:
> I'm planning on doing a memory upgrade on my ST. I would like to go
> to 4Meg. It appears I have two options with my 1040STf:
>
> 1: buy one of the memory upgrade boards.
> 2: sell my STf and get and STe
>
> In either case I would like to get SIMMs that would be compatible with
> the RAM needed for IBMs, in the event of an IBM-compat. purchase in
> the future. I believe IBM-compats. require 9 bit vs. 8 bit of
> Atari/Mac.
> Questions:
> Q: What is the best memory upgrade -- easiest to install, MOST
> RELIABLE!, compatible, flexible, cheap and available?
> Q: Is there a memory upgrade hack like there is for the 520? I do
> not fear soldering guns...
> Q: Anybody want to comment on just getting an STe? How much would
> this upgrade path cost?
> cost = (ste price) - (sale of stf) + (pain in neck factor)
> Q: Did I get the 9-bit (IBM) vs. 8-bit (Atari/Mac) deal correct? And
> can I use the 9-bit SIMMs in available memory upgrades or the STe?
>
> ....thanks ahead of time for any info.....

> yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

Well go get the Doc file 2_5ram.zoo at atari.archive, also there is
one on Genie.
These will help you with a home brew upgrade.
with a home brew you can use sipp/simms and 9 bits will all upgrades,
Note: you must diable the parity bit, connect the inputs to VCC.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

871. Re: Incompatibilities with Overscan

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 12:49:53 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <4041@quepasa.cs.tu-berlin.de>
Source record: 230799
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jun30.014713.26944@jato.jpl.nasa.gov> vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes:
>I've observed the following incompatible things about using overscan.
>I'd like to know if anybody has fixes or work-arounds for them:
>
>1. The VT52 emulator (the one used for .TOS and .TTP programs) doesn't
>scroll correctly. Once the screen fills, it just copies the bottom line
>forevermore.

This is an error in the OS. Scrolling only works if the bytes per line value diveded by 16 does not give a remainder. With the new AutoSwitch-Overscan the bytes per line value is 96 in mono or 224 in the color resolutions, so there is no scrolling problem.

>2. If I setup a desktop.inf to make my windows tall, and put some icons
>(e.g. trash) far down the screen, and then re-boot with overscan off, the
>icons are all on the screen, but the windows aren't. In particular, the
>size box is off-screen. One CAN re-size by making the windows FULL, and then
>dragging to the right size, but it would be easier if the desktop just made
>sure it's windows would fit when they're opened.

This again is a problem of the OS. It was fixed in the new TOS-version. You get the same problems, if you save your Desktop.Inf in high-res and reboot in low-res.

>3. TrboDemo crashes the system.

If you mean a demo of TurboST, then you are right. TurboST does not work with overscan. QuickST works, but has some problems with the TOS scrolling (fillding with the right black border). Darek is working on it (I hope so ;-). The NVDI software has no problems with OverScan or AutoSwitch-OverScan.

>4. v_clrwk doesn't clear all the screen, and it somehow mahes what it DOES
>clear jitter (a lot).

This is a very old bug, that is fixed in the autoswitch-OverScan driver. There were about 52 versions between the old PD/ShareWare version of OverScan and the new driver.

>5. Uniterm doesn't work :-(.

AutoSwitch-OverScan switches back to the normal screen, if you start incompatible programs. So you can use lots of 'old' software that did not work with the overscan mod.

>6. OSCAN_60 doesn't let me run in either low or medium rez. The first
>setup screen seems OK, the second (with the lines around and across the
>screen) is a little screwy (the diagonal lines are triple, in different
>colors), and when I finish setup, I've got hash. I'm using the one
>called 1.6b. I forgot who "improved" it.

The autoswitch-OverScan driver works in all resolutions.

>Other stuff I'm using includes:
>VDIFIX version 30.01.91
>PoolFix3, improved by Claus Brod, 27 Mar 90
>Foldr 100.

The driver includes most of my patches (VdiFix, Tos14Fx5, GemEnv, Shell0,
ConsFix), so you don't have to load them in the auto-folder. If you don't
want the patches, you can disable them.

AutoSwitch-OverScan will be available in the US in the near future, we
have already contaced some dealers for the distribution. In the UK you
can by AS-OverScan at Atari Workshop.

>Thanks in advance for any advice.

I could not give you any direct hint how to get rid of your problems, but
i hope i explained why the things happen in this way...

>vsnyder@jato.Jpl.Nasa.Gov

Sincerly, Karsten <ki@opal.cs.tu-berlin.de>

872. Re: Wanted: 1st Word+ p/driver for KXP-1124

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 13:19:02 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun30.131902.29863@actrix.gen.nz>
Source record: 230705

In article <1991Jun27.181033.1453@newcastle.ac.uk> D.B.Barratt@newcastle.ac.uk (Dave Barratt) writes:
> Hi,
>
> Does anyone know where I can get hold of a 1st Word+ priner driver
> for a Panasonic KXP-1124.
> > Cheers,
> > Dave
> > Dave Barratt JANET: D.B.Barratt@uk.ac.newcastle
> Computing Laboratory
> University of Newcastle upon Tyne
> UK
>
.
Well its very easy to write your own Drivers for 1st word +,
its all in the hand book, its not like Gdos drivers.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

873. Re: What's the best database for the ST ?

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 13:22:20 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun30.132220.29939@actrix.gen.nz>
Source record: 230706

In article <1991Jun27.211257.1678@cs.cmu.edu> redmond+@cs.cmu.edu (Redmond English) writes:
> I'm looking for a powerful, but easy to use database program for the ST.
>
> I'm currently considering Superbase Professional 3.0
> and dBMan v5.2
>
> Could anyone send me their oppinions on these databases, and
> recommendations (for the above, or others) ?
>
> Thanks in advance,
>
> Red/.

Why not give Adimens a try, English version from Kuma UK.

May be some of our German Friends can give us a run down of this good ?
database program.
Is it available in the USA.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

874. Re: what's a prn_1000 file?

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 15:59:27 UTC
From: rosenkra@convex.com
Message-ID: <1991Jun30.155927.4929@convex.com>
Source record: 230707

In article <GJH.91Jun28093319@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:
>++ Is there some way of making it produce bitmap files for dot matrix printers
>++ or an HP Deskjet?
>
>See above.
>
>If dot matrix = Epson then yes.
>If printer = HPDJ or HPLJ then yes.

i just downloaded (at 2400 baud :-( ) ghostscript yesterday to try it with my Epson LQ-1000. it works well. however, there are a few things to watch out for:

1) the print program, pr.ttp, sends what appears to be an eject for {desk,laser}jets at the end. this code happens to correspond to user-defined characters on Epson. remove it. send "ESC @" or formfeed instead.

2) at least on my LQ, each bitmap file sends an escape for 8/60th inch line spacing. this leaves a gap. you want 6/60th inch. again, i just hacked pr.c to read first 20-30 chars first, looking for the "ESC A 8" sequence and changing it to "ESC A 6", then read the file normally. the interline spacing sequence always seems to appear near the top of the prn_1xxx file (at least on the 4-5 files i tried). i also took out the ioctl on stdin since i did not use gcc to recompile.

3) the full ghostscript distribution (i found v2.2 on uunet.uu.net in the gnu directory there) contains fonts. helvetica and times roman seem ok, though times also seems to be missing some chars in the set (non-alphanum chars). you need 2-3 MB for the full font set available.

4) gs epson driver does not make use of the higher density graphics modes on the LQ and uses single density (8-pin) mode. crude, and not very effective for font sizes below about 16 pts. there is no way around this short of redoing the epson driver in gs itself.

5) interesting side note: good ol' arc 5.21 compresses the .gsf font files SMALLER than lharc (the unix versions i have, anyway). :-)

other than that, gs seems excellent so far. enuf to make me want to finally replace/augment my aging 24-pin with the deskjet! kudos to the original autors and the ST porters...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

875. Re: HD interfaces ICD vs. BMS (where do you get 'em?)

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 16:01:18 UTC
From: carlos@garfield.cs.mun.ca
Message-ID: <1991Jun30.160118.20553@garfield.cs.mun.ca>
Source record: 230708

yonder@netcom.COM (Christopher Russell) writes:
>I am planning a HD upgrade. I have a SH204. I'm thinking of selling
>it and getting a SyQuest 44M removable. Ultimately I would like to
>have a fixed drive and the SyQuest hooked up. Anyways, I would
>usually figure that the ICD interface was the way to go, but I have
>seen alot of messages about the BMS interface here on the net.

I'm also thinking of getting one of those 44Meg removables. Anyone know
where I can get an ICD or BMS interface via mail-order?

What about price?

--
C. Miguel Borges "The philosophers have only interpretted
St. John's, Newfoundland, Canada the world in various ways; the point
carlos@garfield.cs.mun.ca is to change it."
an630@cleveland.Freenet.edu - Karl Marx

876. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 17:15:38 UTC
From: harryk@bucsf.bu.edu
Message-ID: <84923@bu.edu>
Source record: 230722

I'm sick & tired of this nonsense. I don't know what is the problem of the Amiga users who ocasionally post childish messages to this newsgroup, but most of us don't give a damn about ANY Amiga machine.

I don't wanna know the PROS and CONS of the Amiga...when, and if, I do I'll let you know. In the meanwhile leave us alone.

I'd also like to ask from the few ST users who participate to this silly (IMHO) discussion, to either ignore them, or continue arguing via personal e-mail.

thanks


```
================================================================================
Harry Karayiannis Post:
|| |# || 15 N.Beacon
|#| ||#| |#| Boston University Allston, MA 02134
|#| ||#| |#| Computer Science Dpt. U.S.A.
|##| ||#| |##| ________________________
||#| ||#| ||#| |INTERnet:
//// |||| \\\\ % fortune -o | harryk@bucsf.bu.edu
///// |||| \\\\\ "Hackers do it with |BITnet:
///// ATARI ST \\\\\ fewer instructions" | cscrzcc@buacca.bu.edu
=========================================================|________________________
```

877. Re: panther

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 17:58:07 UTC
From: jjung@aludra.usc.edu
Message-ID: <18100@chaph.usc.edu>
Source record: 230746

In article <1991Jun30.121617.867@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>what happened to the atari panther ?

Depending on which rumor mill you subscribe to, it's either been cancelled, or renamed the "Jaguar", a 32-bit 68030 system ("Atari introduces the world's first 32-bit game system!") that's backwards compatable (so the currently-developed Panther software will run) but offers more features.

Notice that both rumors are not mutually exclusive...

--R.J.
B-)

^^^

878. Suggestions for spreadsheet programs

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 18:37:01 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <6985@eastapps.East.Sun.COM>
Source record: 230709

I suddenly have the urge/need (aak/phtt) to use a spreadsheet type program.
Any suggestions for good/robust/totally-thrilling-wonderful-to-use
spreadsheets? Commercial & shareware would be prime considerations, PD
is okay too (Gotta support those programmers :-)

Thanx.

Joe
-=-

879. desktop colours without control.acc?

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 19:29:29 UTC
From: carlos@garfield.cs.mun.ca
Message-ID: <1991Jun30.192929.22825@garfield.cs.mun.ca>
Source record: 230710

Anybody know of a way to change desktop colours as in the desktop.inf
file, _without_ using control.acc?
Or how about just reversing the desktop colours in high rez?

Is there a (preferably) small program on the net somewhere that can do
this?
--
C. Miguel Borges "The philosophers have only interpretted
St. John's, Newfoundland, Canada the world in various ways; the point
carlos@garfield.cs.mun.ca is to change it."
an630@cleveland.Freenet.edu - Karl Marx

880. Help! -- SupraModem 2400+ Flow Control

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 19:48:45 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <y8DD51w164w@ersys.edmonton.ab.ca>
Source record: 230711

Does anyone know how to use the SupraModem 2400+ with Zmodem? I have
been able to use it fine with Ymodem-G for downloading, but there is no
version of Ymodem-G that supports uploading. The fastest protocol I know
of that does support uploading is Zmodem, yet I can't make it work with
the modem. My modem is connected at 9600 BPS to the computer as the
manual says it should, and I have Interlink set up to use RTS/CTS Flow
Control. It works fine online. When I try to download something, I
execute RZ 3.0 and that seems to work okay. When I use SZ, though, I get
superfast sending for a while and then it repositions itself to 1K
offset. It repeats the fast sending for a while, and then repositions
itself to 2K offset. It continues in this manner until I abort. Ymodem
uploads (from Interlink) work okay, but they are *SLOW*. I think the
problem has to do with no Flow Control support in Zmodem, but I get a
smilar problem with DTerm. I have Tos 1.4. I also tried installing a
program called Turbo CTS (it had no docs, but what harm could it do?)
with no affect. I hope someone can help me out with this problem.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>

<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

881. Re: Unwanted Amiga Input

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 21:05:00 UTC
From: chucks@pnet51.orb.mn.org
Message-ID: <5275@orbit.cts.com>
Source record: 230726

pyr579@oz.plymouth.edu (Technoid) writes:
>
> You know, I'm really shocked! I've been an Atarian for over 6 years
>I've had 8-bits and ST's. I've seen the Atari vs Commodore wars come and go.
>I've enjoyed reading the news in comp.sys.atari.st but lately I can't enjoy
>any of it without some posting about Amiga's "superiority" from some life-long
>commodore die-hards. Great! This is comp.sys.atari.st not comp.sys.amiga.*
>and these little battles and irritating posts do NOT belong here. Who is in
>charge of this news group anyway? Usually I read down through every article

Well the problem comes about that someone was posting an informative message
that Atari users took as a personal attack (insecurity?) and they responded
with tons of lies/misconceptions/propoganda/falsities about the Amiga. now,
no self respecting Amigan is going to let other people lie about his favorite
computer, thus we get Amigan's trying to correct the mis-information and it's
construed as a Computer war. When in reality, it's just some nice Amiga
people trying to prevent the spread of false information. If you don't want
to read about it, then send mail to the people who are spreading the false
information, and most of the Amiga posts will stop.

.---.
UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks	"I know he's come back
ARPA: crash!orbit!pnet51!chucks@nosc.mil	from the dead, but do
INET: chucks@pnet51.orb.mn.org	you really think he's
---	moved back in?"
Amiga programmer at large, employment options	Lou Diamond Philips in
welcome, inquire within.	"The First Power".
`---'

882. 640x800 on SM 124 with STE

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 23:18:52 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.678323932.larserio@kvart.ifi.uio.no>
Source record: 230712

Posted to comp.binaries today....

Two small 640 x 800 screen emulators for STE and SM124 or SM125
""

640x800n.prg A standard big screen emulator except that it only
""""""""""""" scrolls up and down as you move the mouse outside
the upper and lower edges and takes up only 64 K.
The 640x800 resolution is great for programs like
Calamus DTP, Timeworks DTP, CAD programs etc etc
TOS and text-based applications still use only
the upper half 640x400 as this gave the best
results with most of the programs I tested :-)

640x800i.prg This program uses INTERLACE to display 640x800
""""""""""""" on a standard SM124 with no up/down scrolling !!!
It flickers some (no way around that without
a hardware modification), but if you adjust your
brightness and contrast it's better than Amiga :-)

Installation Both programs should be in the AUTO-folder (but
""""""""""""" not both at the same time). During a normal boot
they will NOT install. To make them install you
must hold down one of the SHIFT keys during boot.
The programs need a STE or a MEGA STE to work !!!

Call me at: +47 2 13 15 71 (voice)
or ABK-BBS: +47 2 13 26 59 (1200-9600 BPS MNP5)

____ ______ ____________________________________
/___ / The norwegian ST Contact us
____/ / Klubben, user association at ABK-BBS

883. Atari-Amiga wars

Newsgroup: comp.sys.atari.st
Date: 1991-06-30 23:22:13 UTC
From: revpk@cellar.UUCP
Message-ID: <q4ND51w164w@cellar.UUCP>
Source record: 230713

Someone above posted abouthow tired they are of Amiga users coming to
this newsgroup to crow about their machines.

I agree-- there's no need for this at all. I don't know how often
Amiga users go onto Mac or IBM newsgroups, and crow over there, but I'd guess
it's a LOT less. (Maybe it's just harder to defend the Amiga against the two
industry leaders.)

But I'm not aware of too many Atari ST users going onto the Amiga
echoes and disrupting their discussions. Maybe I'm wrogn about this-- I
haven't checked out the Amiga sections-- but I'd be genuinely surprised
should such things happen with as much frequency as they do here.

So, here's a proposed remedy; if anyone wants to, they should take
the my-Amiga-kicks-ass posts, and re-post them on the Amiga newsgroups with
the following note attached:

"Until the Amiga user who wrote this message learns some common
courtesy, his obnoxiousness should be shared among all. If you don't want
these messages on your newsgroup, then kindly tell him to stop."

It's not the nicest thing to do, I admit.

```
==========================================================================
Brian Siano, aka [ "Mr. A. Hitler, the old Nazi thing, says
[ Mickey's silly. Imagine that! Well, Mickey is
Rev. Philosopher-King [ going to save Mr. A. Hitler from drowning or
[ something some day. Just wait and see if he
revpk@cellar.UUCP [ doesn't. Then won't Mr. A. Hitler be ashamed!"
[ -- Walt Disney, 1933.
==========================================================================
```

884. SELL

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 00:53:42 UTC
From: chuj@horton.colorado.edu
Message-ID: <1991Jul1.005342.1483@colorado.edu>
Source record: 230714

Must sell the ATARI SC1224 $170.00
Includes CURTIS CLIP. In excellent condition, no bumps or scratch.

Also Indus GTS-100, take best offer.
Front digital readout with 2 LEDS, BLACK SLIMLINE in perfect shape.

Leave me E-MAIL: chuj@horton.colorado.edu

Jeff

885. Re: amiga?

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 01:17:40 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <chuck.678331060@mrcnext.cso.uiuc.edu>
Source record: 230715

chuckie@pro-odyssey.cts.com (Chuck Schul) writes:

>i use one!as a doorstop!
>----
>ProLine: chuckie@pro-odyssey
>Internet: chuckie@pro-odyssey.cts.com
>UUCP: crash!pro-odyssey!chuckie
>ARPA: crash!pro-odyssey!chuckie@nosc.mil
....
I would gladly mail you a brick that would make you a much better
doorstop if you will mail me your amiga/doorstop.

(I could even send you a co-worker that would make a good doorstop,
but that's another story. . .)

--
---
chuck bridgeland---anarchoRepublican
"one thing about a police state, you can always find the police" l. neil smith
chuck@mrcnext.cso.uiuc.edu hired--leaving pit 7/5/91
---

886. Atari vs Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 02:17:47 UTC
From: azog@world.std.com
Message-ID: <1991Jul1.021747.3404@world.std.com>
Source record: 230716

Well... This may be considered not in good taste, but what the hell...
This is one mans testiment to Atari. Ive posted before about this, but
seeing the people touting how great the Amiga is, and how bad the
Atari is, and seeing that theres Amiga people who read this newsgroup,
it cant hurt.

Im fairly new to Atari land. I got a used 520STfm about a month or so
ago, and really liked it. Now I see all these message about the
Amiga, and said to myself 'Hey, the Amiga is a good machine, maybe
Ill switch over'

So I thought for a few days, and came to my conclusion. When I get some
spare case, Im gonna upgrade my 520STfm to a Mega STe :-) Being new
to the Atari way, Im easily swayed when people say all bad things about
the Atari, and all the good things about the Amiga. Fuck it. I like the
Atari, and Im gonna stick with it. The only reason Ill give up my
520STfm is so I can get some of the neato features that the STes have,
like a higher version TOS, and the like.

Amiga has multitasking, and Ill tell you right now: I _dont_ need it.
How can I be so sure? Well, put it this way. I work on a VAX 6220,
with 128mb of RAM and over 3gb of disk space. It has duel processors,
and can support over 200 processes. We dont have over 200 users, so
I cant say how good itll do over 200, but I suspect our VMS license
is only 256, so the point is moot. Anyways, compared to this, the
Atari _and_ the Amiga is a toy, OK? VMS is a real multitasking system,
fact.

Anyways, my point is this: why point out all the good things about
the Amiga, when most of the people in comp.sys.atari.st dont care?
I sure dont. Im gonna hang with my ST. Im sure that there were a
few people over the years who swayed towards Amiga, but look at it
this way, if theyve been Atari fans this long, what is gonna
make them go away now? Considering the huge investment in equipment
that most people have? I got my 520STfm and monitor for $250, and got
a cordless mouse for $100. If I find a cheap enough Mega STe, I can use
my monitor and mouse on that, so I figure that maybe Ive lost about
$100. Oh, Ive got an external floppy that can migrate too. And I might
even be able to sell the unused 520, who knows?

So anyone know where I can get a cheap Mega STe? :-)

+--------------------------+---+
| Billy D'Augustine | Close your eyes, what do you see? Dreams in |
| azog@world.std.com | rhyme with reality. - Fates Warning |
+--------------------------+---+

887. archiver/optimiser

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 02:21:32 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul01.022132.1550@actrix.gen.nz>
Source record: 230717

Can any of the UK, or otheres inform me on the availability
of Ataries ? Hard Disk Archiver program that I read about
so much last year in the UK, magazines.

Also has Atari released there Hard Disk Optimiser program,
or will it ever be released.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

888. Re: Help! -- SupraModem 2400+ Flow Control

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 02:35:40 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul01.023540.1733@actrix.gen.nz>
Source record: 230718

In article <y8DD51w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
> Does anyone know how to use the SupraModem 2400+ with Zmodem? I have
> been able to use it fine with Ymodem-G for downloading, but there is no
> version of Ymodem-G that supports uploading. The fastest protocol I know
> of that does support uploading is Zmodem, yet I can't make it work with
> the modem. My modem is connected at 9600 BPS to the computer as the
> manual says it should, and I have Interlink set up to use RTS/CTS Flow
> Control. It works fine online. When I try to download something, I
> execute RZ 3.0 and that seems to work okay. When I use SZ, though, I get
> superfast sending for a while and then it repositions itself to 1K
> offset. It repeats the fast sending for a while, and then repositions
> itself to 2K offset. It continues in this manner until I abort. Ymodem
> uploads (from Interlink) work okay, but they are *SLOW*. I think the
> problem has to do with no Flow Control support in Zmodem, but I get a
> smilar problem with DTerm. I have Tos 1.4. I also tried installing a
> program called Turbo CTS (it had no docs, but what harm could it do?)
> with no affect. I hope someone can help me out with this problem.
>> << ---------------------------------- >>
> << ersys!mforget@nro.cs.athabascau.ca >>
> << mforget@ersys.edmonton.ab.ca >>
> << Michel Forget >>
> << "He's dead, Jim..." - Bones >>
> << ---------------------------------- >>

Have you in installed TOS 1.4, or even better the Patched version
from atari.archive, tos14fx5.lzh.

There is a bug in tos 1.4 that will stop rts/cts flow control.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

889. codehead ed

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 02:53:32 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <chuck.678336812@mrcnext.cso.uiuc.edu>
Source record: 230719

this from the latest znet:
.....

CODEHEAD ED:

Included as freeware with CodeHead Utilities is CodeHead's special desk
accessory version of MicroEMACS, the popular progammer's text editor.
At CodeHead Software, we've been using CodeHead ED for years. Now you
too can access the power of EMACS as a desk accessory. CodeHead ED uses
the GEM file selector for loading and saving files and has been
optimized in many other areas to help make your text editing tasks as
easy as possible. You can bind commands to different key combinations
to customize it to your own preferences, and the powerful EMACS command
language lets you create macros and command routines to do extremely
complex tasks.
.....
I assume that freeware means freely distributable
does anyone have this, and could they post it or send me a copy?

--
---
chuck bridgeland---anarchoRepublican
"one thing about a police state, you can always find the police" l. neil smith
chuck@mrcnext.cso.uiuc.edu hired--leaving pit 7/5/91
---

890. Re: Cooling an ST

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 02:58:33 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <43846@cup.portal.com>
Source record: 230720

Best Products
2021 The Alameda, Suite 290
San Jose, CA., 95126-1127
Phone 408-243-6950

Has a real little fan, that is a replacement for that in the Mega2/4 and has a higher air flow. Its 12v, has 13" leads and 1 9/16 x 1 9/16 x 13/16. Center to center square bolt pattern is 1 1/4 in. $12.00. Should be easy to install if you are handy with a soldering iron, etc.

They have parts for almost any Atari product ever made, plus some stuff that is uniquely theirs, like the 'BEST' mouse, the 'BEST' joystick, etc. plus they carry parts for all the stuff they sell so it can be repaired instead of replaced.

891. Re: Panther

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 03:57:41 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <9107010357.AA17465@cwns5.INS.CWRU.Edu>
Source record: 230721

The Panther project is supposely now dead.

The Panther was originally going to be a 16-bit hot shot video game system
to knock the Super NES and the rest of them out of the water early next year.

The problem was the time.

By the time Atari released the Panther, the Super NES, Genesis, and Turbo-16
would have most of the market.

Even with a little better games, it is the same old story with the Nintendo,
Sega Master, and 7800.

Atari has decided to leap frog them all and release a 32-bit video game
system instead. Some even say Atari will release a 24-bit as well.

But the president of Atari Corp.'s Entertainment Division stated that the
32-bit will indeed be a reality early next year. He stated it in one of the
video game publications when answering a reader's letter.

I wonder what the price would be on that...

P.S. - if someone could inform AtariUser of this, it would be appreciated!
They should really call the Atari Entertainment Division to make sure but
I believe these are facts.
Len Stys

--

892. TT monitors; spec. Seiko

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 06:03:46 UTC
From: cse0507@desire.wright.edu
Message-ID: <1991Jul1.010347.4136@desire.wright.edu>
Source record: 230607

Hello,
I'll be getting a TT in a few weeks (:-), and I still have time to
think about the monitor. A friend showed me his Seiko 1445 for the Mac, and
that is one *top-notch* display (albeit 640x480). I've been looking at
specs for the Seiko 1450 (the *BM version), and it's 1024x768 non-i'lace.
About the same price, too. I am seriously considering 24 bit cards, and
my basic frame of reference is graphics work (render, model, etc...).
Please deluge me with opinions on monitors. Info on 24-bit cards that are
shipping in the North American (pref. US) market *right now* would be
helpful. General TT messages are ok to send to me.
Bob The (nosig) Schulze
try --> cse0507@desire.wright.edu <-- but I doubt it.

893. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 06:18:53 UTC
From: mlkaaden@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul1.061853.7346@informatik.uni-erlangen.de>
Source record: 230725

harryk@bucsf.bu.edu (Harry Karayiannis) writes:

> I'm sick & tired of this nonsense. I don't know what is the problem of the
>Amiga users who ocasionally post childish messages to this newsgroup, but most
>of us don't give a damn about ANY Amiga machine.

Exactly right.

> I'd also like to ask from the few ST users who participate to this silly
>(IMHO) discussion, to either ignore them, or continue arguing via personal
>e-mail.

No, they should send all their postings to /dev/null ...

I like my ST, it's the best choice for the things I want to do. Others may
have different opinions, but I'm not really interested in reading about
them ALL DAY! :-(

> thanks

Yepp.

```
>=============================================================================
> Harry Karayiannis Post:
> || |# || 15 N.Beacon
> |#| ||#| |#| Boston University Allston, MA 02134
> |#| ||#| |#| Computer Science Dpt. U.S.A.
> |##| ||#| |##| ________________________
> ||#| ||#| ||#| |INTERnet:
> //// |||| \\\\ % fortune -o | harryk@bucsf.bu.edu
> ///// |||| \\\\\ "Hackers do it with |BITnet:
>///// ATARI ST \\\\\ fewer instructions" | cscrzcc@buacca.bu.edu
>=====================================================|________________________
```

```
==============================================================================
Michael Kaaden mlkaaden@medusa.informatik.uni-erlangen.de
Computer Science Student "For every problem there is one solution
Rettystr. 20 which is simple, neat, and wrong."
W-8500 Nuernberg 30, Germany H. L. Mencken
==============================================================================
```

894. `Form' Symbolic Algebra manual

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 07:22:07 UTC
From: dont@loop.uucp
Message-ID: <1991Jul1.072207.7900@loop.uucp>
Source record: 230727

I got a copy of the Form symbolic algebra system but the manual is in .dvi format. Is there anyone who has or can turn this into ASCII or put it on paper for me? I would be glad to pay for the cost of getting it to me.

Please reply by email if possible.

Thanks
Don Taylor
503-235-6853
Portland Oregon U.S.A.
loop!dont@tessi.UUCP
dont@loop.UUCP
tessi!loop!dont@nosun.west.sun.com

895. Re: Midi maze II

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 08:07:37 UTC
From: robin@castle.ed.ac.uk
Message-ID: <11375@castle.ed.ac.uk>
Source record: 230736

>Midi Maze II is shipped with an editor that allows anyone to add mazes. It's
>not included in the PD-version, but is part of the shareware-package that is
>available from the developers:

>The shareware-contribution should be 50.-- DM.

What is 50 DM in either \pounds or $?

896. Re: Amiga is better then [sic] what???

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 08:50:44 UTC
From: dant@ryptyde.UUCP
Message-ID: <136@ryptyde.UUCP>
Source record: 230608
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Responding to the following:

> As to sound? Well The ST is the only one so far that has the capability of 3d
> sound. The STe series computers have the capability of using 3 seperate
> speakers with different sounds out of each.... 2 of those full 8 bit digital..
The Macintosh will do 4. Each of those 8-bit, 44KHz sampled.

897. Re: Atari vs Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 09:40:14 UTC
From: robart@agora.rain.com
Message-ID: <1991Jul1.094014.3904@agora.rain.com>
Source record: 230737
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1991Jul1.021747.3404@world.std.com> azog@world.std.com (azog-thoth) writes:
>
>Well... This may be considered not in good taste, but what the hell...
>
>Amiga has multitasking, and Ill [sic] tell you right now: I _dont_ need it.
>How can I be so sure? Well, put it this way. I work on a VAX 6220,
>with 128mb of RAM and over 3gb of disk space. It has duel [sic] processors,
>and can support over 200 processes. We dont have over 200 users, so
>I cant say how good itll [sic] do over 200, but I suspect our VMS license
>is only 256, so the point is moot. Anyways, compared to this, the
>Atari _and_ the Amiga is a toy, OK? VMS is a real multitasking system, fact.

If you don't need multitasking, why are you using it?

898. Publishing Partner (w/SG10)

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 12:47:41 UTC
From: yonder@netcom.COM
Message-ID: <1991Jul1.124741.16156@netcom.COM>
Source record: 230729

I have Publishing Partner (a vintage copy -- did they ever make an upgrade?). Anyways, I wanna use it with my SG10. The readme files says to set the printer to IBM mode and use the MX80 driver. I tried this. I tried the FX80 driver. I tried the Gemini driver with the SG10 in Star mode. It prints "something" out in any of these modes. Unfortunately only the largest of letters seem to print out correctly.

For example: on the example (tutorial) document the title "Publishing Partner" prints out ok in all of the above meantioned modes. I think the point size is about ~30 or so. The smaller text (~14 pt and less) all prints out very fragmented.

It is an old version of the program that was sold to me with my ST. I had kinda always told myself I would try it out "real soon now". It looks to be a pretty good rudimentary page layout program. Is it still used much? SoftLogik Corp. still around?

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

899. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 12:57:35 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul1.125735.27508@informatik.uni-erlangen.de>
Source record: 230728

Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:

>memory around.. (ST's have a four meg limit.. That should make a BIG
>difference when the bigger graphics displays become common.)

With the standard MMU, it's a 4 MB limit. With a more intelligent memory
expansion card, you can stuuf 12 MB of RAM into a standard Mega ST.

>No, the ST memory is limited to 4 meg... (Same as chip memory as opposed to
>fast memory.. The TT uses the same type of setup memory wise as the Amiga..
>CPU ram is VERY fast and is unlimited in theory.)

I think Allan Pratt mentioned that the TT's slow RAM is limited to 10 MB or
something like that. Am I wrong?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de
---

900. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 13:14:30 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul1.131430.28625@informatik.uni-erlangen.de>
Source record: 230730

chucks@pnet51.orb.mn.org (Erik Funkenbusch) writes:

>> An Ste with tos 1.6 and blitter performs pretty well...
>
>*IF* any software uses that blitter. very little does.

Every program that draws on the screen using OS functions (i.e. virtually
every program except some games) will profit from blitter speed because
TOS uses the blitter to speed up the output.

>Oh really? and i suppose that there are numerous 020,030,and 040 boards
>available for the STe? and a 50 Mhz 030?

You're right to suppose that there are 020 and 030 cards for the ST 8-)
I haven't seen a 040 board yet.
>
>and the TT has it's version of Chip Memory as well. It's for performance, and
>it only took Atari 6 years to realize that.

Please try to understand that it's a different job to make a computer run
with 0 waitstates that has a 8 MHz 68000 than to do this feat with a
32 MHz 68030 that uses burst mode to access RAM. Giving us 0 waitstates
on the standard ST was an excellent hack from Atari, pushing the design
to its limits. Remember the Amiga design didn't _quite_ manage this?
Changing the design for the much faster TT is no sign of surrender as
you would like to put it - just a architectural necessity.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de
---

901. Re: 640x800 on SM 124 with STE

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 13:21:55 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul1.132155.29281@informatik.uni-erlangen.de>
Source record: 230731

larserio@IFI.UIO.NO (LarsErikOsterud) writes:

>640x800i.prg This program uses INTERLACE to display 640x800
>""""""""""""" on a standard SM124 with no up/down scrolling !!!
> It flickers some (no way around that without
> a hardware modification), but if you adjust your
> brightness and contrast it's better than Amiga :-)

Does this work on the TT, too?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de
---

902. Re: Unwanted Amiga Input

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 14:11:38 UTC
From: ckb@athena.mit.edu
Message-ID: <1991Jul1.141138.7331@athena.mit.edu>
Source record: 230732

In article <5275@orbit.cts.com> chucks@pnet51.orb.mn.org (Erik Funkenbusch) writes:
>[.............................] When in reality, it's just some nice Amiga
>people trying to prevent the spread of false information. [more garbage..]

Wow, someone help this guy, he's about to drown in his own
bullshit.

Yeah. Right. Nice Amiga People. Why would anyone with an Amiga
EVER read this newsgroup. It makes ABSOLUTELY NO SENSE. I don't even
know what the comp.sys.amiga.* newsgroups look like. They could come up
with spinning colors and talking clowns! I wouldn't know! And sure as
hell don't care.

The Crusading Amigans, out to make the world safe for Commodore.

(Please, I have nothing against Amiga users in general, just the ones
who say stuff like the above quote, and really believe it.....)

903. Re: What's a STE anyway?

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 14:25:30 UTC
From: Jan.Willekens@p12.f202.n281.z2.fidonet.org
Message-ID: <fido_2_281/202.12_286f42ee@linn.fidonet.org>
Source record: 230663

In a message of <24 Jun 91 19:46:49>, freds@hpspdla.spd.HP.COM (2:320/100.1) writes:

f> What is the difference between the MEGA ST and the STE?

There are two STE's, the 1040 STE and the Mega STE. The 1040STE looks like an ordinary 1040ST except for the two addidtional joystick/paddle/lightgun/lightpen ports at the left side and the two connectors for connecting the STE to you HIFI. Here follow some specs.:

- TOS 1.06 or the newer 1.62. (which should be 1.062, actually)
- OS contained in 256Kb ROMs.
- Contains Blitter chip.
- Color palette of 4096 colors.
- Hardware support for horizontal and vertical scrolling.
- Prepared for an external Genlock-interphase.
- 8-bit stereo PCM-sound. Programmable sound generator.
- 1 Mb RAM, expandable to 4Mb using SIMMs.

The Mega STE looks like a TT, only it is grey and not white.

- The Mega STE has all the facilities the 1040STE has, except for the extra joystick/etc. ports! (please explain, Atari...)
- 16Mhz MC68000 CPU with 16 Kb cache. 8 Mhz/16 Mhz without cache/16 Mhz with cache can be set by the control panel.
- Socket for the MC68881/82-16 Floating Point coprocessor.
- 2Mb or 4Mb RAM (SIMMs) There are rumors about a 1Mb version, but they have not yet been comfirmed. Memory can be expanded by placing SIMMs on the motherboard or by using a VME adapter.
- Hard Disk 3.5'' 48Mb 28ms. This is a SCSI hard disk, so the Mega STE has a host adapter. It has no external SCSI ports, only one ACSI port.
- Real time clock like in the Mega ST.
- 2 RS232 ports
- 1 LAN 1Mbit/s port
- Internal connector for VME-bus Rev. C. 1
- Internal Fan (2) for hard disk and motherboard
- 'TT' desktop
- A far better keyboard than the Mega ST's

f> Can a MEGA ST be upgraded to the STE? What does Atari have
f> to say on this subject?

No way. The soundhardware is too different and the STE's have hardware scrolling capabilities which cannot be implemented onto a Mega ST. The Mega ST's ROMs aren't 1Mbit chips, the STE's are. The differences are just too large.

f> I have tryed to sell the system, but I have had no real offers. I
f> had buyers for the monitors, and one piece of software. I guess no one
f> likes the old MEGAs.

Yes, you are out of luck. Lots of people are selling whole systems including
Mega ST's, hard disks, printers. etc. because they want to buy a Mega STE or
TT. There are just too few people who want to buy 'older' systems.

Greetings... - Jan -

STabloid's Chief Editor... Prerelease out soon!
Jan.Willekens@p12.f202.n281.z2.fidonet.org
or tfd.com!afp!gna!linn!p12.f202.n281.z2.fido!Jan.Willekens

904. Re: MiNT, MGR, emacs, problems and questions

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 14:40:14 UTC
From: pegram@kira.UUCP
Message-ID: <1991Jul1.144014.5100@uvm.edu>
Source record: 230744

From article <1991Jun26.113111@geog.ubc.ca>, by peter@geog.ubc.ca (Peter Jackson):
(with mint- bash etc. questions)

> Thanks very much for any help, I will be happy to provide any information
> I receive to others or summarize and post if there is sufficient interest.

Yes, please do, cookbook instructions are nice when there's
too much complexity to master at once 8-).

> --
> ==
> Peter L. Jackson | peter@geog.ubc.ca
> Atmospheric Science Programme | pjackson@unixg.ubc.ca
> Department of Geography | usermeso@ubcmtsg.bitnet
> University of British Columbia | ph:(604)822-2269 fax:(604)822-6150

Bob Pegram

pegram@{griffin,newton,kira,sadye}.uvm.edu
or
...!uvm-gen!pegram

905. 1040 ST system for sale

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 14:56:13 UTC
From: gordon@osiris.cso.uiuc.edu
Message-ID: <1991Jul1.145613.11776@ux1.cso.uiuc.edu>
Source record: 230733

Hi there. I recently defected to the PC world, and would like to
free up some desk space by selling my ST system. It includes:

1040 ST w/1 Meg RAM and DS/DD drive and mouse
Color and BW monitors
LOTS of games software, including:

Alternate Reality - City
Arcticfox
Arkanoid I
Arkanoid II
Autoduel
Battlezone
Blasteroids
Breach I
Breach II
Captain Blood
Championship Wrestling
Chessmaster 2000
Death Sword
Defender of the Crown
Empire
Gauntlet
Gauntlet II
Hacker II
Heroes of the Lance
Hostage
Indiana Jones and the Temple of Doom
Mercenary
Metrocross
Oids
Populous
Road Runner
Silent Service
Star Quake
Star Trek - Rebel Universe
Super Hang-On
Time Bandits
Warlock
Xenon
and many more that have temporarily slipped my mind.

Also some 'serious' software:

Laser C compiler
Cyber Paint
Tempus II text editor
Flash!
Shadow

and also several ST programming books and LOTS of STart magazines,
most with the companion disk, and some public-domain stuff such as several
good games, Degas and Neo art files, BBS numbers, etc.

Whew! Didn't realize that I had so much. As for the price: I
would like to get around $700, but if you have a reasonable offer, please
talk to me. Also, if you want individual pieces, make me an offer, but I
have to give priority to package deals.

Waiting for inquiries,

John Gordon
Internet: gordon@osiris.cso.uiuc.edu #include <disclaimer.h>
gordon@cerl.cecer.army.mil #include <clever_saying.h>

906. Elvis Inserts Newlines in my Files

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 15:39:00 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Jul1.153900.9920@wam.umd.edu>
Source record: 230734

I've been using Elvis (a vi clone) for quite some time now, but just recently discovered that the version I have (from atari.archive) sometimes inserts newlines at seemingly random points in large files. Since most of the work I do is on source code with < 32K source modules, I never noticed the problem until now.

Anybody know of a fix for this problem, or have a newer version of Elvis? I've tried Levee too, and would use it except for the 32K file limit. (Is there a more recent version of levee without the 32K restriction?)

Thanks,

Dave Baggett
dmb@wam.umd.edu

907. Unix Windows....

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 16:07:30 UTC
From: yonder@netcom.COM
Message-ID: <1991Jul1.160730.4841@netcom.COM>
Source record: 230740

I read a message not too long ago that meantioned a UNIX windowing
interface called Unix Windows that would run on the ST. I was
very interested so I ftp'd it over from atari.archive.

My problem: it don't work :-)

First I ran win.prg on the ST. Boy, looks nice. I kinda had the idea
I would be able to use it to make the connection to the remote system
but all I get is a blank window (the pull downs and everthing works).

My next step was to compile the server program (uw) on the SUN system
that I use. Then I ran the uw program.. whew, no core dump.

Crossing my fingers, I exit my term program (uniterm) and run win.prg.
Still, I get nothing. The RS232 setup is correct. It tells me the
UW is not running whenever I try to open a window.

I cannot type in any of the windows on the screen. I fear that the problem
might be that I am trying to run the program on a color system. One of the
readme's said it would only run on mono systems. Is this a case? Is there
a fix? Am I doing something totally wrong (likely).

Please help... thanks....

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

908. VIDEO GAME RATINGS REPORT [ATARI]

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 16:08:26 UTC
From: erc@radon.berkeley.edu
Message-ID: <42517@ucbvax.BERKELEY.EDU>
Source record: 230735
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.st

For information on the list format and on submitting your ratings, see
the end of this posting and the article entitled "ABOUT THE VIDEO GAMES
RATINGS REPORT" in the newsgroup rec.games.video.

If you "reply" to this article, your message will most likely go
directly to the video games ratings server, which silently ignores
everything which is not a vote.

MAKE SURE YOUR COMMENTS GO TO THE E-MAIL ADDRESSES GIVEN AT THE END.
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MAKE SURE YOUR COMMENTS GO TO THE E-MAIL ADDRESSES GIVEN AT THE END.

ATARI GAME RATINGS REPORT

ATARI LYNX
New Distribution Votes Rank Title
..00111220 59 7.2 Blue Lightning
0001113100 74 6.4 California Games
0.00000321 61 8.0 Chip's Challenge
.00111120. 54 6.0 Electrocop
* ......5..5 2 8.5 Fidelity Ultimate Chess Challenge
0.0003121. 52 6.5 Gates Of Zendocon
0.0123200. 50 5.7 Gauntlet III
......0133 43 9.0 Klax
..0003.4.. 14 6.4 Ms. Pac-Man
..023.22.. 15 5.7 Paperboy
...1..2300 11 7.3 Rampage
....000511 26 8.0 Roadblasters
..0.122100 14 6.7 Robosquash
.1...143.. 9 6.7 Rygar
.1......62 8 8.4 Shanghai
...0013210 44 7.5 Slime World
* ....36 3 9.7 Warbirds
....003121 28 7.9 Xenophobe
......1151 17 8.8 Zarlor Mercenary

ATARI ST
New Distribution Votes Rank Title
.........* 1 10.0 A Day At The Races
......5.5. 2 8.0 A Mind Forever Voyaging
.111.1.1.1 6 5.5 Airball
1.12.4.... 7 4.3 Arctic Fox
...113010. 12 6.2 Arkanoid

....*..... 1 5.0 Artura
* ......*... 1 7.0 Atomix
....5.5... 2 6.0 Autoduel
..22..2.2. 4 5.8 Baal
.1..2122.. 8 6.0 Barbarian
..1....511 6 7.7 Bard's Tale I
.2...7.... 4 5.0 Batman
....333... 3 6.0 Battlehawks 1942
......*... 1 7.0 Battlemaster
.....63... 3 6.3 Battletech
.....55... 2 6.5 Blasteroids
......55.. 2 7.5 Block-Out
........*. 1 9.0 Blockbuster
..11.1.3.1 6 6.5 Blood Money
.1.13..3.. 6 5.3 Bloodwych
.....*.... 1 6.0 Blue Angels
*......... 1 1.0 Breakers
3.3...3... 3 3.7 Bubble Bobble
........*. 1 9.0 Cadaver
.2..2.2..2 4 6.0 Captain Blood
.........* 3 10.0 Captive
.......*.. 1 8.0 Chambers Of Shaolin
.......234 14 9.2 Chaos Strikes Back
.....55... 2 6.5 Chrono Quest 2
........*. 2 9.0 Curse Of The Azure Bonds
3.33...... 3 2.7 Cyberball
..2..224.. 5 6.4 Demon's Winter
....5.5... 2 6.0 Dogs Of War
......0035 29 9.4 Dungeon Master
.*........ 1 2.0 E-Swat
....252... 8 6.0 Empire Strikes Back, The
....5..5.. 2 6.5 F-15 Strike Eagle
.....1.511 6 8.2 F-19 Stealth Fighter
.....01240 12 8.2 Falcon
.......5.5 2 9.0 Falcon Mission Disk 1
.....*.... 1 6.0 Fiendish Freddy's Big Top O' Fun
3.....6... 3 5.0 Fighter Bomber
.....5.5.. 2 7.0 Fire Brigade
..0..1302. 11 7.1 Flight Simulator
......36.. 3 7.7 Full Metal Planet
....5..5.. 2 6.5 Future Wars
.2.222.2.. 5 5.0 Gauntlet
..5.5..... 2 4.0 Geisha
......*... 1 7.0 Go Player
* ....*. 1 9.0 Gods
.........* 1 10.0 Gold Of The Aztecs
.....3.33. 3 7.7 Golden Axe
.100.310.. 11 5.2 Goldrunner
....1.1131 6 8.0 Gunship
....4.2.4. 5 7.0 Heroes Of The Lance

```
......5.5. 2 8.0 Hex
..5.5..... 2 4.0 Hippo Backgammon
......333. 3 8.0 Hitchiker's Guide To The Galaxy, The
.......*.. 1 8.0 Hoyle's Book Of Games II
*........ 1 1.0 Jet
.....52.2. 4 7.0 Jinxter
...01.2130 13 7.5 Joust
...*...... 1 4.0 Jungle Book, The
....5..5.. 2 6.5 Klax
.*........ 1 2.0 Knight Orc
....1111.3 6 7.7 Leisure Suit Larry I
.....5.5.. 4 7.0 Leisure Suit Larry II
* .....*.... 1 6.0 Leisure Suit Larry III
.........* 2 10.0 Lemmings
.....3.6.. 3 7.3 Lombard Rally
.2......25 4 7.8 Lotus Esprit Challenge
...3.3..3. 3 6.3 Major Motion
.....522.. 4 6.8 Mean 18
......*... 1 7.0 Mean Streets
* .........* 1 10.0 Megatraveller 1: The Zhodani Conspiracy
* .......*.. 1 8.0 Metal Masters
........*. 1 9.0 Microleague Baseball
..1...1.33 6 8.0 Midimaze
........*. 1 9.0 Missile Command
.....63... 3 6.3 Mission Impossible II
..*....... 1 3.0 Moebius
.*........ 1 2.0 Nine Princes In Amber
.......*.. 1 8.0 Obliterator
.....2.242 5 8.4 Oids
5......5.. 2 4.5 Oil Imperium
...*...... 1 4.0 Oliver And Compagnie
..11.3121. 9 6.3 Pawn, The
......5..5 2 8.5 Phantasie I
....3..3.3 3 7.7 Phantasie II
.....2..52 4 8.5 Phantasie III
....2222.. 4 6.5 Pipemania
.......333 15 9.0 Populous
.....1.511 6 8.2 Powermonger
......2422 5 8.4 Prince Of Persia
........*. 1 9.0 Pro Tennis Tour
........*. 1 9.0 Questron II
.1..1123.. 8 6.4 R-Type
...1232... 8 5.8 Return Of The Jedi, The
.......55. 2 8.5 Rick Dangerous 2
.....*.... 1 6.0 Rings Of Zilfin
.11..1212. 8 6.4 Roadwar 2000
......*... 1 7.0 Rocket Ranger
.......*.. 1 8.0 Rockford
...0012100 11 7.0 Rogue
...5..5... 2 5.5 Rolling Thunder
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....*..... 1 5.0 Sentry
..3.33.... 3 4.7 Shadow Of The Beast
...1.1131. 6 7.0 Shanghai
.....1222. 7 7.7 Silent Service
.....02023 12 8.5 Simcity
..*....... 1 3.0 Sorcerer Lord
.....72... 4 6.2 Space Harrier II
......*... 1 7.0 Space Quest II
......27.. 7 7.7 Space Quest III
.......442 5 8.8 Speedball II
3.......6. 3 6.3 Star Trek: The Rebel Universe
....13312. 10 7.0 Star Wars
..01.3110. 16 6.2 Starglider
.1..1141.. 7 6.0 Starglider II
....*..... 1 5.0 Strider II
.......55. 2 8.5 Stunt Car Racer
.1.1.21212 10 7.0 Sundog
....*..... 1 5.0 Super Cars, The
.......*.. 1 8.0 Supremacy
......55.. 2 7.5 T.V. Sports Football
...5.....5 2 7.0 Team Yankee
* ......*... 1 7.0 Teller, The
........*. 1 9.0 Tennis Cup
22.2..22.. 5 4.4 Terrorpods
2..22....2 4 5.0 Tetris
........63 3 9.3 Their Finest Hour: Battle Of Britain
......*... 1 7.0 Third Courier, The
.....422.0 15 7.1 Time Bandit
........*. 1 9.0 Tower Toppler
.......*.. 1 8.0 Toyota Celica G.T.
....3...33 3 8.0 Ultima III
......22.5 4 8.8 Ultima IV
......2222 4 8.5 Ultima V
.....*.... 1 6.0 Ultimate Ride, The
......*... 2 7.0 Universe II
.....63... 3 6.3 Wargame Construction Set
.......522 4 8.8 Wayne Gretzky Hockey
........*. 1 9.0 Wrath Of The Daemon
...00015.0 12 7.2 Xenon
.......27. 7 8.7 Xenon 2
.3..23.1.. 9 4.7 Xevious

In this list, games have been rated on a scale of 1 to 10, 10 being the best and 1 being the worst. For each game, the total number of votes, the average rating, and the vote distribution are shown. New games are indicated by a "*" before their entry. If a "(C)" appears after the title it means that the game is a CD-ROM or disc system title. If a "(J)" appears after the title it means that the game is currently only available in Japan.

The general guideline for ratings is:

8-10 worth buying at full price
6-7 worth buying at a discount, or if you're particularly interested
in this kind of game
3-5 only worth renting
2 only worth playing for free, and only for a few minutes
1 worthless

The vote distribution uses a single character to represent the
percentage of votes for each ranking. The following character codes can
appear:

"." no votes cast "3" 30-39% of the votes "7" 70-79% of the votes
"0" 1-9% of the votes "4" 40-49% of the votes "8" 80-89% of the votes
"1" 10-19% of the votes "5" 50-59% of the votes "9" 90-99% of the votes
"2" 20-29% of the votes "6" 60-69% of the votes "*" 100% of the votes

Please consult the article entitled "ABOUT THE VIDEO GAME RATINGS REPORT"
in the newsgroup rec.games.video for more details, including information
on how to vote.

Questions, comments, problems, and errors should be directed to the list
maintainer at either of the below addresses:
video-request@irss.njit.edu
..!uunet!irss.njit.edu!video-request

--
eric ng
erc@radon.berkeley.edu
..!ucbvax!radon!erc

909. Re: Unwanted Amiga Input

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 16:24:52 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1991Jul1.162452.25866@mack.uit.no>
Source record: 230739

In article <1991Jul1.141138.7331@athena.mit.edu> ckb@athena.mit.edu (Christopher K. Brown) writes:
> Yeah. Right. Nice Amiga People. Why would anyone with an Amiga
>EVER read this newsgroup. It makes ABSOLUTELY NO SENSE. I don't even
>know what the comp.sys.amiga.* newsgroups look like. They could come up

1. Who says it has to make sense?
2. Do you have an end-all be-all solution to what makes sense?
3. It makes rather much sense(IMNSHO). I think it is known as broadening your knowledge. It is also fun watching the 'competitors'; you should know your enemy before engaging battle(though I am getting a bit tired of all the flame-wars. Come over to c.s.amiga.advocacy if you fancy some fresh flaming).

4. It would however be out of line to discuss Ataris and Atari-stuff when you don't own an Atari yourself. That's why I've been reading this newsgroup for 2 years without you noticing. I'd even read the PC, MAC, and nExt groups if I had more time.
--
|//// borgen@stud.cs.uit.no (Borge Nost) B2000 rev 4.1 \\\\\|
|/// ...and then there was AMIGA... \\\|
|//___ studying at the worlds northernmost university (Tromsoe, Norway)____\\|
|/ If you can't do it, fake it. \|

910. VIDEO GAME RATINGS BALLOT [ATARI]

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 16:28:48 UTC
From: erc@radon.berkeley.edu
Message-ID: <42525@ucbvax.BERKELEY.EDU>
Source record: 230738
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.st

To use this ballot, just hit "R". Once in your editor, insert your game rating between the word "vote" and the system code and game title. Your rating must be an integer between 1 and 10. There must be at least one blank on either side of your rating. Make sure the word vote appears at the start of each rating.

If you do not want to rate a particular game, just DELETE THAT LINE FROM THE BALLOT. When you are finished, SAVE THE FILE, and exit the editor. The votes will be sent to the game rating tabulator.

The general guideline for ratings is:

8-10 worth buying at full price
6-7 worth buying at a discount, or if you're particularly interested in this kind of game
3-5 only worth renting
2 only worth playing for free, and only for a few minutes
1 worthless

If you want to vote for additional games, just add them at the end, in a format similar to the existing entries. Be sure to include the system code right before the title. This code is one of the below:

AL = Atari Lynx AM = Commodore Amiga
GB = Nintendo Game Boy GG = Sega Game Gear
GS = Apple II GS MA = Apple Macintosh
NE = Nintendo NES and Famicom NG = SNK NeoGeo
PC = IBM PC, PS/2, and compatibles SG = Sega Genesis and MegaDrive
SF = Nintendo Super Famicom ST = Atari ST
TG = NEC TurboGrafx-16, TurboExpress,
and PC Engine

Thanks for participating in the rec.games.video ratings poll. (This text was adapted from Chuck Musciano's rec.arts.movies ballots and John Leo's rec.games.video ballots.)

PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.
PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.
PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.
PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.
PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.

v--- place your rating right here!
vote Al Blue Lightning
vote Al California Games
vote Al Chip's Challenge

```
vote Al Electrocop
vote Al Fidelity Ultimate Chess Challenge
vote Al Gates Of Zendocon
vote Al Gauntlet III
vote Al Klax
vote Al Ms. Pac-Man
vote Al Paperboy
vote Al Rampage
vote Al Roadblasters
vote Al Robosquash
vote Al Rygar
vote Al Shanghai
vote Al Slime World
vote Al Warbirds
vote Al Xenophobe
vote Al Zarlor Mercenary
vote St A Day At The Races
vote St A Mind Forever Voyaging
vote St Airball
vote St Arctic Fox
vote St Arkanoid
vote St Artura
vote St Atomix
vote St Autoduel
vote St Baal
vote St Barbarian
vote St Bard's Tale I
vote St Batman
vote St Battlehawks 1942
vote St Battlemaster
vote St Battletech
vote St Blasteroids
vote St Block-Out
vote St Blockbuster
vote St Blood Money
vote St Bloodwych
vote St Blue Angels
vote St Breakers
vote St Bubble Bobble
vote St Cadaver
vote St Captain Blood
vote St Captive
vote St Chambers Of Shaolin
vote St Chaos Strikes Back
vote St Chrono Quest 2
vote St Curse Of The Azure Bonds
vote St Cyberball
vote St Demon's Winter
vote St Dogs Of War
vote St Dungeon Master
```

```
vote St E-Swat
vote St Empire Strikes Back, The
vote St F-15 Strike Eagle
vote St F-19 Stealth Fighter
vote St Falcon
vote St Falcon Mission Disk 1
vote St Fiendish Freddy's Big Top O' Fun
vote St Fighter Bomber
vote St Fire Brigade
vote St Flight Simulator
vote St Full Metal Planet
vote St Future Wars
vote St Gauntlet
vote St Geisha
vote St Go Player
vote St Gods
vote St Gold Of The Aztecs
vote St Golden Axe
vote St Goldrunner
vote St Gunship
vote St Heroes Of The Lance
vote St Hex
vote St Hippo Backgammon
vote St Hitchiker's Guide To The Galaxy, The
vote St Hoyle's Book Of Games II
vote St Jet
vote St Jinxter
vote St Joust
vote St Jungle Book, The
vote St Klax
vote St Knight Orc
vote St Leisure Suit Larry I
vote St Leisure Suit Larry II
vote St Leisure Suit Larry III
vote St Lemmings
vote St Lombard Rally
vote St Lotus Esprit Challenge
vote St Major Motion
vote St Mean 18
vote St Mean Streets
vote St Megatraveller 1: The Zhodani Conspiracy
vote St Metal Masters
vote St Microleague Baseball
vote St Midimaze
vote St Missile Command
vote St Mission Impossible II
vote St Moebius
vote St Nine Princes In Amber
vote St Obliterator
vote St Oids
```

vote St Oil Imperium
vote St Oliver And Compagnie
vote St Pawn, The
vote St Phantasie I
vote St Phantasie II
vote St Phantasie III
vote St Pipemania
vote St Populous
vote St Powermonger
vote St Prince Of Persia
vote St Pro Tennis Tour
vote St Questron II
vote St R-Type
vote St Return Of The Jedi, The
vote St Rick Dangerous 2
vote St Rings Of Zilfin
vote St Roadwar 2000
vote St Rocket Ranger
vote St Rockford
vote St Rogue
vote St Rolling Thunder
vote St Sentry
vote St Shadow Of The Beast
vote St Shanghai
vote St Silent Service
vote St Simcity
vote St Sorcerer Lord
vote St Space Harrier II
vote St Space Quest II
vote St Space Quest III
vote St Speedball II
vote St Star Trek: The Rebel Universe
vote St Star Wars
vote St Starglider
vote St Starglider II
vote St Strider II
vote St Stunt Car Racer
vote St Sundog
vote St Super Cars, The
vote St Supremacy
vote St T.V. Sports Football
vote St Team Yankee
vote St Teller, The
vote St Tennis Cup
vote St Terrorpods
vote St Tetris
vote St Their Finest Hour: Battle Of Britain
vote St Third Courier, The
vote St Time Bandit
vote St Tower Toppler

```
vote St Toyota Celica G.T.
vote St Ultima III
vote St Ultima IV
vote St Ultima V
vote St Ultimate Ride, The
vote St Universe II
vote St Wargame Construction Set
vote St Wayne Gretzky Hockey
vote St Wrath Of The Daemon
vote St Xenon
vote St Xenon 2
vote St Xevious
--
eric ng
erc@radon.berkeley.edu
..!ucbvax!radon!erc
```

911. Re: Memory Upgrades

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 16:34:05 UTC
From: bpohl@dvorak.amd.com
Message-ID: <1991Jul1.163405.20902@dvorak.amd.com>
Source record: 230745

I'm unable to FTP of site. I someone gets that 2_5ram.zoo file from atari.archives could you e-mail me a copy? I've been wanting to upgrade my STf also.
Thanks
Bion
bpohl@dvorak.amd.com

912. 640x400 for STE with COLOR MONITOR

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 17:33:20 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.678389600.larserio@kvart.ifi.uio.no>
Source record: 230741

```
Two small 640 x 400 screen emulators for STE and COLOR SCREENS
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

640x400n.prg A standard big screen emulator except that it only
""""""""""""" scrolls up and down as you move the mouse outside
the upper and lower edges and takes up only 64 K.
The 640x400 resolution is great for programs like
Calamus DTP, Timeworks DTP, CAD programs etc etc
TOS and text-based applications still use only
the upper half 640x200 as this gave the best
results with most of the programs I tested :-)

640x400i.prg This program uses INTERLACE to display 640x400
""""""""""""" on a standard TV with no up/down scrolling !!!
It flickers some (no way around that without
a hardware modification), but if you adjust your
contrast and use 60Hz it's better than Amiga :-)

Installation Both programs should be in the AUTO-folder (but
""""""""""""" not both at the same time). During a normal boot
they will NOT install. To make them install you
must hold down one of the SHIFT keys during boot.
The programs need a STE or a MEGA STE to work !!!

Call me at: +47 2 13 15 71 (voice)
or ABK-BBS: +47 2 13 26 59 (1200-9600 BPS MNP5)

____ ______ ____________________________________
/___ / The norwegian ST Contact us
____/ / Klubben, user association at ABK-BBS

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association
```

913. Re: Unix Windows....

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 18:20:26 UTC
From: yonder@netcom.COM
Message-ID: <1991Jul1.182026.10776@netcom.COM>
Source record: 230743

yonder@netcom.COM (Christopher Russell) writes:

>I read a message not too long ago that meantioned a UNIX windowing
>interface called Unix Windows that would run on the ST. I was
>very interested so I ftp'd it over from atari.archive.

>My problem: it don't work :-)

It's not your only problem... (Fun to flame even if I am flaming myself)

>I cannot type in any of the windows on the screen. I fear that the problem
>might be that I am trying to run the program on a color system. One of the
>readme's said it would only run on mono systems. Is this a case? Is there
>a fix? Am I doing something totally wrong (likely).

As usually, you were doing something totally wrong. It only runs on
monochrome systems. I had this EXACTLY :-) same problem. You need to
run a monochrome emulator first -- then it will run fine. Unfortun-
ately the display aint going to look so hot. Pretty nifty though.

>--
>Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
>yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

914. Re: Atari-To-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 18:28:11 UTC
From: rcte2p@menudo.uh.edu
Message-ID: <1991Jul1.182811.16340@menudo.uh.edu>
Source record: 230742

chucks@pnet51.orb.mn.org (Erik Funkenbusch) presents in article <5265@orbit.cts.com>
>rcte2p@menudo.uh.edu (Paul Stephen Sears) writes:
>>P.S: Here at UH, the monochrome NeXT is $3K with student discount...
>>
>
>And a 25Mhz 3000 with a COLOR display costs about 2200 educational.

But, alas, I was not talking about a measly 030 chip... The NeXT comes
with a 68040 running at 25Mhz... Plus it has "Display Postscipt"...
Plus BUILT in ethernet. The color is not all that important because I
can greyscale everything anyway.. and the MegaPixel display is extremely
SHARP....

>
>.---.
>| UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks | "I know he's come back |
>| ARPA: crash!orbit!pnet51!chucks@nosc.mil | from the dead, but do |
>| INET: chucks@pnet51.orb.mn.org | you really think he's |
>|---| moved back in?" |
>| Amiga programmer at large, employment options | Lou Diamond Philips in |
>| welcome, inquire within. | "The First Power". |
>`---'

--
* Paul Sears * Technology *** |"The greater an individual's power
* The University of Houston *** | over others, the greater the evil that
* RCTE2P@Jetson.uh.edu * * * | might possibly originate with him."
* RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

915. Re: Atari-Amiga wars

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 18:31:03 UTC
From: dusek@motcid.UUCP
Message-ID: <6735@shale.UUCP>
Source record: 230639

revpk@cellar.UUCP (Brian 'Rev P-K' Siano) writes:

> So, here's a proposed remedy; if anyone wants to, they should take
>the my-Amiga-kicks-ass posts, and re-post them on the Amiga newsgroups with
>the following note attached:

WRONG!!!
If you fell you must do something E-MAIL the posts back to the people who
wrote them. DO NOT repost them into amiga groups, all your gonna do is
expand the war as Amiga users will come back and reply in comp.sys.atari.st.
B.T.W. If you want to read some computer wars tune into comp.sys.amiga.
advocay. Mac,IBM and Next users frequently base the amiga here. Until
recently no Atari users ventured into this newsgroup, hats off to Atari
users. (Some Atari user has already poster something to MOST Amiga
newsgroups, I hope this does not expand the war :(

J.Dusek

916. Re: Unwanted Amiga Input

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 19:29:20 UTC
From: darling@cellar.UUCP
Message-ID: <LZ8e51w164w@cellar.UUCP>
Source record: 230748
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

chucks@pnet51.orb.mn.org (Erik Funkenbusch) writes:

> Well the problem comes about that someone was posting an informative
> message that Atari users took as a personal attack (insecurity?) and
> they responded with tons of lies/misconceptions/propoganda/falsities
> about the Amiga.
> [...] we get Amigan's trying to correct the mis-information and it's
> construed as a Computer war. When in reality, it's just some nice
> Amiga people trying to prevent the spread of false information.

To all who missed out, this started when a snivelling little shithead fuck named Thomas Hill posted a rambling Amiga boast with the intent of starting a flame war. The fact that he posted a message about it on an Amiga newsgroup shortly thereafter inviting people to "join in the fun" proves this.

This Erik person apparently decided to "join in". There are others.

Attempts to justify the original post are laughable. Hill claimed first that 10 people (and one day later, interestingly enough, 20 people) responded to his post seeking asylum in Amigaland. Yes, that's right, he claims that there are 20 people who have usenet access, and considered buying Amigas, but to whom it never occurred to go to one of the dozen Amiga newsgroups and ask questions.

Frankly, it was fun flaming you weenies for a while. But now you've become rather tiresome. From now on this discussion will take place in YOUR newsgroup, not ours.

Which is too bad, because most Amiga users I've met have been good folks. Well, you started it. You can have it back.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

917. Re: lharc woes (AGAIN, was Is musedt.lzh corrupted?)

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 19:48:52 UTC
From: Vincent.Pomey@linn.fidonet.org
Message-ID: <fido_2_320/100_286f8918@linn.fidonet.org>
Source record: 230662

>>files, worse on very small files), and has a built-in GEM interface.
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>why? does this mean it won't port to unix et al?

The ZIP file format is originating from PKZIP on PC (no source but a
description of file format and algorithms used). STZip is written for, guess
what, Atari ST !!
It certainly won't port to unix (Modula-2 & 68000), but a portable UNZIP in C
has been posted in comp.sources.misc a few months ago, and a portable ZIP will
be posted in a few weeks (see Info-Zip@wsmr-simtel20.army.mil for infos,
betas, flames etc).

--==>> Linn <<==-- AtariST Paris
Vincent.Pomey@linn.fidonet.org
or tfd.com!afp!gna!linn!linn.fido!Vincent.Pomey

918. Help needed with floppy upgrade...

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 20:22:45 UTC
From: umhagma1@ccu.umanitoba.ca
Message-ID: <1991Jul1.202245.11609@ccu.umanitoba.ca>
Source record: 230750

Hello all. I need some help with my upgrade to a 720K drive. I currently have a 520 STfm which I have upgraded to 1 Meg, but it still has the old 360K (Single Sided) drive, which is quite flakey. I have been told that I can use just about any 3.5" drive in place of the old one merely by swapping the cables. Is this true? I have already tried this and it does not work for me. Am I missing something? I would greatly appreciate any help in this area since I have not seen anything recently pertaining to a floppy upgrade in comp.sys.atari.st. Please send email to UMHAGMA1@CCU.UMANITOBA.CA.

Thanks much.
Brett.

919. DOUBLE

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 21:39:46 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.678404386.larserio@kvart.ifi.uio.no>
Source record: 230747

Please forget about the 4 bigscreen emulatores posted yesterday
There is nothing wrong with them, but since they are so equal I
decided to build everything into one small and neat program !!!

PLEASE NOTE THAT THIS PROGRAM ONLY WORK WITH STE or NEWER !!!!!

Double Screen-Heigh emualtors for STE, MEGA STE (and TT ??)
"""

To install DOUBLE.PRG just put it in your auto-folder as early as possible
(and be sure it's before Quick-ST etc). When the computer boots DOUBLE.PRG
will NOT install itself unless you are holding down one of the SHIFT keys.
If installed in mono it will emulate a 640 x 800 screen (double height) and
if installed in color (desktop.inf must be medium res) a 640 x 400 screen.
Text based program (TOS etc) will still use only the upper half of the
screen (the normal area) as this worked best with the programs I tested.
Most GEM based programs will use the whole screen (I made it for use with
Calamus DTP and Timeworks DTP, but many many more programs can use it...)

RIGHT-SHIFT while booting --> Up/Down scrolling emulator
""

When you move the mouse close to the top or bottom of the visible screen
area the screen will scroll down or up to display more of the screen.
Think of the monitor screen as a window showing a part of the whole area.

LEFT-SHIFT while booting --> Interlaced screen display
""

This will double the number of lines WITHOUT having to scroll the screen
by condensing the screen display. This mode will flicker some (users of
color monitors or TV should use 60 Hz) but you might get a better result
by adjusting brightness and contrast (yes, it looks like an Amiga :-)

Please Support ShareWare and Public Domain developement
""

Send 100 NKr (equals $15, DM25, 10 pounds, 30 guilders) by cheque or to
norwegian postgiro account 0537 6846174 (see your local post office for
a transfer card, "Service des cheques postaux, Avis de versement VP1").
Payable to: Lars-Erik 0sterud, 0kriveien 39, N-1349 Rykkinn, Norway.

If you have any problem, ideas, bug-reports, wishes etc contact me !!
""

Lars-Erik 0sterud E-mail: larserio@ifi.uio.no (usenet)
Okriveien 39 Call me at: +47 2 13 15 71 (voice phone)
N-1349 Rykkinn or ABK-BBS: +47 2 13 26 59 (300-9600 bps)
Norway ____ ______ _____________________________________
/___ / The norwegian ST Contact us
____/ / Klubben, user association at ABK-BBS

920. NeXT

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 22:27:10 UTC
From: carter@engr.wisc.edu
Message-ID: <1991Jul1.172711.21104@doug.cae.wisc.edu>
Source record: 230601

If you people really want to argue and lose about a great machine,
lets argue about the relative cost/performance merits of Atari TT's
and the NeXT Station currently reviewed in BYTE Mag.

Looks Like NeXT has got the phrase "Power without the price." Down to a
surface mount science.

I own an Atari, Christ I right a lot of software for the machine, PD
and personally I think the machine is something from 1985.

Atari is caught in the same old stone age architecture as InTEL's 486
chip.

Even if you where to argue that the current architecture targets a
specific HOME market, it STILL costs too much!

Atari missed the boat, they should have made an entirely NEW modular
machine. Soon as I get the money, my MEGA STE is going to sit and
either run MAC software or my BBS software.

I am going to buy a real machine, and its going to be a 040 UNIX
platform.

--Gregory

Computer Aided Engineering Center | Student consulting
" You can ask, but hey, I just work here, I don't know all that much! "

(Better sig a commin soon...)

921. Re: Elvis Inserts Newlines in my Files

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 23:02:19 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2252@uqcspe.cs.uq.oz.au>
Source record: 230605

In <1991Jul1.153900.9920@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:

>I've been using Elvis (a vi clone) for quite some time now, but just
>recently discovered that the version I have (from atari.archive)
>sometimes inserts newlines at seemingly random points in large files.
>Since most of the work I do is on source code with < 32K source
>modules, I never noticed the problem until now.

I've noticed this too on large files. I'd be VERY interested in a fix.
Also, to make Elvis work under MiNT, I had to ensure files existed before
I editted them (via a script) also, the ":n" didn't work. I used MiNT's
excellent debugging trace option (AltF1 ?), and discovered that it is Elvis'
fault - it does illegal things when openning files.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

922. More Unix Windows stuff

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 23:35:56 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91182.193556JJL101@psuvm.psu.edu>
Source record: 230606

I just recently got uw up and running fine, however, I was wondering
is there any way at all to get this prog to do other than adm3 emulation.
It looks very useful, but I would REALLy need to use it in vt100 or
similiar mode. Anyone have ANY ideas about this at all?

****
* J.J. * Internet: JJL101@PSUVM.PSU.EDU * Penn State *
* * * Center for *
* John Lehett * Bitnet: JJL101@PSUVM * Academic Computing *
****
* Atari ST's!, Puzzles, Cryptos, Games, Diplomacy, Synths + Midi *
****

923. GENLOCK source

Newsgroup: comp.sys.atari.st
Date: 1991-07-01 23:37:02 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <30569@know.pws.bull.com>
Source record: 230604

Would someone please post info on where I can get GENLOCK devices for the ST/TT. I want to get into DT video and do not know where to look for information. Are there publications that I can get?

924. Re: Publishing Partner (w/SG10)

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 00:20:42 UTC
From: scale@abode.ttank.com
Message-ID: <1991Jul2.002042.8074@abode.ttank.com>
Source record: 230657

In article <1991Jul1.124741.16156@netcom.COM> yonder@netcom.COM (Christopher Russell) writes:
>I have Publishing Partner (a vintage copy -- did they ever make an
>upgrade?). Anyways, I wanna use it with my SG10. The readme files
>says to set the printer to IBM mode and use the MX80 driver. I tried
>this. I tried the FX80 driver. I tried the Gemini driver with the
>SG10 in Star mode. It prints "something" out in any of these modes.
>Unfortunately only the largest of letters seem to print out correctly.
>
>For example: on the example (tutorial) document the title "Publishing
>Partner" prints out ok in all of the above meantioned modes. I think
>the point size is about ~30 or so. The smaller text (~14 pt and less)
>all prints out very fragmented.
>
>It is an old version of the program that was sold to me with my ST. I
>had kinda always told myself I would try it out "real soon now". It
>looks to be a pretty good rudimentary page layout program. Is it
>still used much? SoftLogik Corp. still around?
>
>--
>Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
>yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

Hi Christopher,
If I remember correctly (boy, what a disclaimer!), the SG10
has both an IBM mode and an Epson mode; for you to use either the MX80 or the
FX80 printer drivers, the SG10 will need to be in the Epson mode. Using the
IBM mode on the SG10, you should use the IBM Proprinter driver (if there is
one).
Yes, Publishing Partner has been upgraded to PageStream (of which, the
latest version (2.1) is about to be released any day now). Yes, Soft-Logik
is still around (and doing well!); you can reach them at the following address
to ask about upgrading:

(Ooops! I cannot find the address, but here is the toll-free phone number)

Soft-Logik Publishing Corporation
800/829-8608

Good luck Chris, bye.....

Luis

925. Re: Canon Bubble Jet printer/driver

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 01:02:31 UTC
From: marshall@cs.uq.oz.au
Message-ID: <2254@uqcspe.cs.uq.oz.au>
Source record: 230602

In article <1991Jun28.172752.12134@wpi.WPI.EDU> douglas@wpi.WPI.EDU (Douglas C White) writes:
> A friend of mine wants to sell me his Canon
>model BJ-10E Bubble jet printer......
>could not find the right printer driver to use it
> Doug White
I recently bought one. If you can find an IBM Proprinter driver, that's fine. Also, any Canon BubbleJet driver - need not be BJ10-e. At worst, you can use any EpsonFX driver too. It's a great little printer.

****
|| Marshall Harris
Internet/CSnet: marshall@cs.uq.oz.au || Dept.of Computer Science
JANET: marshall%cs.uq.oz.au@uk.ac.ukc || University of Queensland
EAN: marshall@cs.uq.oz.au || St Lucia, Queensland 4072
Bitnet:marshall%cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!cs.uq.oz.au!marshall || ph: +61 7 365 2908
JUNET: marshall@cs.uq.oz.au || fax: +61 7 365 1999
****
"If you want to make god laugh, show him your plans"
Woody Allen
****

926. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 01:17:42 UTC
From: mathew@mwowm.mantis.co.uk
Message-ID: <A0b7wi14@mwowm.mantis.co.uk>
Source record: 230625

In <5266@orbit.cts.com>, Erik Funkenbusch writes:
> Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:
> > A 1040 Ste compares VERY favorably to an amiga 500. The ONLY thing the amiga
> > 500 has over the atari is the fact that the atari can not do as many colors
> > on the screen at the same time...
>
> Really? this is the ONLY feature? Since when does the STe have 25 DMA
> channles?

Doing what?

> since when does the STe have a graphics co-processor capable of
> running concurently with the CPU?

Since it was launched?

> since when does the STe have Multi-tasking?

Since I decided to run a multi-tasking OS on it?

> > However there is a 24bit card available for $800 with a coprocessor of some
> > sort for really good graphics...
>
> just one? i can buy 3 or 4 24 bit graphics devices for the 500 for under
> $500.00.

Wow! That's $125 each. Pretty good. But what do you want three or four
graphics cards for? Wouldn't that use up all the expansion slots?

> > An Ste with tos 1.6 and blitter performs pretty well...
>
> *IF* any software uses that blitter. very little does.

All ST software which uses the OS graphics routines will be speeded up by
the blitter. Many programs which *don't* use the OS have blitter support
as well, since ST blitters have been around since 1987.

> > Compared to an Amiga 500 the amiga only has a slight edge over the Atari..
> > (Note: for the price no other computer even comes close...)
>
> Really? does the STe cost less than $500.00?

I don't know about the US, but in the UK the STe is cheaper than the A500.

> I have a book that attempts to
> do the same thing on an Amiga and an ST, and they had to supply a whole bunch
> of routines that had to be written from scratch to match what they used in the
> Amiga's OS.

What "same thing" were they trying to do? Implement an Amiga OS, perchance?

> hmm are there any companies developing
> 16 bit audio boards?

What do you mean "developing"? They're already on the market.

> There are 2 of them. the Applied Engineering 1.56 meg High Density, and the
> Commodore 1.76 meg High Density.

Can you read industry-standard 1.44MB floppy disks on those? Either Mac or
PC format?

> > Comparing an ST to an Amiga at purely CPU intensive things the Amiga can not
> > be compared very favorably.
>
> Oh really? and i suppose that there are numerous 020,030,and 040 boards
> available for the STe?

I don't know about "numerous". At least one.

Now go away and play in your little .advocacy newsgroup.

mathew
--
<< baby mother hospital scissors creature judgement butcher engineer >>

927. Re: Amiga is better then [sic] what???

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 01:17:42 UTC
From: mathew@mwowm.mantis.co.uk
Message-ID: <A0b7wi7y@mwowm.mantis.co.uk>
Source record: 230626
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <1991Jun28.110906.13772@agora.rain.com>, Barton writes:
> In an article Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:
> > Of course the amiga does multitask but I have very little use for
> > multitasking..
>
> That's what many people say, until they try Amiga multitasking.

...at which point they say "FUCK!!! That's the fourth time the frigging heap of junk has crashed in the last half hour!"

mathew
[Ex Amiga user]
--
<< baby mother hospital scissors creature judgement butcher engineer >>

928. MINIX on an Atari TT?

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 01:17:42 UTC
From: mathew@mwowm.mantis.co.uk
Message-ID: <A0b7wig2@mwowm.mantis.co.uk>
Source record: 230627
Cross-posted to: comp.sys.atari.st,comp.os.minix

Has anyone tried running ST MINIX on a TT? Does it work? Anyone know of
any plans for a TT MINIX?

mathew
--
<< baby mother hospital scissors creature judgement butcher engineer >>

929. Re: More Unix Windows stuff

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 02:38:21 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2262@uqcspe.cs.uq.oz.au>
Source record: 230609

In <91182.193556JJL101@psuvm.psu.edu> JJL101@psuvm.psu.edu (J.J. Lehett) writes:

> I just recently got uw up and running fine, however, I was wondering
>is there any way at all to get this prog to do other than adm3 emulation.
>It looks very useful, but I would REALLy need to use it in vt100 or
>similiar mode. Anyone have ANY ideas about this at all?

UW emulates an adm31 terminal. Terminal features such as variable-size, etc.
are probably the main considerations. (vt-100 is fixed to 80x24 ??)

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

930. Re: What's the best database for the ST ?

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 02:50:16 UTC
From: techno@lime.in-berlin.de
Message-ID: <RXESRC@lime.in-berlin.de>
Source record: 230749

Database ? Well, the hottest stuff here in Germany is Phoenix by
Application Systems Heidelberg (the Signum guys). Great GEM interface
and phenomenal performance - I cann tell because they were so sure of
themselves that they stuck a demo version on front of the TOS magazine.
Check it out.

By the way, I believe it was written by the Adimens programming team.

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

931. Re: Amiga is better then [sic] what???

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 02:56:43 UTC
From: es1@cunixb.cc.columbia.edu
Message-ID: <1991Jul2.025643.10514@cunixf.cc.columbia.edu>
Source record: 230610

In article <136@ryptyde.UUCP> dant@ryptyde.UUCP (Daniel Tracy) writes:
>Responding to the following:
>
>> As to sound? Well The ST is the only one so far that has the capability of 3d
>> sound. The STe series computers have the capability of using 3 seperate
>> speakers with different sounds out of each.... 2 of those full 8 bit digital..
>The Macintosh will do 4. Each of those 8-bit, 44KHz sampled.

The Mac only has 22KHz, 8-bit channels. I'm sure you can
buy better systems, but 22 is the limit.
-- Ethan

FF buckets of bits on the bus, FF buckets of bits.
Take one down, Short it to ground,
FE buckets of bits on the bus.

932. Cold Hard Cache -- help..

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 03:14:14 UTC
From: yonder@netcom.COM
Message-ID: <1991Jul2.031414.1573@netcom.COM>
Source record: 230603

I have heard that Cold Hard Cache is supposed to be one of the better
Cache programs. Isn't it true that it is the basis for Diamond Cache?
Anyays, the docs in the version (3.5) that I have say it may not work
with partitions larger than 16M -- it says that it is untested. It
looks like maybe the author put that note in there for an earlier version
and then left it in the docs for 'history' purposes, but I am not sure.
Is anybody using CHC on >16M partitions. Can somebody suggest another
cache program?

.........thanks.........

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

933. Re: DOUBLE

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 03:31:48 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Jul2.033148.511@jato.jpl.nasa.gov>
Source record: 230621

Alright, what's the secret? This is really neat! Unfortunately it's not the most readable on my SC1224. I tried my fractint code and uniterm on it, I was pleasantly surprised to see that both work. However, I think you might want to consider giving the full 640x400 screen to TOS programs, and use the 16 line font by default. (Just like mono mode, eh?) Mebbe things like Gulam will work with the expanded screen size. (Tho, come to think of it, I doubt it. So few programs are written to be resolution independent, sigh.) At a guess, I'd say this thing must tweak the video base address during horizontal blank intervals, to skip one scan line. But how do you delay the vertical sync by one-half a scan line to draw the alternate field?

Hm... Looking on a TV, I still see black lines between pixel rows. I guess there isn't a sync delay in there, is there. Oh well. Looks kind of like one of those freeware mono emulators for color screens.

Well, I still think it's neat. I'm gonna mail a check right away for this one. Thanks.

Geeze. Can't wait to try it in monchrome. Uniterm with a 100 row screen.
I love it!
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

934. Re: Syquest on Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 04:05:31 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Jul2.040531.25775@rodan.acs.syr.edu>
Source record: 230612

In article <1991Jun26.184640.18120@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>I've got a made-for-mac-syquest (Cutting Edge) hooked up to my
>ST via an ICD SCSI port. I use it for my ST, my ATSpeed, and
>Spectre. I have cartridges partitioned for ST and for Mac.
>At home on my ST, everything is fine, i.e. my ST and msdos
>emulator read the ST formatted partitions and Spectre reads
>the Mac partitions. I brought a cartridge over to a friend
>with a mac and a different brand Syquest drive, and his mac
>did not recognize anything on my cartridge. Furthermore, he
>claims he has software on his mac that would recognize PC
>formatting, so something is really wrong here.
>Can anyone help me out?
>Thanks.
>Gerry
Thanks to all who replied to tell me that I need to format the
cartridge on a true mac, and then use it on Spectre. I did
that today, and everything does indeed work fine!
--Gerry

935. More uw questions

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 04:14:33 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91183.001433JJL101@psuvm.psu.edu>
Source record: 230622

Well, if not vt100, is it possible to get the keypad out of numeric mode
and into a function key mode in the adm31 emulation rather than putting
the control codes in the function keys at the top?

****
* J.J. * Internet: JJL101@PSUVM.PSU.EDU * Penn State *
* * * Center for *
* John Lehett * Bitnet: JJL101@PSUVM * Academic Computing *
****
* Atari ST's!, Puzzles, Cryptos, Games, Diplomacy, Synths + Midi *
****

936. Re: How to install Multi-sync monitor onto Atari STe?

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 04:40:24 UTC
From: ritchie@hpdmd48.boi.hp.com
Message-ID: <15480017@hpdmd48.boi.hp.com>
Source record: 230620

```
>
>The Panasync C1391C (which is the model described by the spec sheet here on
>the desk) meets all the requirements EXCEPT one . . . you guessed it, the
>last one (Frequency Band width isn't listed on the spec sheet, but Video
>Band width is (30Mhz), so I'm assuming they're referring to the same thing).
>
>Is this really a big deal? Does anyone out there have one of these working
>with an ST(e)? Enquiring minds want to know . . .
>

I have a C1391 on my PC run 1024 x 768 with no problems. I suspect
it will work just fine with my ST when I get the cable made.....

-- Dave Ritchie
ritchie@hpdmd48.boi.hp.com
```

937. For Florent PILLET

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 06:17:50 UTC
From: hohr@cernvax.cern.ch
Message-ID: <5854@cernvax.cern.ch>
Source record: 230611

I posted this mail @ Florent PILLET but it bounced. Sorry to waste bandwith, but I've no other solution. BTW Florent, do you have a "normal" Internet adress? (Like mine :-))

Hi Florent,

I suppose that french is your mother tong. If not, let me know: I'll translate the following.

Mes remerciements pour ce patch: J'avais ecris a:
HUMAN TECHNOLOGIES
54, Rue POUSSIN
75016 - PARIS
a propos de ce probleme, le 21 mai 1991: ce courrier est toujours sans reponse...

Je peux a nouveau me servir de ce logiciel duquel je suis, par ailleurs, tres satisfait. J'ai 'downloaded' (BTW, how do you say 'downloaded' in french?) un driver GDOS pour mon imprimante compatible LQ500: seule la partie graphique est imprimee, pas les caracteres, qui font pourtant partie des fontes standard ATARI. Mais cela est un autre probleme.

Je me suis permis, vu une demande de Ralph Sobek, de lui retransmettre votre message: Il a un ami qui a le meme probleme.

BTW, pourquoi ne pas mettre ce patch en PD sur un serveur europeen?

Avec mes remerciements.

Roger hohr@cernvax.cern.ch

---

938. PORTABLE ADDICTION

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 07:50:37 UTC
From: a15@nikhefh.nikhef.nl
Message-ID: <1264@nikhefh.nikhef.nl>
Source record: 230613

```
--------------------------------------------------------------------------

PORTABLE ADDICTION ISSUE #02 THE Newsletter for Lynx and Portfolio Freaks

--------------------------------------------------------------------------

Editor - Tjerk "MegaJerk" Heymens Visser
Editorial Assistant - Yiri "NeuroMancer" Kohl
With special thanx to:
Andre "ALU" Luyer, Mr.Doom, Decoder, BJ Gleason (for being such
a great PFolio programmer), FunTronics Computer Shop (for being
so slow with their imports), Robert Jung (for the extra info on
fidelity chess).

--------------------------------------------------------------------------

Introduction...

Aaargh! Wotta month this has been! First of all this newsletter ascii
file corrupted. Then, after reconstructing it, we had our exams! And then
the biggest problem arose!!! Since this is the first time we've done the
newsletter on a PC, there were some problems in uploading it. We didn't
have a PC near our modem, so a friend had to do it. Our *friend* then
found out that his account on Internet had expired! But finally here it
is!
Now this issue has become a little bit lame, because of the afore men-
tioned problems. Some featured had to be left out, like an interview
with Stephen Landrum, and most of the stuff that our editor, MegaJerk,
wrote. We'll have all these features included next month. Next month
the entire Portable Addiction will have a new face, too. From then on
we'll also cover the Sega Game Gear. And in two months, our Portfolio
section will be gone. Sad, but true!
Anyway, share and enjoy! And let us know what you think of PA!
Sayonara!

Yiri "NeuroMancer" Kohl
Editorial Assistant

P.S.: I have typed this issue myself (instead of Tjerk) just to find
out which one of us makes the least number of errors, so please
let us know what you think!

--------------------------------------------------------------------------
+-------------------------------+
HOT (OUCH!) NEWS AND GOSSIP...
+-------------------------------+

PANTHER: It seems that there will be the possability of ComLynx with the
panther console. This would mean that you could connect your Lynx with a
```

panther for multi-player games! Sound like an original idea!

PORTFOLIO: The internal RAM-expansion is now officially available. Here, in Europe it costs about $250,-. This set will upgrade your D-Ram to the astonishing amount of 640K.

PORTFOLIO: Although the normal Atari modem for the Portfolio runs at the very low 1200 baud, there seems to be a 2400 baud model. We are still trying to find out more about it, so you'll hear more when we got it.

PORTFOLIO: More and more software is coming out for this little dream! There is official software for sale ranging from $50 to $270! One of these pieces of software is a replacement for the diary. We'll have full reviews next month!

LYNX: here's some news for our European readers! Atari Europe will NOT be importing the Lynx mark II into Europe this Christmas! Some people say that they will do it in the middle of next year, but I doubt that very much! Argh!

GAME GEAR: Finally released in Europe! The TV Adapter will be launched very soon, too. And since this thingy is portable, we'll be covering it from next month on in Portable Addiction!

LYNX: Prospects for the Lynx in Europe are very good at the moment. The Lynx costs only $20,- more then the GameBoy. This means that the Lynx will soon have a very solid user base in Europe, which opens up new perspectives for the European software houses! Yeah! (Hey, Bit-Map Bros! When will you be making SpeedBall II for us on the Lynx?!) Current developers known to me are US Gold, Telegames, Imagitec and Psygnosis.

PORTFOLIO: Although this little machine is megagreat (as we all know), the sales aren't going that well at the moment. Lots of people are waiting for this new Hewlett Packard thingy, which will probably released within this year. Let's just hope that 1992 will be a better year for the PortFolio.

PORTFOLIO: You can now also buy Eproms for the PortFolio. They're very cheap, and you can get them for 64K and 128K.

Just for the fun, here are the Lynx charts from both Germany and England!

Germany (or Deutschland) United Kingdom (UK)
1. Blue Lightning Road Blasters
2. Slime World PaperBoy
3. Gauntlet RoboSquash
4. ElectroCop Zarlor Mercenary
5. K L A X K L A X
6. Chip's Challenge Blue Lightning
7. Gates of Zendacon Gauntlet
8. Road Blasters Gates if Zendacon

9. Zarlor Mercenary ElectroCop
10. Xenophobe Slime World

LYNX Review
THE FIDELITY ULTIMATE CHESS CHALLENGE
From: Telegames/Atari

I Couldn't believe my eyes when I saw this. A chess game for a portable games console that only runs about 6 hours on batteries!!! But yes, of course it was true. Fidelity Chess is probably the first chess game on any portable console ever, and it's good too!

I am not going to explain the rules of chess here, for the simple reason that if you don't know how to play chess this is definitely NOT your game. As you may all know, chess games have the annoying tendency to have VERY long waiting times on higher levels. Fidelity Chess is no exception. For this reason the automatic shut-off system of the Lynx is disabled (otherwise it would just shut off while calculating the next move!).

Now on to the game itself. The gameplay itself it quite nice. All options are selected using very clear icons. The game is based on the latest most powerful chess playing technology from Fidelity, so you are assured very competitive gameplay! The controls are a bit sluggish, though. The button detection is not very accurate, so you may have to press buttons twice before the program takes note of them. This is what we call a major drawback, but even with it's control flaws it's a great game.

The presentation is very good. Icons are very clear and well drawn, and the chess pieces and board are also very good. You can toggle between a 2D and a 3D board, although the game is best played in 2D. Of course there isn't much sound, and in my opinion you don't need sound in these kind of games. For that reason I have not given any rating for the sound.

Fidelity Chess is a very good game of chess, but I doubt it very much if there's any idiot out there who wants to play chess this way. I like a game of chess, but Fidelity Chess just could not hold my interest.

+-RATINGS--+
Graphics - 8.0 : Good use of icons
Sound - -.- : I told you!..
Playability - 7.0 : Some flaws with the controls
Lastability - 7.5 : I don't think you'll play
This again AND again.
Overall - 7.0 : Great, but you'd be mad if
you'd buy it!
+--------------------Neuromancer-----------------+

LYNX Review
SHANGHAI
From: Mediagenic/Atari

Well, this too is a thinking man's game, I'm afraid! But I must say this is a very good one! Shanghai is based on Mah-Jongg. It uses the same tiles, but the rules are much different. The tiles are laid out in preset formations. The idea is to get rid of all tiles by sliding them off the board, either to the left, or to the right. You can only slide two matching tiles, so you must match pairs. You can only slide a tile if it's free, with free meaning that there's no tile on top of it, and there is an open space to either the left or the right of the tile. As you may already understand, you must think forward!

If you don't like puzzle games, you won't like Shanghai. It's as easy as that. You must know however, that Shanghai is a very time-consuming and addictive game! Before you know it you have been playing for an hour! But now let's see the other aspects of the game.

The control method is a very effective and easy-to-use one. The home computer versions of Shanghai all had mouse control, but the joypad is just as convenient! The game is very user-friendly too. Everything is done using option menu's and the like! The instructions are also build in AND you'll never have to reset your Lynx, because you can restart just as easy from a menu! Great!

The graphics are very well drawn, although I know people who have difficulties with reading the tiles. Everything is drawn in perfect detail, and the whole game looks very professional. There are nice pictures throughout the game to keep you happy, and everything is done in a nice eastern style.

The sound, too, is very good. The game has many tunes throughout, with four selectable in-game tunes and an option for sound-fx.

Conclusion; Shanghai is a MEGAGREAT game, but is only good for puzzle -freaks.

+-RATINGS--+
Graphics - 8.5 : Very effective and clear
Sound - 8.0 : Jolly tunes throughout
Playability - 9.5 : Instant appeal
Lastability - 9.0 : You'll play this a LONG time!
Overall - 9.0 : Great! You'll be hooked
forever!
+--------------------Neuromancer-----------------+

M E G A - M A G A Z I N E S

There were some people who were interested in the European computer magazines, so here follows a short description of the leading mags.

The One - now divided in two seperate magazines (Amiga & ST). This
mag is namely for games players. Includes a coverdisk.
A.C.E. - a mag for real computerfreaks. Games are reviewed here, but
there are more features, like on VR, programmers etc.etc.
C.U. - Commodore User Amiga, a cross between The One and ACE.
This mag, too, includes a coverdisk.
Video - A German magazine for consoles only. Very good with the most
Games recent games.
ZZAP! - A really pathetic C64 magazine. For $4,- you get 50 pages!!!
Raze - Formerly The Games Machine. A very good magazine for all
formats.
Mean - THE console mag. Extremely good mag, although they do not
Machines cover the Lynx.
C+VG - Or Computer & Video Games. A cheap mag in every meaning of
the word, but since they cover Lynx games, I like them.

Of course these are only the popular mags, and as you can see, there
aren't much console mags out there! It's possible to get these mags
in the US, but then you should take a subscription. This will cost you
a hell of a lot more than the usual subsciption price, since the
English add about $15 for their overseas readers (can you believe it!).
If there is anyone interested I will send them the address where to
go for the magazine.

PORTFOLIO...

Just a little note to all the readers out there. ALL the software we
test for the PortFolio is either Shareware or Public Domain, unless
we state different. Thank you!

This month we didn't have much to test on the PFolio, so this section is
rather small. I promise, however, that next month there shall be a lot
more. We'll then have an in-depth view at all commercial software
currently available for our little baby.

PORTFOLIO Review
MERLIN.COM
from: BJ Gleason

Well, we had to test something, didn't we? So here's MERLIN, once again
a game from that BJ Gleason bloke! And this time it's a real nice game,
too!

In Merlin you are presented with a nice 3 X 3 grid. Some of the blanks
in the grid will be inverted when you start the game. The idea is to
make the entire grid blank. You can do this by using the number keys.
1,3,7 and 9 will invert four boxes in the corresponding corner. 2,4,
6 and 8 will invert the corresponding 3-in-a-row along the side, and
5 will invert a cross.

Merlin is the first game on the PortFolio that keeps my interest. While
it's very simple you can just boot it up for a quick go. The sound of

the PortFolio is used quite nicely, although it must drain on your batteries! Merlin.Com is so small that you won't have any troubles with your disk space. Nice program, BJ!

PORTFOLIO...

Warning: it seems that the Portfolio Toolkit 2.0, described in an earlier issue of PA, causes programs on your RAM-disk to corrupt slightly. This makes your system crash more often!

SWAPPING SERVICE
Our swapping service has returned!

For sale - Road Blasters
Trade for - Shanghai
Or sell for - $25,- or best offer
Address - a15@nikhefh.nikhef.nl

P O R T A B L E A D D I C T E D M E G A P L A Y E R S

```
+-----------+
HI - SCORES
+-----------+
+--------------------------------------------+
Game Score Name
+--------------------------------------------+
BMX 1175 MegaJerk
Rygar 1590340 Neuromancer
Surfing 10980 MegaJerk
Zarlor M. 3.500.000 MegaJerk
+--------------------------------------------+
```

Well, these were the only scores worth mentioning! So get your scores coming in! We want MEGAPLAYERS!!!! Yes! Yes! Yes! Yeaaah!

LYNX Preview
Strider II
from: US Gold/Atari

It's nice to see more and more companies supporting the Lynx. Now US Gold has joined as well. If this game will remain under the US Gold label is yet unknown, as US Gold may yet sell the game to Atari.

Strider II follows the same plot as the desk top versions. The female world leader has been kidnapped and take to a secret location. It is the usual "You're the only one who can save the day" story from here on, so you set out to rescue her. This takes you through five levels: a forest, the planet's outer defences, underground caverns, the generating station and the kidnappers' space craft.

The graphics look terrific and are a GREAT leap forward for the Lynx. In fact the whole game looks better than, say, the Amiga version! MEGA! From what we've seen it should be a very playable, if a little small, game. However, a lot can change during development of games so we hold our breath and hope for a good game. But then again, this game would be worth buying anyway, if only it was for the graphics!

T H E L Y N X S O F T W A R E T O P 1 O

This is our very own Lynx top 1O. Independant of all the other charts, We don't look at sales figures (a bad game can still be popular thanks to good marketing!). We wish to know what our readers think! So send your very own top 5 or top 1O to us, now!

```
+-----------------------------------+
S C R E E N S C E N E E U R O P E
or: How Could Nintendo fail like this
+-----------------------------------+
```

Nintendo, now a powerfull force in the world of consoles. But how did they get there? Well, the answer is simple: good marketing! They took the world by storm with their NES, and now they're doing the same with the Super Famicom. Or are they?

Here in Europe we know about the NES for a long time, but it's only One stinkin' year ago since Nintendo launched it officially here! Why? Well, they've tried to launch the thing before, but it just didn't work! Why??? Here, the answer isn't simple. Sega had just launched their Master System when Nintendo first tried to take over Europe. This was bad timing from Nintendo. They didn't stand a chance against the vast Sega-user base. That was four years ago!
Then there was an attempt about two years ago. At then, a lot of people were just turning to Amiga's and ST's. There were also a lot of smart people waiting for the Sega Megadrive/Genesis. Again, very bad timing!

One year ago, however, a miracle happened. Despite of the Megadrive and the grey imported PC Engines people were willing to buy the inferior 8-bit system! Nintendo had finally launched the NES with success, so there was no long wait till their GameBoy arrived. This little gadget then did well, too, thanks to the high price of the Lynx!

But now times are once again changing for Nintendo. The Lynx had dropped in price and is now very close in price to the GameBoy. People who want a Super Famicom will have to import the machines, since Nintendo won't launch them officially because of the fact that they have only just launched the NES. This means that a lot of Famicom fans will turn to the Megadrive, 'cos they're scared of grey import and incompatible Japanese or American cartridges!

Nintendo WILL fail again. Thank God and all the other guys who made it possible for Atari and Sega to win the Intergalactic Console Wars in Europe. 1-0 for Atari, yo! And with that I conclude this piece of bull. See you.

R E - Q U E S T I O N I N G Q U E S T I O N A I R E

We didn't get that much response to our Questionaire of last month, so here we are back again with some of the more essential questions!!! And PLEASE! Do send in your reply!

-What computers/consoles do you own, or do you wish to buy within the following six months?

	OWN	BUY
Commodore Amiga 500/1000/1500/2000/2500/3000/5000...	O	O
Atari 520st/1040st/TT/Mega STE.....	O	O
Apple Mac classic/IIsi/IIci.....	O	O
IBM or Compatible PC (Please state configuration)...	O	O
Commodore 64/128/console.....	O	O
Amstrad GX4000 (or whatever it's called).....	O	O
Sega Master System.....	O	O
Sega Megadrive/Genesis.....	O	O
Sega GameGear.....	O	O
NEC TurboGrafX/SuperGrafX.....	O	O
NEC TurboExpress.....	O	O
Atari 2600/7800.....	O	O
Atari Lynx.....	O	O
Nintendo Entertainment System.....	O	O
Nintendo GameBoy.....	O	O
Nintendo SuperFamicom (SuperNES).....	O	O
SNK Neo Geo.....	O	O

-What do you think of our games reviews?

Very incredibly megagreat without any doubt..... O
Quite good in their own right, but that's it..... O
VERRRY Average, and could be a heck of a lot better. O
Darned rubbish, I usually wipe my but with them..... O
Couldn't be any worse!..... O

LYNX Review
CHIP'S CHALLENGE
From: Epyx/Atari

WHAT IS THIS! The third review of this issue and again it's a game where you have to use your brains. This game has no *real* action, but the gameplay does get very exciting, or annoying when you can't solve a level (I won't tell you what all the options are on this game, because it has been out for a year now, so I suppose that you already know). The levels keep getting harder, so you have to think more as you get to the higher levels. ARGH! There are 144 levels and they don't get boring, as the programmers have succeeded in making each level different.

I'm not really into this type of games, though. I like Shanghai and KLAX. But if you like this kind of game, you'll like Chip's Challenge (For the

real brain-freaks, there is even a Mandelbrot explorer on this card).

But I want some real mindless Arcade Action. Where is my Zarlor Mercenary card!!!

Warning! Don't play all 3 games in a row or it will fry your brains.

+-RATINGS---------------------------------------+
Graphics - 6.5 : Clear but not special
Sound - 7.0 : Many different musics
Playability - 7.0 : Easy non-complicated control
Lastability - 8.0 : It will take time before you
have figured out 144 levels
Overall - 7.1 : Good, 144 levels and doesn't
get boring, value for money
+--------------------MegaJerk------------------+

The last bit (not byte, that is)...

Well, that's it for this month. See you all next month with our all new Portable Addiction for Lynx, Portfolio AND GameGear! Yay!

---

a15@nikhefh.nikhef.nl
Tjerk Heijmens Visser
c/o Peter Heijmens Visser
National Institute for Nuclear Physics
and High Energy Physics (NIKHEF-H)
Computer Department
Postbox 41882
1009 DB Amsterdam - Netherlands.
.

939. Re: Elvis Inserts Newlines in my Files

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 08:10:28 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3334@odin.cs.hw.ac.uk>
Source record: 230624

In article <2252@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>In <1991Jul1.153900.9920@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett)
>writes:
>>I've been using Elvis (a vi clone) for quite some time now, but just
>>recently discovered that the version I have (from atari.archive)
>>sometimes inserts newlines at seemingly random points in large files.
>>Since most of the work I do is on source code with < 32K source
>>modules, I never noticed the problem until now.
>
>I've noticed this too on large files. I'd be VERY interested in a fix.

Solution: Just stop using a vi clone and use a real editor like Emacs.
It's got 4096 colours, a BLiTTER, multitasks ... hell I've had 20 requests
today! :-)

>warwick@cs.uq.oz.au

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "I laughed until I stopped" !
+---+

940. Diamond Back II (w/Cache)

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 11:33:56 UTC
From: yonder@netcom.COM
Message-ID: <1991Jul2.113356.18382@netcom.COM>
Source record: 230614

Was the final version of Diamond Back II w/cache ever released?

If so where did you get it?

I believe I was waiting on version 2.2 or something.

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

941. STalker/STeno v3.0?

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 11:35:57 UTC
From: yonder@netcom.COM
Message-ID: <1991Jul2.113557.18479@netcom.COM>
Source record: 230615

Was version 3 of STalker/STeno ever realeased? Anybody know of a mail-order house where I can get it? This version was to support z-modem background and scripts. Thanks....

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

942. 3.5" Drive woes...

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 12:13:33 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <8892@jhunix.HCF.JHU.EDU>
Source record: 230618
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

HELP!

I just hooked up a Mitsumi 1.44MB drive to my ST. Now, if haven't fixed the controller yet to format 1.44MB's, but that isn't the problem.

It seems that my ST thinks both Drive A and B exist even though I only have one drive! What ever do I do to fix this? Also, I've gotten bombs when trying to delete stuff on a write protected disk. I think something is afoot!

The drive works otherwise. Please help me.

Dom

P.S. Has anybody seen or heard of a program that'll let you selectively turn on or off Drive B? i.e. you forgot to turn on Drive B and powerup, so you need to let the ST know it exists, or you are having problems with Drive B so you want the ST to think it isn't there.

943. Re: Memory Upgrades

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 12:18:55 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul02.121855.12841@actrix.gen.nz>
Source record: 230616

In article <1991Jul1.163405.20902@dvorak.amd.com> bpohl@dvorak.amd.com (Bion Pohl) writes:
>
> I'm unable to FTP of site. I someone gets that 2_5ram.zoo file from
> atari.archives could you e-mail me a copy? I've been wanting to upgrade my
> STf also.
> Bion
> bpohl@dvorak.amd.com

Can't you use BART to get the File. IE.
This could get you that file.

atari@atari.archive.umich.edu

send misc/2_5ram.zoo

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

944. Re: Help needed with floppy upgrade...

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 12:32:04 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul02.123204.12996@actrix.gen.nz>
Source record: 230617

In article <1991Jul1.202245.11609@ccu.umanitoba.ca> umhagma1@ccu.umanitoba.ca (Dr. Phrancinstyne) writes:
>
> Hello all. I need some help with my upgrade to a 720K drive. I currently
> have a 520 STfm which I have upgraded to 1 Meg, but it still has the old 360K
> (Single Sided) drive, which is quite flakey. I have been told that I can use
> just about any 3.5" drive in place of the old one merely by swapping the
> cables. Is this true? I have already tried this and it does not work for
> me. Am I missing something? I would greatly appreciate any help in this area
> since I have not seen anything recently pertaining to a floppy upgrade in
> comp.sys.atari.st. Please send email to UMHAGMA1@CCU.UMANITOBA.CA.
>> Thanks much.
> Brett.

Well in the UK, they are selling real Atari replacment drive, 49 pounds.

Note: did you have a small pcb connected to the back of the SS drive ?
this must be removed, also some of the early PC drives have a 6 ms
step rate, don't use these, also I don't recommend the use of 1.44 meg
drives, if your are only using it as a 800k drive,
Heads are smaller, causing greater disk failures,
These drives can be a bit of a problems in getting the
drive to work due to strapping options not being set correctly.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

945. Electrohome ECM1311 and ST

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 14:07:21 UTC
From: monck@ibmpcug.co.uk
Message-ID: <1991Jul2.140721.25253@ibmpcug.co.uk>
Source record: 230628
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,connect.audit

Hi,

I have seen (in the UK) the Electrohome ECM11311 multisync monitor for sale
at a price of 149UKP.

Can anyone tell me anything about this monitor, and especially if it will
work in all three ST graphics modes.

I'm also thinking of getting an NEC 3D but this Electrohome monitor offer is
much cheaper, so I'd like to go for it if someone can tell me it will
work.

Thanks,
Paul

--
Automatic Disclaimer:
The views expressed above are those of the author alone and may not
represent the views of the IBM PC User Group.
--
"I'm minuspeptic, frasmotic,
compunctuous even, to have caused you such pericombobulation" .. Black Adder

946. High Rez Cards?

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 14:47:03 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <CMM.0.90.2.678466023.dhbutler@magnus.acs.ohio-state.edu>
Source record: 230619

This is my first time up on this system, so I hope this gets through fine (without multiple copies etc., such as I often see). I am a proud general partner in the company High Resolution Desktop Publishing, in Columbus Ohio. I run the company (I'm the creative end, and my partner is the business end) off a Mega4 with ADSPEED (which is great), the GCR (which is also great), and Calamus/outline art. The Mad Axeman Press is another Atari based (using Pagestream) Desktop publishing company here is Columbus! So, the Atari is actually being used for professional applications! (kinda nice huh?)
My main question is: What type of color cards can I get for the ST. I know very little about this area despite doing lots of research. Even RIO DATEL does not know any of the Tech. specs for the cards that they will supposedly have by the end of the summer. I am looking for a (voice) phone # that I could call, and an address I could write to in order to get some info on these devices. I don't mind ordering through CANADA if I have to, or even further if I know the product will be compatible with U.S. scan rates. I have an 800*600 multisynch (get the swithc from IB Computers, it is nicer by far than the one from TALON), and I would like a Calamus compatible color card for the full 16million colors (256 on screen is acceptable of course, but more would be nice). I would prefer one that would work with my monitor, but would consider switching if necessary. ANY INFO AT ALL WOULD BE APPRECIATED.

My second question is: Overscan, I have it installed, but the incompatibilities are numerous. I have heard of a product called AUTOSWITCH OVERSCAN, which I would like to get. Seeing as networking is not my boat, I would like an address or tele# to call to get this product.

And third: Get a life you guys who argue continously about which computer is best, hell, I like all of them, they are all great for different things, and all the main systems (amiga, atari, mac, ibm) are pretty much competent all around systems. If the human race can't even stop bickering over which computer to use (yea, you are arguing over a hunk of silicone and a few wires), how the hell can we agree on anything that actually matters at all!

947. STE mono screen 600X800?

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 15:55:11 UTC
From: selick@bucsf.bu.edu
Message-ID: <85063@bu.edu>
Source record: 230623

A previous post told ov a program to double the height of an SM124 with
an STE. Where is this program available?
later,
Steve
<selick@bucsf.bu.edu>

948. J, version 3.2, for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 16:25:04 UTC
From: ljdickey@watserv1.waterloo.edu
Message-ID: <1991Jul2.162504.17970@watserv1.waterloo.edu>
Source record: 230631

```
J, version 3.2,
and other APL Software
at Waterloo

Version 3.2 of J, is now available on the file server

watserv1.UWaterloo.CA [ 129.97.129.140 ]
watserv1.Waterloo.edu [ 129.97.129.140 ]

at the University of Waterloo. In the directory "languages/apl/j",
anonymous ftp users may find J for these systems:

3b1
mips
next
pc
sgi (irix)
st (atari_st)
sun3
sun4 (sparc)
vax (vax_bsd, ultrix)

Earlier releases of J are available for certain other systems:

sun386i
mac

An index showing all APL files is available as "languages/apl/index".

Other dialects of APL, such as Sharp APL, I-APL, and "ratapl" are available.

Three APL fonts may be obtained.

(1) APL2745, a postscript line font
(2) An X-Windows font
(3) A TeX font.

Currently, this service is being provided on an experimental basis, and
there are no promises that it will continue on a long term basis, nor
is there any warantee of serviceability or completeness of the software
distributed from watserv1.

It is hoped that eventually there will be a mail server for the same
range of software to those who have e-mail access but no ftp access,
but a userid for this mail service has not been announced yet. In
the meantime, BITNET users who do not have ftp may
find the service "BITFTP at PUCC" helpfull. For example
this mail message (with no leading blanks)
```

To: bitftp@pucc.bitnet

FTP watserv1.waterloo.edu UUENCODE
USER anonymous
CD languages/apl
BINARY
GET index
QUIT

was successful in acquiring the index. Similar messages could result
in receiving the various pieces of software.

Once you have the index, you may see the name of some other file you
want. For such a file, determine the directory path (``dp'') and
the file name (``fn''). One example you will have already done:
the file "languages/apl/index" splits up as:

dp languages/apl
fn index

As another example, if you want the file "languages/apl/j/pc/j_pc_32.arc",
you would use the directory path and the file name:

dp languages/apl/j/pc
fn j_pc_32.arc

Prepare a little file to be a mail message to pucc:
(As before, no lines of the file have no leading blanks.)

To: bitftp@pucc.bitnet

FTP watserv1.waterloo.edu UUENCODE
USER anonymous
CD dp
BINARY
GET fn
QUIT

Of course, in the above, you replace "dp" by the appropriate directory
path, and you replace "fn" by the file name. Use your local e-mail to
send the file off. If all goes as intended, when PUCC gets your mail
message, it does the "ftp" session for you, using the commands you have
supplied. It wraps the file up in a "uuencode" package, and mails it
to you. When you get the file, you may have to combine several files
together, remove superflous blank and mail header lines, and uudecode
the file.

--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
X.400: ljdickey@watmath.UWaterloo.ca

949. Atari 520 ST system forsale

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 16:53:37 UTC
From: gathings@hydra3b.cs.utk.edu
Message-ID: <1991Jul2.165337.27059@cs.utk.edu>
Source record: 230629

I have the following system for sale :

Atari 520 ST with, external drive, mono monitor, TOS and various software.

asking $300 , O.B.O (price includes shipping).

Thanks
Golando

950. Re: Atari vs Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 17:17:14 UTC
From: daveh@cbmvax.commodore.com
Message-ID: <22862@cbmvax.commodore.com>
Source record: 230635
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1991Jul1.094014.3904@agora.rain.com> robart@agora.rain.com (Robert Barton) writes:
>In article <1991Jul1.021747.3404@world.std.com> azog@world.std.com (azog-thoth) writes:

>>Well... This may be considered not in good taste, but what the hell...

>>Amiga has multitasking, and Ill [sic] tell you right now: I _dont_ need it.
>>How can I be so sure? Well, put it this way. I work on a VAX 6220,
>>with 128mb of RAM and over 3gb of disk space. It has duel [sic] processors,
>>and can support over 200 processes. We dont have over 200 users, so
>>I cant say how good itll [sic] do over 200, but I suspect our VMS license
>>is only 256, so the point is moot.

Well, come on, who cares about the number of users. You must certainly be using 5 or more processes yourself if you're really taking advantage of a [yech!] VMS system. Before I came to C=, I programmed on one of these babies for four months at GE (my shortest job ever, 'cept for summer jobs). You obviously SPAWN off anything that takes more than 10 minutes to compile. You run Emacs as a separate process, etc. The VMS license, if anything like a typical UNIX license, only limits logins, not processes. So if you really think you don't need multitasking, you're either doing something really strange on that system, or you don't know how to use it effectively. It's certainly much harder on a VAX or anything else without a GUI. That doesn't make me wonder about multitasking systems without GUIs, but it sure made me wonder about GUIs without multitasking, ever since I first saw a Mac...

>Anyways, compared to this, the Atari _and_ the Amiga is a toy, OK? VMS is a
>real multitasking system, fact.

So is AmigaOS. VAXen, like it or not, are getting mighty slow and mighty expensive by modern standards. That's why "cbmvax" here is a DECstation 5000, based on the MIPS R3000, not a VAX anymore. VMS, like UNIX, is a real multiUSER OS, while AmigaOS isn't. And it does have some elegance here and there, but for the most part it's butt ugly, IMHO. Referring to "Rico's Molly Benchmark Chart" here, I find the VAX 6320 under VMS doing 4.5 mollies, with the A3000 doing 7.3 under UNIX. Now who's the "toy"? (Answer: the MicroVAX, which does 1 molly, compared to the PC-AT at 1.1).
--
Dave Haynie Commodore-Amiga (Amiga 3000) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
"I looked for it and I found it" -R.E.M.

951. what Atari DOES have

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 17:38:42 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <30587@know.pws.bull.com>
Source record: 230630

I have an ST and a TT. Both of these can use something the Mac, the PC and the Amiga cannot - the Atari SLM605 laser. For DTP, nothing can rival the speed of output and the number of applications that make use of that speed like Atari DTP packages.

952. Re: Elvis Inserts Newlines in my Files

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 17:57:19 UTC
From: logajan@ns.network.com
Message-ID: <1991Jul2.175719.9885@ns.network.com>
Source record: 230633

dmb@wam.umd.edu (David M. Baggett) writes:
>I've been using Elvis (a vi clone) for quite some time now, but just
>recently discovered that the version I have (from atari.archive)
>sometimes inserts newlines at seemingly random points in large files.

I saw this problem too, and so I stopped using Elvis. A new version
was just posted a few weeks ago, but I haven't tried it yet to see
if it had the same bug.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

953. Unix Windows Explanations

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 18:09:08 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91183.140908JJL101@psuvm.psu.edu>
Source record: 230632

It has been brought to my attention that a more thourough explanation
of the previous post on Unix Windows should be given. This week I decided
to give UW a shot, and when I booted it up and read what docs there were, it
seemed that this could be a VERY handy little program. Allowing my to connect
to a couple of different Unix boxes, and even a 3090 mainframe all at one
over a 2400 baud modem without much reduction in speed. (Quick screen updates
and the like).
I compile UW on the unix side without a hitch or any modifications (which
I must say shocked me :) and then switched emulation mode to adm31 on the
unix side. UW ran fine as long as I stayed on unix machines. When I tried
to go to a ibm 3090 vm system from the unix box via tn3270 , I encountered
problems. In the map3270 file it lists a adm31 entry with pf key control
codes, however the keybad does not send these codes out (at least I could
not get them to). I then started putting these pf and other control code
keys into the definable function keys on the st side of uw, and then tn3270
worked fine. However I would much prefer to have the keypad react in a pfkey
style, and which is why I was wondering about vt100 in uw. But since vt100

seems to be impossible to get in UW, I am now looking for a way to get the
keypad into a non-numeric mode. Is this possible? Has anyone taken a look
at the source to this program? Does it appear difficult to add a vt100
mode to the terminal?

hope this clears up some of the questions about my questions :)

```
*************************************************************************
* J.J. * Internet: JJL101@PSUVM.PSU.EDU * Penn State *
* * * Center for *
* John Lehett * Bitnet: JJL101@PSUVM * Academic Computing *
*************************************************************************
* Atari ST's!, Puzzles, Cryptos, Games, Diplomacy, Synths + Midi *
*************************************************************************
```

954. Re: Unwanted Amiga Input

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 19:15:05 UTC
From: greg@pfloyd.lonestar.org
Message-ID: <greg.1128@pfloyd.lonestar.org>
Source record: 230641
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <LZ8e51w164w@cellar.UUCP> darling@cellar.UUCP (Darling) writes:
>To all who missed out, this started when a snivelling little shithead
>fuck named Thomas Hill posted a rambling Amiga boast with the intent
>of starting a flame war. The fact that he posted a message about it
>on an Amiga newsgroup shortly thereafter inviting people to "join in
>the fun" proves this.
>
>This Erik person apparently decided to "join in". There are others.

[Erik's message was removed for space...]

>Attempts to justify the original post are laughable. Hill claimed
>first that 10 people (and one day later, interestingly enough, 20
>people) responded to his post seeking asylum in Amigaland. Yes,
>that's right, he claims that there are 20 people who have usenet
>access, and considered buying Amigas, but to whom it never occurred
>to go to one of the dozen Amiga newsgroups and ask questions.
>
>Frankly, it was fun flaming you weenies for a while. But now you've
>become rather tiresome. From now on this discussion will take place
>in YOUR newsgroup, not ours.
>
>Which is too bad, because most Amiga users I've met have been good
>folks. Well, you started it. You can have it back.

We don't want it. WE didn't start it. Some person who _happens_ to own
an Amiga started it. It is of no concern to most (if not all) of us, and
we'd rather you deal with your newsgroup problems in your own newsgroup.

Obviously nothing good can come out of this flame war, and it would just
be an annoyance to us. Since we were uninvolved at the start, I don't
see why you should involve us now. Please learn to ignore people who
flame just for the sake of flaming.

Perhaps you should create a comp.sys.atari.st.advocacy. Our .advocacy
group has become quite a place for debate, and flame wars are not so
frequent anymore. In fact, there is sort of a side-discussion about
how advanced the DOS routines in TOS are compared to AmigaDOS'
dos.library. You are welcome to come over join in. Please don't
bother flaming, though. We're looking for real discussion, not trash.

Just trying to keep the peace in c.s.amiga.*,
Greg
--
---------greg@pfloyd.lonestar.org-----------convex!egsner!pfloyd!greg---------

"How I wish. How I wish you were here. We're just two lost souls swimming in a fishbowl year after year. Running over the same old ground. What have we found? The same old fears. Wish you were here." -- Pink Floyd

955. Help with altboot4.0e

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 20:15:18 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <43907@cup.portal.com>
Source record: 230643
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I need HELP with Altboot 4.0e.

If you know what this program is (it lets you boot alternate configurations when you hold down ALTERNATE) then please attempt to assist me.

When executing my configuration files, all works well until I try to add a modifier for another type of file. Ex: To load a different desktop.inf, you enter a single-digit, such as "0" or "1" followed by return. ALTBT will then rename DESKTOP.IN0 to DESKTOP.INF and the previous DESKTOP.INF will have been renamed to what it was previously (DESKTOP.IN1 or some other).

I cannot get it to do this with a list of data (FILE.LST). This data file tells my Ramdisk copier what files to copy to Ramdisk upon bootup. I maintain many lists of FILE.LST (so they will give me flexibility with this programme). One will go with a 52K configured RAMdisk and copy UUD/UUE to RAM. another FILE.LST copies GIF viewers to RAM.

Here is an example of a configuration file which works.

```
hd_reset.prg enable hdreset
hdstrt10.prg Pick progs from a menu
codekeys.prg Install codekeys
lgselect.prx Don't want a file selector now
1 desktop.in1 = current desktop.inf
codekeys.acc Make codekeys work too
```

Now, according to the documentation, I should enter a "#" on an empty line; then the files with their path in order to rename 'em. So, I add:

```
#
a \ file.lst 1 file.ls1 will be current file.lst
```

However -- With these two additional lines, Alt-Boot ignores my configuration file completely. EXCEPT for the fact that it *does* say, "FILE.LS1 current FILE.LST" That is, it does *not* modify my programs/accs as specified in the beginning of the configuration file.

HELP!!!!

Any comments?
(I tried sending mail to author via Internet but frigger mail bounced)
Mail me at: Bryan_Jones_Woodworth@cup.portal.com

956. Re: Unix Windows....

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 20:20:07 UTC
From: ritz@msb.com
Message-ID: <1991Jul2.202007.19084@msb.com>
Source record: 230651

In article <1991Jul1.160730.4841@netcom.COM> yonder@netcom.COM (Christopher Russell) writes:
>I read a message not too long ago that meantioned a UNIX windowing
>interface called Unix Windows that would run on the ST. I was
>very interested so I ftp'd it over from atari.archive.
>
>My problem: it don't work :-)
>
>First I ran win.prg on the ST. Boy, looks nice. I kinda had the idea
>I would be able to use it to make the connection to the remote system
>but all I get is a blank window (the pull downs and everthing works).
>
>My next step was to compile the server program (uw) on the SUN system
>that I use. Then I ran the uw program.. whew, no core dump.
>
>Crossing my fingers, I exit my term program (uniterm) and run win.prg.
>Still, I get nothing. The RS232 setup is correct. It tells me the
>UW is not running whenever I try to open a window.
>
>I cannot type in any of the windows on the screen. I fear that the problem
>might be that I am trying to run the program on a color system. One of the
>readme's said it would only run on mono systems. Is this a case? Is there
>a fix? Am I doing something totally wrong (likely).
>
>Please help... thanks....

I'll try. :-) I tried this program many moons ago also. It does NOT work on a color system. I didn't try using it with any of the mono emulators so perhaps that would be your first move. If you have Mac emulation, you can try running Maclayers under the Mac OS. It works better than uw anyway. You can get it through anonymous FTP from Rascal.utexas.edu.

Good luck.

Chris
--
-----------------------------------+--
Chris Mauritz |People are strange
ritz@msb.com |when you're a stranger.
Copyright (C) 1991 |The Doors-

957. Re: Amiga - Atari War

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 20:23:08 UTC
From: chen@digital.sps.mot.com
Message-ID: <5286a9b4.3593b@digital.sps.mot.com>
Source record: 230636

In article <1991Jun24.160514.6778@oz.plymouth.edu> k_mullin@oz.plymouth.edu (Keith J. Mullins) writes:
>
> Here is a bright idea. Why don't you create a new news group
>especially for the Great Amiga and Atari War. It is getting very
>frustrating reading this newsgroup when 75% is just fighting back
>and forth between the two computers. Put it somewhere else
>where who ever reads it wants to read it.

There IS such a group for this purpose: comp.sys.amiga.advacoy.
Unfortunately, no matter what we have tried to do (having a dedicate group, posting monthly reminder), there're always some fanatics jumping around trying to convert the rest of world. My advice, just ignore these people and the topic (I'm not even following my own advice :-)

958. Re: STalker/STeno v3.0?

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 20:25:01 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <43908@cup.portal.com>
Source record: 230644

YEAH where is this new version of STalker? WAS it ever released???????

And what about a new version of FLASH?

dont ignoreuswe'llnevergoawayuntilwegetouranswersthenwemaythinkupsomething:)

959. Re: Amiga is better then [sic] what???

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 20:49:32 UTC
From: kls30@duts.ccc.amdahl.com
Message-ID: <14.G02v709Ia01@JUTS.ccc.amdahl.com>
Source record: 230647

In article <136@ryptyde.UUCP> dant@ryptyde.UUCP (Daniel Tracy) writes:
>Responding to the following:
>
>> As to sound? Well The ST is the only one so far that has the capability of 3d
>> sound. The STe series computers have the capability of using 3 seperate
>> speakers with different sounds out of each.... 2 of those full 8 bit digital..
>The Macintosh will do 4. Each of those 8-bit, 44KHz sampled.
~~~~~~
Since when. This implies that a Mac is capable of CD quality sound if you
use two eight bit ports as one output. NOT a chance in hell. The Mac
in its standard configuration is limited to 8 bit sound with a max
sampling rate of 22Khz.

BTW - My NeXT can handle 4 channels of CD quaility sound, that is 4
channels at 44.1k and 16bits directly from the harddisk. Two channels
will be multiplexed on one speaker.
Anyway, the only thing inferior to a Mac in the standard sound catagory is
an IBM PC.
--
/* -The opinions expressed are my own, not my employers. */
/* For I can only express my own opinions. */
/* */
/* Kent L. Shephard : email - kls30@DUTS.ccc.amdahl.com */
~~~~~~

960. DOUBLE Version 2.01 (takes 32K less RAM !!)

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 21:14:12 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.678489252.larserio@kvart.ifi.uio.no>
Source record: 230634

```
Double Screen-Heigh emulator for STE, MEGA STE (and TT ??) VERSION 2
""""""
```

better result by adjusting the contrast (yes, it looks like an Amiga).
In this mode both TOS and GEM-programs will use the whole screen area.

Please Support my ShareWare and Public Domain developement
""

Send 100 NKr (equals $15, DM25, 10 pounds, 30 guilders) by cheque or to
norwegian postgiro account 0537 6846174 (see your local post office for
a transfer card, "Service des cheques postaux, Avis de versement VP1").
Payable to: Lars-Erik 0sterud, 0kriveien 39, N-1349 Rykkinn, Norway.

If you have any problem, ideas, bug-reports, wishes etc contact me !!
""

Lars-Erik 0sterud E-mail: larserio@ifi.uio.no (usenet)
Okriveien 39 Call me at: +47 2 13 15 71 (voice phone)
N-1349 Rykkinn or ABK-BBS: +47 2 13 26 59 (300-9600 bps)
Norway ____ ______ _____________________________________
/___ / The norwegian ST Contact us
____/ / Klubben, user association at ABK-BBS

961. Unix Windows, Where?

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 22:16:59 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Jul2.221659.9489@oz.plymouth.edu>
Source record: 230642

I'm very, very interested in using (or at least trying) UNIX windows
that everyone is talking about. But I've searched Atari.Archive for UW and
can't find it anywhere. Can someone give me the exact location?

thanks

Stephan

--
\/\/\/

962. This week's program

Newsgroup: comp.sys.atari.st
Date: 1991-07-02 22:54:14 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Jul2.225414.24475@menudo.uh.edu>
Source record: 230637

Just thought I'd let everyone know that I will be on vacation for the rest of the week, so I've posted this week's program to atari.archive.umich.edu.

DC Homey will home the mouse cursor to the center of the screen. Just press <ALTERNATE>+<CONTROL>+<LEFT SHIFT>+<H> at any time.

- mike vederman / Double Click Software

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

963. UW

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 00:18:11 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Jul3.001811.11138@oz.plymouth.edu>
Source record: 230649

Help,

Maybe I have this whole thing wrong. UW sounds great, but I thought it
was for the ST. Does is require GCR to emulate a MAC to use this program?
I finally know where it is, but I guess I can't use it.

Stephan

--
\/\/\/

964. Re: Atari vs Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 00:18:38 UTC
From: rcte2p@menudo.uh.edu
Message-ID: <1991Jul3.001838.29256@menudo.uh.edu>
Source record: 230648
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

daveh@cbmvax.commodore.com (Dave Haynie) presents in article <22862@cbmvax.commodore.com>
>In article <1991Jul1.094014.3904@agora.rain.com> robart@agora.rain.com (Robert Barton)
writes:
>>In article <1991Jul1.021747.3404@world.std.com> azog@world.std.com (azog-thoth) writes:
>
[Stuff about using a VAX at work....]
>
[stuff about multitasking on VMS...]
>
>>Anyways, compared to this, the Atari _and_ the Amiga is a toy, OK? VMS is a
>>real multitasking system, fact.
>
>So is AmigaOS. VAXen, like it or not, are getting mighty slow and mighty
>expensive by modern standards. That's why "cbmvax" here is a DECstation 5000,
>based on the MIPS R3000, not a VAX anymore. VMS, like UNIX, is a real
>multiUSER OS, while AmigaOS isn't. And it does have some elegance here and
>there, but for the most part it's butt ugly, IMHO. Referring to "Rico's Molly
>Benchmark Chart" here, I find the VAX 6320 under VMS doing 4.5 mollies, with
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>the A3000 doing 7.3 under UNIX. Now who's the "toy"? (Answer: the MicroVAX,
^^^^^^^^^^^^^^^^^^^^^^^^^
>which does 1 molly, compared to the PC-AT at 1.1).

I thought we were talking about VMS.... Now, if you put UNIX on that VAX
6320, then it would run circles around that A3000 running its flavor of
*nix. Hardware-wise, the A3000 could hardly run VMS. Just because VMS
is a "dog", one does not need to condem the hardware. VMS is slow.
UNIX is fast. They originated and were designed around different OS
concepts. They can't be compared. But, you seem to fall into the
falicy of Multitasking... Yes, actually, VMS does multitask, just in a
different way than most other OS's... All multitasking on the above
mentioned machines is more like "time-sharing". It is not until you have
MULTIPLE processors, running concurrently that you would get true
multitasking...
>--
>Dave Haynie Commodore-Amiga (Amiga 3000) "The Crew That Never Rests"
> {uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
> "I looked for it and I found it" -R.E.M.

--
* Paul Sears * Technology *** |"The greater an individual's power
* The University of Houston *** | over others, the greater the evil that
* RCTE2P@Jetson.uh.edu * * * | might possibly originate with him."
* RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

965. Maccel 2/3 (Or whatever the current version is)

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 00:51:53 UTC
From: jbunch@isis.cs.du.edu
Message-ID: <1991Jul3.005153.1643@mnemosyne.cs.du.edu>
Source record: 230645

Howdy all...

I recently had a problem and accidently reformatted a disk of mine
that had my only copy of maccel. I would like to know where I would
be able to get another copy of it... Any help would be appreciated..
Thanx...

John Bunch

jbunch@isis.cs.du.edu

966. Re: UW

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 01:45:02 UTC
From: jbunch@isis.cs.du.edu
Message-ID: <1991Jul3.014502.2127@mnemosyne.cs.du.edu>
Source record: 230646

In article <1991Jul3.001811.11138@oz.plymouth.edu> pyr579@oz.plymouth.edu (Technoid) writes:
>Help,
>
> Maybe I have this whole thing wrong. UW sounds great, but I thought it
>was for the ST. Does is require GCR to emulate a MAC to use this program?
>I finally know where it is, but I guess I can't use it.
>
>
>Stephan
>
>--
>\/\/\/

967. Re: atari woes

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 01:53:41 UTC
From: s882854@minyos.xx.rmit.oz.au
Message-ID: <1991Jul3.015341.11154@minyos.xx.rmit.oz.au>
Source record: 230650

chuckie@pro-odyssey.cts.com (Chuck Schul) writes:

>atari computers are great for the buck.most people in the usa do not know
>this.maybe user like us should set up displays on weeksends on or at
>libaray's that allow us.to show what an atari can do!i love atari's but
>lack of support is catching up to ea leaving it and software companies
>making ibm,mac,amiga stuff to augment st lines sacres me.what do you all
>think.this a is a place to start a great thing accross the usa.!!!!!
>----
>ProLine: chuckie@pro-odyssey
>Internet: chuckie@pro-odyssey.cts.com
>UUCP: crash!pro-odyssey!chuckie
>ARPA: crash!pro-odyssey!chuckie@nosc.mi

Sounds like Atari in the USA is in about the same state as it is in Australia.
The thing is that Atari is not making the public aware the type of machine
the Atari is or what type of work it can do. A recent advertisement in
Australia shows a teenager in his room playing Captain Blood on the Atari ST.
I wonder why the Atari is still tought as a games machine here.
What did Atari in Germany do to get such a good reputation there?

Tehn Yit Chin
s882854@minyos.xx.rmit.oz.au
Royal Melbourne Institute of Technology

968. Re: Cold Hard Cache -- help..

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 02:05:04 UTC
From: rcb@netcom.COM
Message-ID: <1991Jul3.020504.1683@netcom.COM>
Source record: 230638

In article <1991Jul2.031414.1573@netcom.COM> yonder@netcom.COM (Christopher Russell) writes:
>
>I have heard that Cold Hard Cache is supposed to be one of the better
> ... (stuff deleted)
>Is anybody using CHC on >16M partitions. Can somebody suggest another
>cache program?

Yes, I can suggest Atari's CACHEnnn program. It works with AHDI
3.01 and large partitions. I don't know how it compares with other
programs, but it certainly does the job of speeding your disk reads.
You can get this as 'utilities/rainbow.arc' from atari.archive.

>
> ....thanks.........
>
>
>--
>Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
>yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu
>

--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb
"Just when you think you know it all, it changes!"

969. Re: Amiga is better then [sic] what???

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 02:24:56 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <678509203.0@therip.FidoNet>
Source record: 230672

B> > Of course the amiga does multitask but I have very little use for
B> multitasking..
B>
B> That's what many people say, until they try Amiga multitasking.
I have seen people use the multi tasking.. The main reason for multi tasking is
that on the amiga many programs just have general functions due to the fact
that many other programs can do these functions well. On the ST MOST of the
programs that are out now (Games don't count since most dont multi task even
on the amiga.. I am talking games like falcon etc.. Some you CAN multi task
but you really do not wanna do so unless your running a fast machine)
Anyhow, MOST of the ST programs out now have many ways of getting some of the
important features done in a "multi tasking" environment. On the amiga multi
tasking is very useful for the current software do to generalizatins.. On the
ST this is not the case necissarily.. Multi tasking is of SOME use but not
really that BIG a thing at the moment.. Desk accessories and TSR's running in
the back ground normally pick up the slack on the ST where you would do them
with multi tasking on an amiga. (However I can do SOME multi tasking on the ST
with the power of the amiga's multi tasking with third party software...
But why? It already can do all I need for it to do I do admit though that on
SOME vague occasions I would have appreciated multi tasking..)
Note, I have an 8meg IBM I run my 2 bbs lines off.. Desqview is a necessity in
this environment. Multi tasking is great for this purpose...
B>
B> > As to sound? Well The ST is the only one so far that has the capability
B> of 3d
B> > sound. The STe series computers have the capability of using 3 seperate
B> > speakers with different sounds out of each.... 2 of those full 8 bit
B> digital..
B>
B> How many bits is the other channel?
The STe's stereo ports are each one voice of 8bit DMA sound...
The monitor port (Which can be tied into the two stereo channels or left
seperated from both. If combined then the stereo outputs also output to the
monitor...)
The third port has 3 voices of synthisizer quality (The normal ST's sound)
When not in Digital mode these 3 voices are DMA type sounds.. It taxes the
CPU when doing Digital sound. Digital sound is done much like the C-64.. All
three channels are combined and you only get a 4.5bit sample out of it..
Realize that if left seperated from the stereo ports you have three DIFFERENT
speakers with three different sounds comming out of them..
If you tie a tweety board onto the ST sound chip in the STe you could actually
seperate the 3 channels of ST non-digital sound into three seperate channels..
That would give you a total of 6 speakers all of which would have different
sounds comming from them...

2 Digital Channels (Stereo)
3 Seperate Sythisizer channels (NO digital stuff here.. Would sound like noise!)
1 combined channel of the above three channels. (You really couldnt do any digital stuff though cause the 3 seperated channels would sound very bad. B>
B> So you're saying the ST can use all 16 Megs for graphics? I admit I
B> wasn't
B> aware of that. I thought it used a screen buffer.
No screen buffer... An area is setaside for the screen but this is setup depending on the size of the screen. The STe's have very good scrolling capabilities. VERY fast.. The standard "limitation" is 4 meg...
I am not sure but over 4 meg you might run into problems.. The TT has 4 meg of "Chip memory" available (if all is added) unlike the amigas 512-1meg (or 2meg in the 3000) The rest would be "fast ram"
Waste memory? Anytime you have to load information into memory in two places would be considered to me to be a waste of memory.. With complicated animations on the amiga your limited to either 512k or forget about running on half the machines out there.. Anythign above this would have to be fed down from fast ram.. The st-ste-tt Is plug and go.. No need to feed anything down..

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

970. Re: This week's program

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 03:37:40 UTC
From: darling@cellar.UUCP
Message-ID: <H0oH51w164w@cellar.UUCP>
Source record: 230656

uace0@menudo.uh.edu (ATARI Computer Enthusiasts) writes:

> Just thought I'd let everyone know that I will be on vacation for the rest of
> the week, so I've posted this week's program to atari.archive.umich.edu.
>
> DC Homey will home the mouse cursor to the center of the screen. Just press
> <ALTERNATE>+<CONTROL>+<LEFT SHIFT>+<H> at any time.
>
> - mike vederman / Double Click Software
>
> --
> --
> Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 7727
> --
> Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

I'm a big fan of Double-Click Software. Every time I go to GEnie's Atari ST File Exchange section, I always look for Double-Click contributions right away; works from DC Desktop all the way down to F-Light are permanent installations on my system. But it appears that these programs are getting increasingly useless as time goes on. I mean, you've got to be kidding me; you're going to replace a slight wrist motion with a four-key combination? Why???

I don't mean this as an insult, but I get the impression that the committment to one new program per week is resulting in rushed jobs and a low tank of ideas. Guys, you're the greatest, and we won't be insulted if you want to cut back to one program per 2 or 3 weeks, so as to spend more time on each.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

971. Re: This week's program

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 05:15:18 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2289@uqcspe.cs.uq.oz.au>
Source record: 230652

uace0@menudo.uh.edu (ATARI Computer Enthusiasts) writes:

>Just thought I'd let everyone know that I will be on vacation for the rest of
>the week, so I've posted this week's program to atari.archive.umich.edu.

>DC Homey will home the mouse cursor to the center of the screen. Just press
><ALTERNATE>+<CONTROL>+<LEFT SHIFT>+<H> at any time.

Isn't this getting just a little bit silly? I think the `one program per
week' thing is a bit out-of-hand.

1. AltCntlShiftH is more complicated than moving the mouse.
2. Why would you WANT to do it anyway?
3. IF Homey intercepts traps (it probably doesn't though), then
it is another slow-down.

Please, I AM NOT MEANING TO DISCOURAGE, I just wanted to give my opinion.

Small, useful programs are excellent. But really, they HAVE to be useful.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

972. Re: Elvis Inserts Newlines in my Files

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 06:34:10 UTC
From: orc@vpnet.chi.il.us
Message-ID: <1991Jul03.063410.16919@vpnet.chi.il.us>
Source record: 230666

```
|Elvis? I've tried Levee too, and would use it except for the 32K file
|limit. (Is there a more recent version of levee without the 32K
|restriction?)

Nope. I'm working, at somewhat less than the speed of continental
drift, on it. It's the sort of thing that requires a lot of mental
energy, and thus is too much for me at my advanced age...

.david parsons __
orc@pell.uucp(?) \/
```

973. Re: MINIX on an Atari TT?

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 06:46:18 UTC
From: Alex.Valdez@actrix.gen.nz
Message-ID: <1991Jul03.064618.11717@actrix.gen.nz>
Source record: 230654

```
In article <A0b7wig2@mwowm.mantis.co.uk> mathew@mantis.co.uk writes:
> Has anyone tried running ST MINIX on a TT? Does it work? Anyone know of
> any plans for a TT MINIX?
>
>
> mathew
> --
> << baby mother hospital scissors creature judgement butcher engineer >>

Last I heard, MINIX doesn't work on 68030s, (TT or Amiga 3000).
--
================================Alex Valdez=============================
"Alas sais na naman, oras ng pagdidili-dili...
Isaisip ang mabuti, ang masama'y iwaksi..."
```

974. Re: UW

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 07:34:14 UTC
From: steve@thelake.mn.org
Message-ID: <A340203235@thelake.mn.org>
Source record: 230700

[jbunch@isis.cs.du.edu (John Bunch) writes ...]

> months ago.. Although I hate using it, cause I only have a color
> monitor and it requires mono monitor only.. Anybody out there
> thinking of porting it to color? Would be appreciated by a few people
> I am sure....

It's been done. I played around with a color Unix Windows a year or so ago. I didn't find it very useful because the resolution of the color monitor is not quite good enough for comfortable viewing of the small fonts that are necessary to display full-size screens inside GEM windows.

People with color systems might find a more workable solution in a program called Screens that runs on the Unix host. You can use any VT100 term program (I used Uniterm) and flip among virtual terminals with a hot key.

I can't tell you where to find these items. It's been awhile since I had access to a Unix site, so I don't need them myself.

Steve Yelvington <steve@thelake.mn.org>
If mail fails, try steve%thelake@cs.umn.edu ... the Minnesota domain MX site jhereg.osa.com apparently has been having difficulties.

975. Supra HD utilities

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 07:40:00 UTC
From: I9853100@CCIT.ARIZONA.EDU
Message-ID: <4FA90A09E43F40225B@ccit.arizona.edu>
Source record: 230653

Does anybody know what the latest version of the Supra HD utilities is?
If so, what are the differences from version 2.62 and how can I get the
latest version (yes, I do own a Supra drive)? Any info would be appreciated.

Thanks,
Doug Tarico
I9853100@ccit.arizona.edu

976. Re: NeXT

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 08:05:31 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <13726@uhccux.uhcc.Hawaii.Edu>
Source record: 230655

In article <1991Jul1.172711.21104@doug.cae.wisc.edu> carter@engr.wisc.edu (Gregory Carter) writes:
>...
>Looks Like NeXT has got the phrase "Power without the price." Down to a
>surface mount science.
>

It seems like systems will eventually be built from one chip; maybe one day, debating about which one is superior will be as commonplace as arguments over the better phone or refrigerator. Apple's redirection toward OS production seems to indicate that growth and profits are found in the software domain, but I'm not sure which companies will be dominant in the software/hardware arena.

>...
>Even if you where to argue that the current architecture targets a
>specific HOME market, it STILL costs too much!
>

Since CD-I systems will probably become a popular fixture in home, school and business, it would be nice if Atari could become a development platform for them. As a peripheral, CD-I seems to cover both the audio/video niche markets. For audio, AM-quality sound or voice-quality play up to 18 hours. Impressive video capabilites that include Photo CD display (16 million colors), dynamic picture effects like dissolves, wipes, etc., full-screen full motion video with a MPEG card. In one system version, expansion ports will allow Ethernet, SCSI, memory boards, parallel port, multiple serial ports, etc. [This info is from a brochure and I'll post complete specs if there is interest].

>Atari missed the boat, they should have made an entirely NEW modular
>machine. Soon as I get the money, my MEGA STE is going to sit and
>either run MAC software or my BBS software.
>

Jim Miller, V.P. of R&D, said that a new series with expansion slots was under development, so they'll have the product, but will they have the price?

Jack

977. Re: Help! -- SupraModem 2400+ Flow Contr

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 08:15:00 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0b7zdt0@pfunk.hanse.de>
Source record: 230563

In <y8DD51w164w@ersys.edmonton.ab.ca>, Michel Forget writes:

>smilar problem with DTerm. I have Tos 1.4. I also tried installing a
>program called Turbo CTS (it had no docs, but what harm could it do?)
>with no affect. I hope someone can help me out with this problem.

I've just sent an archive with some HighSpeed-Utilities to Steven Grimm,
including a new RTS/CTS Fix from here. Perhaps you may find it in
c.b.a.s next week.

Ciao....Michael

--
---
listen to the coolest !	Michael Kistenmacher / blackbox
Music from the Galaxy !	2000 Hamburg 61 / Schippelsweg 64
!!! P-Funk !!!	West Germany / ++ 49 40 552 37 66
---

978. Re: Midi maze II

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 08:17:48 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0b7zdxm@pfunk.hanse.de>
Source record: 230562

In <11375@castle.ed.ac.uk>, R C Smith writes:

>What is 50 DM in either \pounds or $?

1 USD is worth about 1.80 DM, 1 \pound (:-) is worth about 3 DM.

Bye.....Michael

--

listen to the coolest !	Michael Kistenmacher / blackbox
Music from the Galaxy !	2000 Hamburg 61 / Schippelsweg 64
!!! P-Funk !!!	West Germany / ++ 49 40 552 37 66

979. Re: DOUBLE Version 2.01 (takes 32K less RAM !!)

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 08:19:22 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3342@odin.cs.hw.ac.uk>
Source record: 230660

In article <CMM.0.90.2.678489252.larserio@kvart.ifi.uio.no>
larserio@ifi.uio.no writes:
>Double Screen-Heigh emulator for STE, MEGA STE (and TT ??) VERSION 2
>...
>Why does this program only work om STE and not on standard ST ????
>""
>Both the display modes uses new hardware registers on the STE to
>make the code small.

Why not do things the way BIGSCREEN does and use normal ST hardware scrolling
at a character height resolution. Then your program would benefit everyone.
OK we can lose the interlace version for old ST's.

>Lars-Erik 0sterud E-mail: larserio@ifi.uio.no (usenet)
>Okriveien 39 Call me at: +47 2 13 15 71 (voice phone)
>N-1349 Rykkinn or ABK-BBS: +47 2 13 26 59 (300-9600 bps)
>Norway

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

980. NEED SM125 line transformer! URGENT!

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 08:21:29 UTC
From: juel@hpbbm.HP.COM
Message-ID: <410002@hpbbm.HP.COM>
Source record: 230587

A while ago i purchased an SM125 b/w monitor for only 150DM (about 85$, it was determined for use in UK), but w/o any warranty. As i connected it to my good old 1040, i realized that the missing warranty for this thing had a reason:

Nothing appeared on the screeeeeeeeEEEEEEEEEN :-(:-(:-(

After examining the monitor, i found the line transformer (i hope this is the right word; i mean the high voltage transf. for the CRT) defect. I contacted a few adresses i knew here in Germany and tried to get this essential part but had no success. :-(again

Now my question/request/entreaty/prayer/supplication to you:

- Does anybody know where i can get this transformer? It's really urgent!!!
- What does this thing cost???
- Can anybody provide adresses of MAIL orders which sell this thing???
- Could anybody possibly be so kind and purchase this thing and send it to me to Germany????

PLEASE HELP ME!!!!!!!!!!!!!!!!!!!!

Thanx
Juergen


```
_____________________________________________________________________________
| _____ ______ | |
| / / /\ /\ \ \ | Address: Hewlett-Packard GmbH |
| / / / \ / \ \ \ | Herrenberger Strasse 110 |
| ----- / \/ \ \ \ | Attn to: Juergen Letsch |
| / / / \ \ \ | D-7030 Boeblingen |
| _/___ / / \ _\____\ | Germany |
| | Phone: {49|0}-7031-14-3551 |
| Boeblingen Medical Division | |
| CAE Computer Aided Engineering | E-mail: juel@hpbbms1.bbn.hp.com |
| PSI Processes & Systems Integration | HP-DESK: JUERGEN_LETSCH%AZ@HP1200 |
|_____________________________________|_____________________________________|
```

981. Re: GCC 1.39 -g Problems

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 12:14:39 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jul3131439@ghiggins.hpl.hp.com>
Source record: 230664

```
++ I have got "gcc139b.lzh" containing the GNU assembler for ATARI-ST
++ version 1.38 from Uni Koeln and the GNU debugger "gdb" from A.A.

I would advise against such "mix-n-match" setups. That's why I have been trying
to create a "standard" ST GNU release on A.A.

Here's an extract from A.A.'s ~ftp/atari/gnustuff/tos/gdb/gdbsrc00.zoo README
file ....

++ Here is a heavily hacked gdb for atariST, based on the incredible work
++ of John Dunning of porting it to the ST.
++
++ The big difference is that this version supports dbx_format symbols and
++ stabs, not the gnu format (ie: "gcc -g" and not "gcc -gg"). gnu has
++ essentially dropped support for the -gg format. Other than that, it is
++ still undergoing development, to make it as stable, and to bring it up
++ to the changes in the latest rev of gdb from FSF. It is quite usable,
++ and a lot of you have been waiting for "something" so i am sending it
++ out for you to play with. I will provide updates (hopefully in a timely
++ fashion :-).

Claro?

Graham
======

----------------------------------------------------------------------
Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554
----------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
----------------------------------------------------------------------
```

982. Re: STalker/STeno v3.0?

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 13:50:24 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <59956@aurs01.UUCP>
Source record: 230673

In article <1991Jul2.113557.18479@netcom.COM> yonder@netcom.COM (Christopher Russell) writes:
>Was version 3 of STalker/STeno ever released? Anybody know of a mail-order
>house where I can get it? This version was to support z-modem background
>and scripts. Thanks....

Last I heard Gribnif Software had gotten ahold of the distribution rights and had turned STalker and STeno into separate packages, and is charging (I think) $15 to upgrade each to V3.0. Of course, I bought the two as a single package for about 18 bucks, and if Gribnif thinks I'm gonna shell out 30 bucks to upgrade, they are out of their minds... especially when there are far better telecom packages available PD.

I've heard Gribnif usually has outrageous upgrade fees... one of the reasons I steer clear of their products.

Speaking of telecom software, has anyone tried out Stealth? They really toot their own horns in the ads, but I haven't heard any real feedback on the program. I'd need a pretty convincing argument to change from Uniterm (for VT100 emulation) and Dterm (for general bbs usage). Flash is a good tool for beginners, but I didn't find STalker useful at all.
****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems, Raleigh, NC GEnie: J.WHITCOMB3

983. GCR wanted

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 14:07:04 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <30605@know.pws.bull.com>
Source record: 230658

Anyone want to sell a GCR with Mac 128K ROMs? E-mail a message to
me, FAX a note (613) 584-2852 or leave a message on my answering machine
(613) 584-4825.

984. HELP

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 14:14:31 UTC
From: exucph@exurchn1.ericsson.se
Message-ID: <9107031414.AA26256@exurchn1.ericsson.se>
Source record: 230659

Hello everyone,

My name is Chinh. I am new to USENET as well as to the atari computer system. My friend brought me an atari st four years ago. Since then, I used it for maximum of 50 times. Now that I have free time, I want to learn more about this computer that my friend brought for me. I have quite a few questions to ask, but before I go crazy with them, I will ask only the essential ones.

1. I live in Dallas. Where can I get any help for my computer?
2. I have hard disk, color monitor, and an ST. What can I do with them (besides selling them)?
3. I heard so much good things about it. How can I use as it as a terminal to call into the IBM mainframe? In other words, what emualtion package should I purchase?
4. I would like to do some word processing (publishing) with my atari. What publishing programs are there available? What laser printer is best suited for the atari?
5. I read some of your notes about monitors. What is a good one (reasonablely priced) for publishing program?
6. Is the ST good, or should I dumped it for something new?
7. My friend wants to put up a BBS board. I don't want to buy PC for it, so can I use the atari instead? And where would I get such information about it? And is it hard to maintain, given that I am a novice at it?

Besides those questions, I asked you persuade me that this gift my friend gave me is worthwhile - not just gag sitting on my desk collecting dusts.

PLEASE HELP..... Chinh.

985. Hardware Upgrading Questions

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 14:14:32 UTC
From: ameij@vax.oxford.ac.uk
Message-ID: <1991Jul3.151434.927@vax.oxford.ac.uk>
Source record: 230677

Dear Chums,

Three questions about hardware...

1) I want to fit a hard disk to my Mega 2 ST. Has anyone any experience of internal ones? I think the box is dead neat, and would prefer not to add another.

2) Does anyone know the status of the putative Atari-UK DMA port transputer add on box? There were strong rumours about it around 8 months ago, but since I have heard nothing.

3) I may want lots more numerical bang. Would I be better to buy a TT (I imagine I would need the maths coprocessor, if that's an option) or an ATW? Can anyone let me know how much an ATW is in Britain these days?

Jan Ameij
ameij @ uk.ac.oxford.vax

PS _Particularly_ re question 3 - Please please please don't tell me I need an IBM/Amiga/Mac something instead. I shall consider all the options. I am here to request info on Atari products...

986. Re: Unix Windows, Where?

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 15:35:28 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1991Jul3.153528.14990@d.cs.okstate.edu>
Source record: 230674

I located uw in a uw directory within one of the volumeXX directories
of atari/binaries/

Question:
Not having anything other than lowly user access to a unix box, and not
knowing any particulars about "Ultrix" (our unix box OS) I was wondering about
the Unix side of this uw thing. What is needed for it to work? Just
a c compiler? Some header files perhaps?

Thanks!
jc
cummins@d.cs.ostate.edu

987. MultiGEM, survey of responses

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 17:58:39 UTC
From: seldin@alcor.concordia.ca
Message-ID: <639@daily-planet.concordia.ca>
Source record: 230665

I have to apologize to everybody for taking so long to send this
summary of the replies I received about MultiGEM. All the
replies arrived during a two-day period. At first, I was waiting
for more replies. Then, I was caught in a rush to meet a
deadline. This is the cause of the delay.

Here are the replies:

seimet@rhrk.uni-kl.de wrote:

I use MultiGEM since April and it seems to be pretty good. Unfortunately
the ST-version (TT-version will be available soon) does not support the
new desktop, i.e. you can't start programs by the function keys.

>1. How good is it? Will it run, for example, dvist and unix
>windows? Will it permit a background kermit transfer via unix
>windows or uniterm?

I have never tried but I don't think MultiGEM supports a background data
transfer. You can run up to 6 applications (including accessories!) at the
same time but this is no real multitasking. The programs in the background
only get cpu time when the main application calls GEM using an evnt-call. So
if this application is no GEM application or rarely makes AES calls the
background programs won't get cpu time.

>3. Does it run on a TT? If not, is there a version for the TT?

MultiGEM runs on a TT, but as mentioned above at the moment it doesn't
support the TT or MegaSTE desktop. The author recommends to run MultiGEM
only in ST ram but that's not necessary.
In my opinion there is no reason to sell two versions, one for the ST and
one for the TT. Nevertheless there are plans to sell a special TT version for
a higher price. If the problems with the new desktop are fixed (they have to
be because these bugs are the same for TT and MegaSTE) MultiGEM should run
on all machines.

Hope you got some new information from this. Bye

```
*******************************************************
* Uwe Seimet *
* seimet@sun.rhrk.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

---

avgroeni@praxis.cs.ruu.nl wrote:

As far as I know (haven't seen it, but someone I know has) MultiGEM is just
like GEM, but the AES shel_ primitives now support not only parallelism between
one application and multiple accessories, but also to more than one allpication,
where each application has a window of itself, containing the menu bar and sub-windows.
(this is exactly the ways MSWindows works.) The GEM primitived are written in such a
way that it does NOT matter whether the system allows multitasking. That is, an application
that is written on a single tasker doesn't notice any difference, provided it's resolution
dependent, etc.

--

____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.
The Netherlands|[from Sep91 I'll be in Leeds, UK.
AVGROENI@CS.RUU.NL|You can use the same EMAIL address.]

---

rjast1@unix.cis.pitt.edu wrote:

Ok, here's what I know about Multi-GEM, in talking to the company releasing
it in the U.S:

It comes from Germany (American company is translating it), is supposed to
be able to multitalk GEM programs, not just TOS/TTP (every program multitasked
works inside a GEM window). It uses the ST's ACC ports - so at least 6
programs can be running (dunno if DC Stuffer or similar programs can
do more). Since it uses the ACC ports, it's supposed to allow you to
run ACC's just like a PRG - just double click on it. It splits memory up
such that the main program you have up gets priority, and others next
priority.

It looks promising - they didn't say about what it can't do however
so that'll take trial and error. The company mentioned $99 price,
though I've heard some places saying about $69 or so.

Anyways, could you send me the address/phone number of the place
you saw it advertised? Thanks...

Robert Anisko
rjast1@unix.cis.pitt.edu

Is anybody surprised that I waited awhile to see if I would get
more replies?

Jonathan P. Seldin
Department of Mathematics seldin@alcor.concordia.ca
Concordia University, Montreal seldin@vax2.concordia.ca

--
Jonathan P. Seldin
Department of Mathematics seldin@alcor.concordia.ca
Concordia University, Montreal seldin@vax2.concordia.ca

988. Gnu-emacs under MiNT

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 18:56:54 UTC
From: peter@geog.ubc.ca
Message-ID: <1991Jul3.115654@geog.ubc.ca>
Source record: 230667

Hello,
A while ago I asked whether anyone has been able to compile gnu-emacs
using the MiNT libraries to allow multitasking / multiple shells etc.
while running under MiNT. Since then several others have expressed
strong interest, but there hasn't been any really concrete information
passed along to me. (No one who replied had actually done it)
About the most useful information came from a
post here some time ago (which I saved). I haven't been able to
contact the author of this post however -- maybe someone else could try.
Anyway here it is:

>From: erlingh@idt.unit.no (Erling Henanger)
>Newsgroups: comp.sys.atari.st
>Subject: Re: MiNT/MGR questions
>Message-ID: <1991May5.191701.26757@ugle.unit.no>
>Date: 5 May 91 19:17:01 GMT
>References: <1991May2.094630.15445@cs.nott.ac.uk>
<LA_CARLE.91May3175805@sol.brispoly.ac.uk>
>Sender: news@ugle.unit.no
>Reply-To: erlingh@idt.unit.no
>Organization: IDT -- Norwegian Institute of Technology
>Lines: 16
>
>Hi. I've just been fiddling with gnuemacs and mint08 myself.
>What I basically did, was :
> 1 grab the source from atari.archive
> 2 remove most of the #ifdef atarist
> (to get multiprocessing and so forth.)
> 3 compile
>It seems to work allright, I can run compile.el, and it starts a
compilation in the background,
>just nicely. I can fork shell commands, I can suspend emacs, it's all
there except one thing :
>I haven't been able to "dumpfix" xemacs, (Make a final dumped emacs) so
I have to use
>temacs -l loadup.el, whitch is no big deal if you have a TT, but on an
ST....
>
>--
> _______ _____ o ____ Erling Henanger
> /___ /____/ / / /| / / Norwegian
Institute
> / /\ / / / | / | ___ of Technology.
(NTH)

> ------ / \ /____ / / |/ ____| o Atari Lives !

I guess before I try it, I'd like to know which #ifdef's need to be
removed. However, I will try this out (eventually). In the meantime,
if somone else has more information, or has tried it themselves, could
they either post here or email me the information and I will summarize,
as there seems to be quite alot of interest.

--
==
Peter L. Jackson | peter@geog.ubc.ca
Atmospheric Science Programme | pjackson@unixg.ubc.ca
Department of Geography | usermeso@ubcmtsg.bitnet
University of British Columbia | ph:(604)822-2269 fax:(604)822-6150

989. Atari Dealers

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 19:01:25 UTC
From: k_mullin@oz.plymouth.edu
Message-ID: <1991Jul3.190125.24874@oz.plymouth.edu>
Source record: 230669

Hello everyone,

Being a new Atari owner, I do not know the locations of
the Atari dealers in the USA. Does anyone have a list of places
where I can purchase Atari software, preferably in New England
but anywhere in the US is fine. I'm looking specifically for
the new 3.02 Neodesk.
Thanks,

k_mullin@oz.plymouth.edu

--
_-_-_-

990. MINIX on an Mac Portable

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 19:02:37 UTC
From: rhyde@hubbell.ucr.edu
Message-ID: <15645@ucrmath.ucr.edu>
Source record: 230668

A fellow BIX'er has been having troubles getting MacMinix to run on a Macintosh portable. Does anyone have any suggestions? He can't get it to boot at all.

*** Randy Hyde rhyde@ucrmath.ucr.edu

991. Re: MINIX on an Atari TT?

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 20:21:10 UTC
From: amiga@uhunix2.uhcc.Hawaii.Edu
Message-ID: <13734@uhccux.uhcc.Hawaii.Edu>
Source record: 230671

In article <1991Jul03.064618.11717@actrix.gen.nz> Alex.Valdez@actrix.gen.nz (Alex Valdez) writes:
>In article <A0b7wig2@mwowm.mantis.co.uk> mathew@mantis.co.uk writes:
>> Has anyone tried running ST MINIX on a TT? Does it work? Anyone know of
>> any plans for a TT MINIX?
>>
>>
>> mathew
>> --
>> << baby mother hospital scissors creature judgement butcher engineer >>
>
>Last I heard, MINIX doesn't work on 68030s, (TT or Amiga 3000).
>--
>==========Alex Valdez==========
>"Alas sais na naman, oras ng pagdidili-dili...
> Isaisip ang mabuti, ang masama'y iwaksi..."

The following was recently posted to the comp.sys.amiga.emulations newsgroup (don't worry, no flame war stuff! :-) and may be help:

---------->8 cut here 8<----------

From uhccux!munnari.oz.au!uunet!mcsun!hp4nl!star.cs.vu.nl!sreiz Wed Jul 3 10:15:04 HST 1991

Minix is a version of un*x that has been ported to several common
computers; the (IBM-compatible) PC, the Atari ST, the Apple Mac,
and the Commodore Amiga. It is not an emulation but a complete
OS, an alternative to the AmigaOS. It is a commercial product,
published by Prentice Hall, the US price is (I think) $169.
It runs on all amiga models including the a3000, and supports all
Commodore hard disk controllers. The demo version of Amiga Minix
can be found on ftp.cs.vu.nl [130.37.24.6], in /pub/sreiz/minix.

Regards,

Steven Reiz

The standard minix info sheet follows below.

1. WHAT IS MINIX 1.5
MINIX 1.5 is a new version of an operating system that is very similar to
UNIX. MINIX has been written from scratch, and therefore does not contain any
AT&T code--not in the kernel, the compiler, the utilities, or the libraries.
For this reason it can be made available with the complete source code
(on diskette). It runs on the IBM PC, XT, AT, PS/2, 386, and most clones.
Versions are also available for the Atari ST, Macintosh, and Amiga.

This version (1.5) is a major improvement over all previous releases, with many new features, fewer bugs (hopefully), much better performance, and proper documentation. The old versions have been in widespread use all over the world for 3 years. There are probably tens of thousands of users.

2. MINIX 1.5 FEATURES (IBM, Macintosh, Atari, and Amiga versions)
- System call compatible with V7 of the UNIX operating system
- Full multiprogramming (multiple programs can run at once)
- Kernighan and Ritchie compatible C compiler
- Shell that is functionally identical to the Bourne shell
- Five editors (emacs subset, vi clone, ex, ed, and simple screen editor)
- Over 175 utilities (cat, cp, ed, grep, kermit, ls, make, sort, etc.)
- Over 200 library procedures (atoi, fork, malloc, read, stdio, etc.)
- Spelling checker with 40,000 word English dictionary
- Full source code (in C) supplied on diskettes (OS, utilities, libraries)
- Easy-to-read manual telling all about MINIX and how to install and use it

3. ADDITIONAL FEATURES
In addition to the above features, there are other features present in some (but not all) versions of MINIX 1.5. Some of these are listed below.

3.1 ADDITIONAL MINIX 1.5 FEATURES (IBM VERSION):
- Runs in protected mode on 286 and 386
- Support for extended memory up to 16M on 286 and 386
- Up to 3 simultaneous users on one machine
- RS-232 serial line support with terminal emulation, kermit, zmodem, etc.
- Distributed computing on Ethernet (remote login, etc.)

3.2 ADDITIONAL MINIX 1.5 FEATURES (MACINTOSH VERSION):
- Up to 3 simultaneous users on one machine
- RS-232 serial line support with terminal emulation, kermit, zmodem, etc.
- Runs under Multifinder
- Includes support for multiple user windows

3.3 ADDITIONAL MINIX 1.5 FEATURES (ATARI ST VERSION)
- Up to 2 simultaneous users on one machine
- RS-232 serial line support with terminal emulation, kermit, zmodem, etc.
- Support for various real time clocks (Mega, BMS, ICD, Supra, Weide)

4. HARDWARE REQUIRED
- IBM: PC, XT, AT, PS/2, or 386 that is 100% hardware compatible with the IBM line. A hard disk not technically required, but is strongly recommended to take full advantage of the system. At least 512K of RAM is required, as well as a CGA, EGA, monochrome, or Hercules video card, or another card that emulates one of these. Both 5.25" and 3.5" diskettes are supported, as are printers using the parallel port and modems and terminals using the serial port.

- Macintosh: Apple Macintosh Plus, SE, SE/30, II, IIcx, or IIx with at least 1M of RAM. An additional 1M of RAM and a hard disk is strongly recommended. MINIX has been tested primarily with version 6.0 and latter of the Apple system software.

Problems may conceivably arise with earlier versions. Any
hard disk or display that is supported by the normal Macintosh
OS is also supported by MINIX.

- Atari: Atari ST or Mega ST with at least 1M of RAM. Although the
system will boot with only 512K, you will be very restricted
in what you can do. A 720K diskette drive is required to
install the software. The older 360K diskette drives are
supported, but are not capable of reading the (720K)
distribution disks. A hard disk is supported, but is optional.
Some of the Supra hard disks are not Atari compatible, which
can cause problems. A fix is available from the MINIX Centre.

- Amiga: Commodore Amiga 500, 100, 2000 or 3000 with at least 1M of RAM.
One 720K diskette drive is sufficient. Hard disks connected to
a Commodore Hard disk controller (A2090 SCSI, A2091, A590,
A3000 hd controller) are supported. All processors (68000,
68010, 68020, 68030) are supported. A MMU is not required.

5. PARTIAL LIST OF UTILITIES INCLUDED IN MINIX 1.5
animals ar ascii at atrun backup badblocks banner basename bawk btoa cal cat
cdiff cgrep chgrp chip chmem chmod chown clr cmp comm compress cp cpdir
crc cron ctags cut date dd de df dhrystone diff diskcheck dosdir dosread
doswrite du echo ed elle ex expand expr factor fgrep file find fold fortune
fsck gather getlf getty grep gres head ic id ifdef indent inodes kill last
leave ln login look lpr ls m4 machine mail make man mined mkdir mkfs mknod
modem more mount mref mv nm nroff od passwd paste patch pr prep pretty
printenv printroot ps pwd readall readfs recover ref rev rm rmdir roff rz
sed shar size sleep sort spell split strings strip stty su sum sync sz tail
tar tee term termcap test time touch tr traverse treecmp true tset tsort ttt
umount unexpand uniq unshar update users uud uue vi vol wc whatsnew whereis
which who whoami width write

6. PARTIAL LIST OF LIBRARY FUNCTIONS INCLUDED IN MINIX 1.5
abort abs access alarm atoi atol bcmp bcopy chmod chown chroot
ctermid ctime ctype curses cuserid doprintf dup dup2 fgetc fgets fopen
fork fpathconf fprintf fputc fputs fread freopen fseek fstat ftell
fwrite getcwd getdents getegid getenv geteuid getgid getutil gtty index
ioctl isatty kill link lock lrand lsearch lseek malloc memccpy
memchr memcmp memcpy memmove memset message mkdir mkfifo mknod mktemp
nlist open opendir pathconf pause peekpoke perror rand read readdir
regexp regsub rename setbuf setgid setjmp setuid signal sleep sprintf
stat strerror strlen strncat strncmp strncpy strpbrk strrchr strspn
system telldir termcap time times tmpnam ttyname umask umount

7. CONTENTS OF MINIX 1.5 REFERENCE MANUAL
Chap. 1 INTRODUCTION
Chap. 2 INSTALLING MINIX ON THE IBM PC, XT, AT, 386, AND PS/2
Chap. 3 INSTALLING MINIX ON THE ATARI S
Chap. 4 INSTALLING MINIX ON THE COMMODORE AMIGA
Chap. 5 INSTALLING MINIX ON THE APPLE MACINTOSH
Chap. 6 USING MINIX

Chap. 7 RECOMPILING MINIX
Chap. 8 MANUAL PAGES
Chap. 9 EXTENDED MAN PAGES
Chap. 10 SYSTEM CALLS
Chap. 11 NETWORKING
App. A MINIX SOURCE CODE LISTING
App. B CROSS REFERENCE MAP

8. MINIX BOOK
The author of MINIX, Andrew S. Tanenbaum, has written a book describing how operating systems in general and MINIX in particular work internally. The book describes an earlier version (and includes a source listing), but it is still useful for understanding how MINIX works inside, even if some details are now different. The bibliographic information is:

Title: Operating Systems: Design and Implementation
Author: Andrew S. Tanenbaum
Publisher: Prentice-Hall
ISBN: 0-13-637406-9

Paperback versions are also available in English (outside North America only), French, Spanish, Italian, and Japanese. The books can be ordered from any bookstore.

9. HOW TO ORDER MINIX 1.5
MINIX 1.5 is being sold by Prentice-Hall. The product numbers and prices are as follows:

- MINIX 1.5 for the IBM: 5 1/4" (0-13-585076-2) $169
- MINIX 1.5 for the IBM: 3 1/2" (0-13-585068-1) $169
- MINIX 1.5 for the Amiga (0-13-585043-6) $169
- MINIX 1.5 for the Atari (0-13-585035-5) $169
- MINIX 1.5 for the Macintosh (0-13-585050-9) $169 (available Oct. 1)

Sales tax and shipping are extra; Prices are slightly higher outside the U.S.

All versions include the executable binaries, a detailed manual, the complete source code (on diskettes), and an attractively typeset, cross-referenced listing of the operating system code.

P-H is making a big effort to get software stores to keep MINIX in stock. The easiest way to order it is to go to a software store and ask them for it. If they don't stock it, they can always order it. Alternatively, you can order directly by email, FAX, phone, or mail from Prentice-Hall as follows.

In North America and the Far East
To order by email: books@prenhall.com
To order by FAX: (201) 767-5625
To order by phone: (800) 624-0023 or (201) 767-5969
To order by mail: Microservice Customer Service
Simon & Schuster
200 Old Tappan Road
Old Tappan, NJ 07675

In UK/Europe
To order by email: books@prenhall.com
To order by FAX: +1 (201) 767-5625 (US number)
To order by phone: +44 (442) 231-555 (UK number)
To order by mail: Order Dept.
Prentice-Hall International
66 Wood Lane End
Hemel Hempstead
Herts. HP2 4RG ENGLAND

For email and FAX orders, please include the product name and number, your
name and address, and your MasterCard or VISA card number and expiration date.
If you wish delivery by Federal Express (costs extra), please indicate so.

MINIX can also be ordered from the following addresses:

In England: The MINIX Center
Forncett End
Norwich
Norfolk NR16 1HT England
0953-89345

In Germany: Steve Steinkrauss
Feldtorweg 24
D3406 Bovenden 1
Germany

In Scandinavia: Frank O'Donell
P.O. Box 88
1371 Asker
Norway

In Spain and Deborah Worth
Portugal: Appartado Numero 50672
Madrid
Spain

In Italy: Jim Blaho
Piazza Santo Spirito 17
50125 Florence
Italy

In Greece: Vassilis Zahos
Kritonos 5-7
GR 11634 Athens
Greece

In Turkey: Atilla Gullu
Milli Mudafaa Cad 14/7
Kizilay Ankara
Turkey

If you have previously purchased MINIX from Prentice-Hall, you can get
a discount of $60, but only if you order by mail and include the label from

the original PH boot disk (or the entire disk) with your letter. Not valid for email, phone or FAX orders since you must enclose the original boot disk label (not a photocopy). Mail orders can be by credit card or check for $169. You will be billed for tax and shipping.

10. LEGAL STATUS OF MINIX
Although MINIX is supplied with the complete source code, it is copyrighted software. It is not public domain. It is also not like GNU. However, the copyright owner, Prentice-Hall has granted permission to bona fide universities to copy the software for use in courses and in university research projects. It is also permitted for MINIX owners to change the software to suit their needs and to distribute diff listings containing their changes freely. The shrink-wrap license that comes with MINIX states that you may legally make two backup copies of the software. Prentice-Hall is being much less strict than other software vendors. Please do not abuse this. Companies that wish to embed MINIX in commercial systems or sell MINIX-based products should call (212) 753-7753 to discuss licensing terms.

11. NEWS ABOUT MINIX
Since its introduction in January 1987, there has been a large an active USENET newsgroup about MINIX, comp.os.minix. It currently has about 25,000 members. Over 12,000 messages have been posted to this group so far. These messages have contained questions, bug reports, bug fixes, new software, and diff listings to allow current users to update to new releases for free. It is the intention to continue this policy into the indefinite future. MINIX users on Bitnet can be put on a mailing list by sending mail to: info-minix-request@udel.edu. Various archives store newsgroup traffic for newcomers to the newsgroup.

12. FUTURE PLANS
The major current project is bringing MINIX into conformance with the IEEE POSIX P1003.1 and P1003.2 standards. This will (hopefully) occur with V2.0, perhaps in 1992. V2.0 will also be provided with an ANSI C compiler. Various people are currently working on 32-bit versions of MINIX for the 386, and numerous other projects. To keep up, subscribe to the comp.os.minix newsgroup.

--
// uhunix amiga archive | amiga@uhunix.uhcc.hawaii.edu | ftp: ftp.hawaii.edu
\X/ "just another peon" | baron@uhunix.uhcc.hawaii.edu | 128.171.7.7

992. Re: MINIX on an Atari TT?

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 20:44:49 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Jul3.204449.20775@jato.jpl.nasa.gov>
Source record: 230670

In article <A0b7wig2@mwowm.mantis.co.uk> mathew@mantis.co.uk writes:
>Has anyone tried running ST MINIX on a TT? Does it work? Anyone know of
>any plans for a TT MINIX?

A few people had modified theirs to run with 68020s, so I'd imagine half the work has already been done. Apparently the processor-specific changes are minimal. The next problem is how to utilize the new TT peripherals and such.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

993. Really dumb question about the 68000

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 22:28:30 UTC
From: revpk@cellar.UUCP
Message-ID: <8L6i53w164w@cellar.UUCP>
Source record: 230585

If I were to replace the 68000 chip in my ST with a 68030, would that
speed the machine up? Or would there be any arcane system calls to watch out
for?

```
==========================================================================
Brian Siano, aka [ "Mr. A. Hitler, the old Nazi thing, says
[ Mickey's silly. Imagine that! Well, Mickey is
Rev. Philosopher-King [ going to save Mr. A. Hitler from drowning or
[ something some day. Just wait and see if he
revpk@cellar.UUCP [ doesn't. Then won't Mr. A. Hitler be ashamed!"
[ -- Walt Disney, 1933.
==========================================================================
```

994. Re: Elvis Inserts Newlines in my Files

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 22:51:07 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Jul3.225107.7752@wam.umd.edu>
Source record: 230676

In article <1991Jul03.063410.16919@vpnet.chi.il.us> orc@vpnet.chi.il.us (david parsons) writes:
>|Elvis? I've tried Levee too, and would use it except for the 32K file
>|limit. (Is there a more recent version of levee without the 32K
>|restriction?)
>
> Nope. I'm working, at somewhat less than the speed of continental
>drift, on it. It's the sort of thing that requires a lot of mental
>energy, and thus is too much for me at my advanced age...
>
>.david parsons __
>orc@pell.uucp(?) \/

Is the figure "32K" a constant that you could tweak up to, say, "256K"? That would be fine for most purposes (at least for me). Granted that would increase memory requirements for editing small files (I assume), but I could live with that.

Levee was my favorite for quite some time. It's fast and seems quite robust.

Dave Baggett
dmb@wam.umd.edu

995. Re: What's a STE anyway?

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 23:30:29 UTC
From: larserio@ifi.uio.no
Message-ID: <CMM.0.90.2.678583829.larserio@kvart.ifi.uio.no>
Source record: 230675

My MEGA STE has only one fan (no special fan for the harddisk)
But that one fan sure make a lot of noise :-(

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

996. Re: lharc woes (AGAIN, was ls musedt.lzh corrupted?)

Newsgroup: comp.sys.atari.st
Date: 1991-07-03 23:52:12 UTC
From: geoffc@zebedee%tharr.uucp
Message-ID: <8011855@zebedee%tharr.uucp>
Source record: 230535

In article <9331@mcshh.hanse.de> the.fawn@mcshh.hanse.de
(Thomas Quester) writes:
> If you have any problem with any archive and the version 1.13.20 or newer,
> why not send it to me. If the archive is not damaged or if it is'nt coded
> with LHA 2.xx on a PC, I will adapt my version of LHarc to read this kind
> of archives.
>
I hear lots of mentions of LZH 1.13.20 and as a confirmed LZH user it looks
like I ought to be using it so where is it available from ? The best place
to distribute it would be comp.binaries.atari or failing that how about
atari.archive.umich.edu ?

Incidently, I tend to use lharc 1.13 and I find very few (or is it even no ?)
incompatibility problems.

> Thomas Quester * Lampenland 9 * 2050 Hamburg 80

Geoffrey
--
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!ukc!axion!tharr!zebedee!geoffc

<- UUCP'd from my ST via tharr; *free* UK public access to Usenet 0234 841503 ->

997. Ancient Germanic

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 00:51:18 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Jul4.005118.2458@lsuc.on.ca>
Source record: 230678

Is there anyone with an Atari ST who has studied ancient Germanic
languages? I need the opinion of someone who can read and write.
In particular, someone who studied the original "oetts" rather than
the later styles.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

998. TOS 1.4 question(s)

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 02:15:14 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Jul4.021514.6315@rodan.acs.syr.edu>
Source record: 230527

OK, I don't think I've ever seen a discussion of this before, but it may have taken long ago when tos1.4 was new on the scene. I just installed the new(er) tos on an old 520 with 2.5 meg. I had put it off for a long time, and don't feel like I missed anything...I finally went ahead with it, though, in anticipation of Autoswitch-overscan (although everyone I have spoken with strongly encouraged me to do it in any case for the pure benefits). Well, I was under the impression that one of the benefits was speed...so, just to satisfy my curiousity, I ran QuickIndex before and after the installation. Much to my surprise, not every one of the benchmarks increased! And some decreased! Here are the results:
CPU memory, register, divide, and shifts all stayed the same at 99%.
64K read stayed the same at 3863
*****GEMDOS increased from 397 to 503
-----Tos text decreased from 225% to 212%
-----string decreased from 1262% to 1255%
-----scroll decreased from 180% to 133%
*****GEM Dialog redraw increased from 210% to 242%

Everything is the same (except that I got rid of fatspeed after I put 1.4 in)...I'm running QuickST, which is why the numbers are high, but I imagine other auto folder programs and accs probably affect the speed too.

Can somebody explain why more of the numbers get worse than get better?
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu

999. Re: Atari vs Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 03:57:16 UTC
From: mikeh@touch.touch.com
Message-ID: <251@touch.touch.com>
Source record: 230506
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

>In article <1991Jul1.021747.3404@world.std.com> azog@world.std.com (azog-thoth) writes:
>>Atari _and_ the Amiga is a toy, OK? VMS is a real multitasking system, fact.

Lessee.. VMS... oh yeah, the one that's dog shit slow (tyr having some
of those users LOG ON!)

Also, VMS only allows the file system to go 8 levels deep...no farther.

And the priorities to configuring things like a serial driver or
print spooler actually lock-out (mutual exclusion) valuable feature
combinations (try getting a terminal handler to deal with lines over
510 chars in length).

Yup... a REAL <***> operating system!

PS: How's DEC doing these days? How are VAXStation sales lately?

1000. Atari Conference guests and topic ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 06:54:54 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <9107040654.AA02524@cwns5.INS.CWRU.Edu>
Source record: 230679

```
The Atari S.I.G. on the Cleveland Freenet wishes to plan some special
Atari Conferences for its local irc Atari conference on Sundays
at 8pm EDT, on channel +AtariCon (Freenet local irc).
Ideas for topics and guests are welcome! Dealers, producers, and developers
are also encouraged! What a great way to promote that up-coming products
or service with an online interaction with Atari Users. For more information
please send e-mail to myself at aa338@po.CWRU.edu.
In the meantime, check out the Atari SIG on Freenet.
Available by internet at "Freenet-in-c.cwru.edu".
Type "Go Atari" to get to the SIG.

--
```

1001. Re: This week's program

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 07:07:26 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <43965@cup.portal.com>
Source record: 230680

Comments about "DC Homey"..

I dunno... suppose you're in a completely "BrainDead" application that doesn't process mouse input properly..?

(I can think of a zillion examples... you forget to put a disk in A: and the program just freaks out... you get a dialogue box that wants you to "Abort or Continue" with the default set to Continue.. and naturally the mouse pointer is disabled... what'cha gonna do..?)

Hit ALT CTL LSHIFT H and the mouse is returned to a known starting position.. even without the pointer being displayed, you can at least hit the Cancel button a whole lot more easily than just clicking at random..

So it's obscure... would everyone rather have Double Click developing on the Mac instead..?

BobR

1002. Re: 1040 ST system for sale

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 07:21:34 UTC
From: bandersnatch@pro-haven.cts.com
Message-ID: <1991Jul4.093826.7797@clark.edu>
Source record: 230683

In-Reply-To: message from Unknown

Could you send a software list to me...I might be interested in purchasing
all of it....

ProLine: bandersnatch@pro-haven Kevin Raley
Internet: bandersnatch@pro-haven.cts.com
UUCP: crash!pro-haven!bandersnatch
ARPA: crash!pro-haven!bandersnatch@nosc.mil

1003. Re: Atari Dealers

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 07:29:42 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <43966@cup.portal.com>
Source record: 230681

Keith Mullins asks:
>Being a new Atari owner, I do not know the locations of
>the Atari dealers in the USA. Does anyone have a list of places
>where I can purchase Atari software, preferably in New England

Sorry Keith, but Atari Corp has systematically killed off its US dealer network..

If you're interested in specific products like NeoDesk, it'd probably be better to contact the manufacturers directly, or check the advertisements in Atari magazines for mail-order sources..

BobR

1004. Re: MINIX on an Atari TT?

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 09:53:03 UTC
From: meulenbr@nlvs31.ce.philips.nl
Message-ID: <1991Jul4.095303.13591@philce.ce.philips.nl>
Source record: 230682

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>In article <A0b7wig2@mwowm.mantis.co.uk> mathew@mantis.co.uk writes:
>>Has anyone tried running ST MINIX on a TT? Does it work? Anyone know of
>>any plans for a TT MINIX?

>A few people had modified theirs to run with 68020s, so I'd imagine half the
>work has already been done. Apparently the processor-specific changes are
>minimal. The next problem is how to utilize the new TT peripherals and such.

As I stated before in comp.os.minix, I intend to do a TT port.
The problem is that I'm still waiting for the delivery of the TT.
It seems they ran out of keyboards.

The changes to get things running are not that big.
However, in order to utilize the TT hardware fully, one would also
abandon shadowing. This is more work.
And finally I want to support some of the new TT peripherals.
That is: the real time clock, the scsi port and the additional rs232 ports.

I don't think this will be available from Prentice Hall before 1992.
I intend to post a beta test version to comp.os.minix before though.

--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Centre for Software Technology

1005. Re: Atari vs Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 11:05:06 UTC
From: chucks@pnet51.orb.mn.org
Message-ID: <5309@orbit.cts.com>
Source record: 230503

azog@world.std.com (azog-thoth) writes:
>Anyways, my point is this: why point out all the good things about
>the Amiga, when most of the people in comp.sys.atari.st dont care?

I don't post things about the Amiga for my health. The only posts i've made are in defense to lies/misinformation that many of the ST users seem to post whenever they feel threatened. If ST people didn't spout these untruths, then i would have no need to correct them, therefor you wouldn't see any of my posts here.

.---.
UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks	"I know he's come back
ARPA: crash!orbit!pnet51!chucks@nosc.mil	from the dead, but do
INET: chucks@pnet51.orb.mn.org	you really think he's
---	moved back in?"
Amiga programmer at large, employment options	Lou Diamond Philips in
welcome, inquire within.	"The First Power".
`---'

1006. Re: Unwanted Amiga Input

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 11:05:08 UTC
From: chucks@pnet51.orb.mn.org
Message-ID: <5310@orbit.cts.com>
Source record: 230504

ckb@athena.mit.edu (Christopher K. Brown) writes:
>In article <5275@orbit.cts.com> chucks@pnet51.orb.mn.org (Erik Funkenbusch) writes:
>>[.............................] When in reality, it's just some nice Amiga
>>people trying to prevent the spread of false information. [more garbage..]
>
> Wow, someone help this guy, he's about to drown in his own
>bullshit.
>
> Yeah. Right. Nice Amiga People. Why would anyone with an Amiga
>EVER read this newsgroup. It makes ABSOLUTELY NO SENSE. I don't even
>know what the comp.sys.amiga.* newsgroups look like. They could come up
>with spinning colors and talking clowns! I wouldn't know! And sure as
>hell don't care.
>
> The Crusading Amigans, out to make the world safe for Commodore.
>
>(Please, I have nothing against Amiga users in general, just the ones
>who say stuff like the above quote, and really believe it.....)
>

What in my post was garbage? It's the ST users that are getting violent,
My post is entirely credible. My only pourpose of responses in this newsgroup
is when i see blaring technical inacuracies ("The Amiga wastes memory", "The
Atari OS is more complete..." etc..) if these were not present, i would not
respond. and i *DO* read the Atari newsgroups because i like to keep up on
other platforms, i read the mac groups as well.

.---.
UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks	"I know he's come back
ARPA: crash!orbit!pnet51!chucks@nosc.mil	from the dead, but do
INET: chucks@pnet51.orb.mn.org	you really think he's
---	moved back in?"
Amiga programmer at large, employment options	Lou Diamond Philips in
welcome, inquire within.	"The First Power".
`---'

1007. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 11:45:01 UTC
From: chucks@pnet51.orb.mn.org
Message-ID: <5313@orbit.cts.com>
Source record: 230505

mathew@mwowm.mantis.co.uk (Million Headed Monster) writes:
>> since when does the STe have a graphics co-processor capable of
>> running concurently with the CPU?
>
>Since it was launched?

A Blitter is not a co-processor.

Does the Atari blitter have 3 DMA inputs which can be combined in any of 256 minterms and output on a 4th DMA channel? is the Atari Blitter programmed by a custom graphics co-processor that runs it's own programs seperate from the cpu?

>
>> since when does the STe have Multi-tasking?
>
>Since I decided to run a multi-tasking OS on it?

Well, so how great is this OS? is not only multi-tasking, but re-entrant too? does it allow for multi-threadable applications and shared data structures? Does it have ANY form of interprocess communication, much less a standard form?

>
>> > However there is a 24bit card available for $800 with a coprocessor of some
>> > sort for really good graphics...
>>
>> just one? i can buy 3 or 4 24 bit graphics devices for the 500 for under
>> $500.00.
>
>Wow! That's $125 each. Pretty good. But what do you want three or four
>graphics cards for? Wouldn't that use up all the expansion slots?

Don't be stupid. you know what i meant, as well as everyone else here. your using semantics to distract people from your inaccuracies.

>
>> > An Ste with tos 1.6 and blitter performs pretty well...
>>
>> *IF* any software uses that blitter. very little does.
>
>All ST software which uses the OS graphics routines will be speeded up by
>the blitter. Many programs which *don't* use the OS have blitter support
>as well, since ST blitters have been around since 1987.

That uses the graphics routines. and how many don't? how many do?

>
>> > Compared to an Amiga 500 the amiga only has a slight edge over the Atari..
>> > (Note: for the price no other computer even comes close...)
>>
>> Really? does the STe cost less than $500.00?
>
>I don't know about the US, but in the UK the STe is cheaper than the A500.

Is that why the Amiga is selling more units there than Atari? they are more expensive? that's a Mac philosophy isn't it? are you comparing mail order ST prices to dealer Amiga prices?

>
>> I have a book that attempts to
>> do the same thing on an Amiga and an ST, and they had to supply a whole bunch
>> of routines that had to be written from scratch to match what they used in the
>> Amiga's OS.
>
>What "same thing" were they trying to do? Implement an Amiga OS, perchance?

No, actually it was a book from Compute Books called "3d Graphics programming in C" or some such, don't have it handy since it's in storage. No they weren't implementing the Amiga OS, they were implementing standard 3d drawing algoriths.

>
>> hmm are there any companies developing
>> 16 bit audio boards?

Not from the mail i've been getting. the only apparent contenders appear to be using 16 bit sampling keyboards.

>
>What do you mean "developing"? They're already on the market.
>
>> There are 2 of them. the Applied Engineering 1.56 meg High Density, and the
>> Commodore 1.76 meg High Density.
>
>Can you read industry-standard 1.44MB floppy disks on those? Either Mac or
>PC format?

Yes, with the commodore drive. you see, it's impossible to get AT&T Unix System V r4 certification if you don't support 1.44 meg high density drives. no, the Applied Engineering drive is proprietary to them.

>
>> > Comparing an ST to an Amiga at purely CPU intensive things the Amiga can not
>> > be compared very favorably.
>>
>> Oh really? and i suppose that there are numerous 020,030,and 040 boards
>> available for the STe?
>
>I don't know about "numerous". At least one.

At least one what? 020, 030, 040? i can buy an 040 board today that will
toast a NeXT.

>
>Now go away and play in your little .advocacy newsgroup.
>

If you didn't keep spouting bunk i would.

.---.
UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks	"I know he's come back
ARPA: crash!orbit!pnet51!chucks@nosc.mil	from the dead, but do
INET: chucks@pnet51.orb.mn.org	you really think he's
---	moved back in?"
Amiga programmer at large, employment options	Lou Diamond Philips in
welcome, inquire within.	"The First Power".
`---'

1008. Re: what Atari DOES have

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 11:45:02 UTC
From: chucks@pnet51.orb.mn.org
Message-ID: <5314@orbit.cts.com>
Source record: 230502

CSULLOGG@CRL.AECL.CA writes:
>I have an ST and a TT. Both of these can use something the Mac, the PC and
>the Amiga cannot - the Atari SLM605 laser. For DTP, nothing can rival the
>speed of output and the number of applications that make use of that speed
>like Atari DTP packages.

huh? you've obviosly never used a Mac with a LaserWriter IIntx. those
puppies have an 030 in them. by the way, have you seen the LaserJet III's?
they have variable resolutions.

.---.
UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks	"I know he's come back
ARPA: crash!orbit!pnet51!chucks@nosc.mil	from the dead, but do
INET: chucks@pnet51.orb.mn.org	you really think he's
--	moved back in?"
Amiga programmer at large, employment options	Lou Diamond Philips in
welcome, inquire within.	"The First Power".
`---'

1009. MEGA STE problems (Summarise)

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 12:39:43 UTC
From: johnj@echo.philips.nl
Message-ID: <1991Jul4.123943.4090@echo.philips.nl>
Source record: 230685

Hello again, I'm back on the net.

Our project moved to another location, which did
cut us from the world for about a Month.
(I have a new email address; see signature).

My last mail to the net were some questions about
my MEGA STE, I bought just then. I promissed to
summarise, so here it is.

The original postings included two questions about
booting from hard disk and some tests of ST applications
running on the MEGA STE.

Man I never have got so many responses from the net.
Thanks all of you. I have tried to thank everyone
individually by email, but I could not check for
bounced mail (as we were cut off, you know).

1. The first problem was that DEGAS messes up the screen, when
you switch from menupage to drawpage. (I mean the good old
DEGAS, not DEGAS ELITE which I didnot test).

The symptom:
After a few switchings, the right side of the screen (about
1 cm/ 0.5 inch) becomes visible on the left side of the
screen which is annoying. You have to re-boot the system
to get rid of it.

I got the following mail from Lars-Erik
>Exacly the same problem I had....
>I know of LOTS of examples of MEGA STE's with this bad chips that causes the
>monochrome diplay to wrap when you change screen adresse and causes static in
>the DMA sound, but Atari Corp won't confirm this and tell me that this is
>only a problem with my machine (but you are the 4th one I've heard about).
>Replace the chip with a chip from an old STE (not the same number so you need
>the print-layouts for both MEGA STE and STE to do this, the chip is called
>GSTSHIFTER and has to do with both video and sound in the STE machines..)
>I would again like a comment on this from Atari Corp. You can't just ignore
>this problem that applies to a great number og MEGA STE's !!!!!???

I am however not sure that this is the case, as I went to my local dealer
and tested all the MEGA STEs available. They all had the same symptoms.

Atari in the Netherlands (=Atari Benelux) reacted as follows:

1. Problem not know.
2. Hardware for screens in 1040STE is identical to MEGA STE,
so there can be no differences between them.
3. Problem must lie in the sofware itself, as TOS 2.05 is new.
They recommended another drawing package.

So, that's it.

2. The floppy drive light stays on after booting, when there is no
floppy in it at boot-time.

I got a lot of responses, telling me that this is 'normal'.
I can (have to-) accept this, but I find it a little bit strange
that this light is much more brighter than the power led.

3. It takes ages to boot from harddisk. Even when an empty formatted
diskette is in the floppy drive.

Even this seems to be 'normal' for a MEGA STE.

I got some mail telling me that if I just press a key, the actual loading
from hard disk starts earlier.

Even after trying, it did not work out for me.

Thanks to some people, I found out that you should wait with pressing
a key or moving the mouse until the hard disk spinns normally.

And it turned out to be that this was my problem, as I only have a
small desk, and I have to reposition the mouse everytime I want to
switch on the system.

It works ok when I take care to not touch the mouse and keyboard
immediately after switching on.

OK, that was all.
Thanks again to everybody who responded (or tried to).

--
John Janssen Email: johnj@echo.philips.nl (has been changed!)
The Netherlands
Work: +31 40 756588 Atari Mega STE, MIDI, C-lab Notator and Unitor.
Priv: +31 77 513177 Astro -Birth/Place/Date/Time you > you.doc

1010. bug or virus ?

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 13:22:57 UTC
From: Frank.Moehle@arbi.informatik.uni-oldenburg.de
Message-ID: <6146@uniol.UUCP>
Source record: 230684

Hi everybody.

The sun is shining hot in germany, an I have the following problem:

I am using an ST with 2.5 MB, TOS1.4, Seagate ST157N with an ICD- hostadapter
and a lot of stuff on it. I have been using my harddisk for a very long time
now, but recently my ST started behaving strage :

I can boot from my HD, open windows and so on.

But sometimes, after leaving a program, IT happens :
I return to desktop with NO open windows (I had some opened berfore entering
the program). As I try to open a window, the alart-box "4 Windows already
open, please close winsdows before opening new ones" (roughly translated)
apears. WHY ????
When I select "close.." or "close window" from the menue bar, my ST
starts playing "dead man".

Did I catch a virus (if so : how can I get rid of it) or is this just
a strage GEMDOS bug??????

please help me,
Frank
--
==
Nick : Lateman | I may be late,
Real : Frank Moehle, Oldenburg, West Germany | but I'm worth
Inhouse : faramir!moesel | waiting for.
EARN/BITNET: 025881@DOLUNI1 UUCP: moehle@uniol +-----------------
DOMAIN : Frank.Moehle@arbi.informatik.uni-oldenburg.de
------------------------------>Fascinating.<--------------------------------
In an infinite space there can be no rain, because there is
no UP for it to fall DOWN from. (hitchhiker)

1011. A.A. Gnustuff, Sitrep.

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 14:31:49 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jul4153149@ghiggins.hpl.hp.com>
Source record: 230690

```
New releases on A.A.

Update11 received from jrb. Hence ...

~ftp/atari/gnustuff/tos/updates/update11.zoo

and initially ...

~ftp/atari/gnustuff/tos/gcc/bin/gccbin00.zoo GCC1.40 binaries, UD=11
~ftp/atari/gnustuff/tos/gcc/src/gccsrc00.zoo GCC1.40 sources, UD=11
~ftp/atari/gnustuff/tos/gcc/src/confgdir.zoo GCC1.40 config dir UD=11

On the stack for updating: lib, include, gdb (release!), util and gprof.

Graham
======

----------------------------------------------------------------------
Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554
----------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
----------------------------------------------------------------------
```

1012. Patch for ZZ-COM available thru anonymous FTP

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 14:35:53 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jul4163553@orion.laas.fr>
Source record: 230686

I do not know if anyone has the ZZ-COM communications program outside
of France, or maybe even Europe, but the author, indirectly, has asked
that his patch to ZZ-COM to make it run on Mega STe's be made
available through anonymous ftp. So I had it placed on laas.laas.fr
in the directory ~ftp/pub/atari/:

```
-rw-r--r-- 1 ralph 759 Jul 1 10:58 zz_patch.prg
-rw-r--r-- 1 ralph 2133 Jul 1 12:16 zz_patch.txt
```

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

1013. Lattice C Upgrade

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 15:11:56 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Jul4.151156.29560@lsuc.on.ca>
Source record: 230501

This is a matter I think will interest anyone who plans to use a
C compiler. I sent my disks down to Goldleaf on June 21, and I received
my update today (July 4). This is exceptionally fast! You should
keep in mind that we're talking about mail crossing international
borders twice (Canada to US and then US to Canada). I would guess
that they re-recorded the floppies and had the disks on the way back
to me on the very same day or at the longest, within 24 hours of
receiving them. I should point out that I sent a Money Order, so
there would not be any reason to delay because of cheque clearing,
but even still I'm accustomed to having delays for updates far longer.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

1014. Re: This week's program

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 15:35:56 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Jul4.153556.1684@menudo.uh.edu>
Source record: 230687

Bob -

That is an excellent example of why we write these "useful ditties"- IMHO.

The actual purpose was brought about by the dimming display of our Stacy and the ease of losing the mouse cursor. It's very frustrating to try to find the cursor with the trackball especially in graphic laiden programs... So, off the top of my head I thought of a "homing" program that would put the cursor in a specific position on the screen- the result Yet Another Program of the Week DC Homey.

What the users end up doing with one of our programs is up to them obviously, even -sadly- file 13. ;)

We (Double Click) have a very ambitious undertaking upon us. It isn't a burden but a labor of trying to boost the Atari market and heighten our public recognition. We had hoped that others (developers and hobbiest) would follow suit and start to "rejuvinate" the user market.... Whether or not this actually happens only time will tell I guess.

- keith gerdes (Double Click Software)

PS - We like the constructive critcism that others have been giving about our programs. You can be assured that we take them into conderation each and every week.

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

1015. Elvis unusable on german keyboard

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 15:48:02 UTC
From: sievert@gypsy.ims.fhg.de
Message-ID: <82@gypsy.ims.fhg.de>
Source record: 230688

Hi!

Some friends of mine would like to use Elvis like me - but there is a nasty problem: You can't do that using a german keyboard.

All <alt><shift>-keys generate <a><s>... key sequences. But on our keyboard all the special "UNIX" characters like [,],{,},\ and so on are shift-alt-combinations.

You shure can map them in INPUT-mode, but what about the command line?

I am using a software mapped american kb, which brings new problems with other programs.

My idea is this: Any key, which reports a valid ASCII char should be accepted as souch. Only if there is no valid char, it's a good idea to manage the keys this way.

Would it be easy to add this feature an conquer a hole new continent? ;-)

1016. Problem w/ TeX 3.1 at atari.archive (was Re: getting TeX up and running on your ST)

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 16:51:58 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jul4185158@orion.laas.fr>
Source record: 230689
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

First of all, it is true that with the new TeX 3.1, undump would
probably not run on a 1040 since the undumped file is approx. 800 Kb!!
(as David Paschall-Zimbel stated). The older Tex 2.9, I was able to
undump on my old 1040 ST and it produced something a lot smaller.
[That's for information only.]

A related question: has anyone ported BigTeX to the ST? I use the
above undumped LaTeX and it blows up since I exhaust TeX's pool!!

Now to the problem that prompted this posting: it seems that TeX and
BibTeX under the TeX 3.1 directory at atari.archive use incompatible
TEXINPUTS environment variables. For TeX/LaTeX, concerning my
application, I need the following:

```
setenv TEXINPUTS '.\acm;.;e:\tex\inputs\local;e:\tex\inputs'
```

But unfortunately BibTeX requires this to be translated to emacs'
style:

```
setenv TEXINPUTS './acm:.:/dev/E/tex/inputs/local:/dev/E/tex/inputs'
```

I would appreciate BibTeX being re-uploaded to a.a if it would use the
more std. (this is only an opinion!) TeX/LaTeX style of paths. If it
would accept both, so much the better.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

1017. Re: Gnu-emacs under MiNT

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 16:59:57 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jul4185957@orion.laas.fr>
Source record: 230691
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jul3.115654@geog.ubc.ca> peter@geog.ubc.ca (Peter Jackson) writes:
| >From: erlingh@idt.unit.no (Erling Henanger)
| >Newsgroups: comp.sys.atari.st
| >Subject: Re: MiNT/MGR questions
| >Date: 5 May 91 19:17:01 GMT
| >
| >just nicely. I can fork shell commands, I can suspend emacs, it's all
| there except one thing :
| >I haven't been able to "dumpfix" xemacs, (Make a final dumped emacs) so
| I have to use
| >temacs -l loadup.el, whitch is no big deal if you have a TT, but on an
| ST....

I do not see why the above configuaration should be more difficult
than the original port of GNU emacs to the ST. From the latter I have
learned that it is not easy to `dumpfix' ordinary xemacs. I suggest
to Erling Henanger to save 2 emacs images from say the gulam shell:
save one, then do a recursive call of gulam and then save the second.
Then dumpfix should work, or so I would think. This advice was sent
to me by Edgar Roeder at a time (quite some time ago) when he was more
talkative on the net.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

1018. Re: MEGA STE problems (Summarise)

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 17:45:55 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.678649555.larserio@kvart.ifi.uio.no>
Source record: 230692

No no - The problem in Degas IS the faulty chip !!!!!!
After I changed my chip I never have trouble with Degas !!!!!
try showing some Spectrum512 pictures (in 8 Mhz without cache).
they also gets messed up with the faulty chip (and a lot of MEGA STE's have
this chip even though Atari won't admit it yet :-) Try listening to the DMA
sound (machines with this fault also have "static" on the DMA sound)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1019. Re: MEGA STE problems (Summarise)

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 17:46:49 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.678649609.larserio@kvart.ifi.uio.no>
Source record: 230693

The last weeks several people having the same trouble with their
new MEGA STE has asked me how we fixed mine, and I hope this file
can help you fix it. It's really the best machine Atari has made
so it would be terrible not to have it in perfect condition :-)

Errors on DMA-sound and video on MEGA STE - HOW WE FIXED IT !
"""

Here's a summary of what we found at service in Norway.
First - the errors on both machines we discovered were:

- Static/noise on DMA sound and MIXed standard ST sound.
- Sync-problems when using Spectrum512 pictures (vertical bars).
- Vertical flickering bars on monochrome (most at 8 MHz).
- Right edge of monochrome screen "flips" over to left edge
when changing screen adress/resolution in mono-mode.

We tried to find a chip that could be the cause of all these
problems and found a big VLSI chip partly hidden under the right
edge of the VME-card holder. It's chip U502 on my MEGA STE and
is called GSTSHIFTER on the print-layout. After looking at the
print-layout on both MEGA STE and standard STE we found the same
chip on standard STE, a combined sound/video chip but with a totally
different part-number. Anyway, we removed the original MEGA STE
chip (made in 1990) and replaced in with the STE chip (from 1989)
and all the problems were gone. If you want to "steal" a chip from
a standard STE it's chip U401 inside the STE (still GSTSHIFTER).

Disclaimer: Even though this solved the problems for us it might not
work for all MEGA STE's and you do this at your own risk

(I still would like Atari Corp to give some official information on
this. It's not "ONLY YOUR MACHINE" anymore. It's quite a few...)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1020. Double Click programs

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 18:04:57 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <147814@unix.cis.pitt.edu>
Source record: 230694

I was trying to think of some useful utilities that Double Click could possibly implement. What I personally could use (and am wondering who else too) is a generic keyboard changer - i.e. right now I have my mouse disconnected, and have to use the ALT-arrow keys to move the pointer. But it would be much easier just to hit the arrows by themselves. What I'm thinking of is a program to simply let you rearrange what keys do what - this could help people with different keyboards (German etc) where you could set up the keyboard as you like. Easiest way I can think of is as an AUTO program, with maybe a small config file, just denoting what keys will act as what other keys, and leaving everything else alone.

I dunno if there is such a similar program out there, but it would come in very handy...

Robert Anisko
rjast1@unix.cis.pitt.edu

1021. Re: bug or virus ?

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 19:48:27 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Jul4.194827.4313@rhrk.uni-kl.de>
Source record: 230695

Frank.Moehle@arbi.informatik.uni-oldenburg.de (Frank Moehle) writes:

>Hi everybody.

>I am using an ST with 2.5 MB, TOS1.4, Seagate ST157N with an ICD- hostadapter
>and a lot of stuff on it. I have been using my harddisk for a very long time
>now, but recently my ST started behaving strage :

>I can boot from my HD, open windows and so on.

>But sometimes, after leaving a program, IT happens :
>I return to desktop with NO open windows (I had some opened berfore entering
>the program). As I try to open a window, the alart-box "4 Windows already
>open, please close winsdows before opening new ones" (roughly translated)
>apears. WHY ????
>When I select "close.." or "close window" from the menue bar, my ST
>starts playing "dead man".

Did you ever try to boot from floppy, i.e. with no programs resident? Maybe
there is a resident program which causes the trouble. Otherwise it seems to
me as if there is something wrong with your ST, probably something concerning
ram or rom. I don't think that there is such a bug in TOS 1.04 because I never
heard of it and never had these problems.

```
*****************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*---------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*****************************************************
```

1022. Re: Hardware Upgrading Questions

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 20:17:02 UTC
From: scale@abode.ttank.com
Message-ID: <1991Jul4.201702.501@abode.ttank.com>
Source record: 230510

In article <1991Jul3.151434.927@vax.oxford.ac.uk> ameij@vax.oxford.ac.uk writes:
>Dear Chums,
>
>Three questions about hardware...
>
>1) I want to fit a hard disk to my Mega 2 ST. Has anyone any experience of
>internal ones? I think the box is dead neat, and would prefer not to add
>another.
>
>2) Does anyone know the status of the putative Atari-UK DMA port transputer add
>on box? There were strong rumours about it around 8 months ago, but since I
>have heard nothing.
>
>3) I may want lots more numerical bang. Would I be better to buy a TT (I
>imagine I would need the maths coprocessor, if that's an option) or an ATW?
>Can anyone let me know how much an ATW is in Britain these days?
>
>
>Jan Ameij
>ameij @ uk.ac.oxford.vax
>
>PS _Particularly_ re question 3 - Please please please don't tell me I need an
>IBM/Amiga/Mac something instead. I shall consider all the options. I am here to
>request info on Atari products...

Hi Jan,
Well about putting an internal hard drive inside of your
Mega ST2; personally I would recommend using the ICD AdSCSI Micro Adapter.
The AdSCSI Micro plugs directly in the the Mega ST's internal DMA port and a
power connector already provided for (by Atari) on the inside of the machine.
The AdSCSI Micro also includes a mounting bracket (the holes are already in
the Mega ST's motherboard, you won't have to do any drilling), cables,
software and manual.
One note though, use a hard drive with low power requirements.....
such as the Conner or Quantum hard drive mechanisms. Bye.....

Luis

1023. TT monitor compatibility

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 20:24:05 UTC
From: ford@tardis.computer-science.edinburgh.ac.uk
Message-ID: <9107042136.AA09957@ucbvax.berkeley.edu>
Source record: 230698

Could someone (probably someone with a TT) tell me what sorts of monitor the TT can drive?

Can it drive the Atari SM124 monochrome monitor?

Is the NEC 2A Dual-sync monitor suitable?

Is the NEC 3D Multi-sync monitor suitable?

What are the monitor connections like on the back?

I ask these questions as it will depend on the answers as to when I buy a TT, ie will I have to wait till I have enough for just the TT, or do I have to wait till I've enough money to buy the Atari monitor as well.

I'm sure many prospective TT owners would like these questions answered, so I suggest that answers be posted to the net.

Stephen Usher

Addresses:-

Janet:- ucacmsu@uk.ac.ucl or ford@uk.ac.ed.cs.tardis
Internet:- ucacmsu@ucl.ac.uk or ford@tardis.cs.ed.ac.uk

The second of these addresses disappears on the 1st August.

1024. PP2 trouble

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 20:26:25 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.678659185.larserio@kvart.ifi.uio.no>
Source record: 230696

Personal Pascal 2 trouble...
"""""""""""""""""""""""""""

I have a small problem with my Personal Pascal compiler.
When the compiler has been run several times (10-20 with TOS 1.4
but only once or twice on 2.05) GEM crashes the next time I start
a GEM program. This is very annoying when I work with a new Pascal
program: edit - compile - crash, reboot - edit - compile - crash etc

Does anyone know what's the matter ????
The only thing I found was that the compiler does NOT call
appl_exit when the compile was successful (could this cause
GEM to crash the next time appl_init is called). Could this
be fixed with a patch program, or could someone fix the compiler
so it calls appel_exit before it quits (I'll pay for the job !!)

If someone has the soulution please tell me (this is so important
to me that I'll pay quite a bit for it if it fixes the problem :-)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1025. Re: What's a STE anyway?

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 20:39:44 UTC
From: Jan.Willekens@p12.f202.n281.z2.fidonet.org
Message-ID: <fido_2_281/202.12_287387de@linn.fidonet.org>
Source record: 230302

In a message of <26 Jun 91 20:53:55>, freds@hpspdla.spd.HP.COM (2:320/100.1) writes:

f> From: freds@hpspdla.spd.HP.COM (Fred Saavedra)
f> Organization: HP Stanford Park - Palo Alto, CA
f>
f> Well so far a few folks have helped me understand just what the
f> STe is.
f>
f> 3. STe has a new blitter chip new sound chip

No, it is the same as the Mega ST's blitter chip. The STE only has extra chips for scrolling horizontally and vertically.

Greetings... - Jan -

STabloid's Chief Editor... Prerelease out soon!
Jan.Willekens@p12.f202.n281.z2.fidonet.org
or tfd.com!afp!gna!linn!p12.f202.n281.z2.fido!Jan.Willekens

1026. Tos 1.4 software

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 21:06:23 UTC
From: selick@bucsf.bu.edu
Message-ID: <85215@bu.edu>
Source record: 230697

I have a 1040 STE with tos 1.6, and I wanted to have an older version
for tos on file just to look at. Is there a software version available?
I could whip up a quick dumper program to put tos into separate files if
necessary. Would that conflict with copywrites? Keep in mind, I have
1.6, and probably can't do anything with 1.4 anyway.
later,
Steve
<selick@bucsf.bu.edu>

1027. Re: This week's program

Newsgroup: comp.sys.atari.st
Date: 1991-07-04 22:03:48 UTC
From: krzywdzi@infonode.ingr.com
Message-ID: <1991Jul4.220348.16999@infonode.ingr.com>
Source record: 230699

In article <1991Jul2.225414.24475@menudo.uh.edu> uace0@menudo.uh.edu (ATARI Computer Enthusiasts) writes:
>DC Homey will home the mouse cursor to the center of the screen. Just press
><ALTERNATE>+<CONTROL>+<LEFT SHIFT>+<H> at any time.
>
>- mike vederman / Double Click Software

What's the purpose of this program ? Is hitting 4 keys at the same time
so much easier than moving your mouse by 1 inch ?
I'm in the fog.

-andrew krzywdzinski

1028. Re: This week's program

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 02:25:42 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2325@uqcspe.cs.uq.oz.au>
Source record: 230507

In <43965@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>Comments about "DC Homey"..
>
>I dunno... suppose you're in a completely "BrainDead" application that
>doesn't process mouse input properly..?

If Alt-arrow key doesn't work, then DC Homey probably wont either.

>(I can think of a zillion examples... you forget to put a disk in A: and
>the program just freaks out... you get a dialogue box that wants you
>to "Abort or Continue" with the default set to Continue.. and naturally
>the mouse pointer is disabled... what'cha gonna do..?)
>
>Hit ALT CTL LSHIFT H and the mouse is returned to a known starting position..

I usually just move the mouse (unseen) to one of the screen corners.

However, rather than complaining about the program, we should be SUGGESTING
ideas. I notice DC GTP - a program all the non-CLI users wanted. Well done
DC - and thanks for listenning!

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

1029. RE: Y.T. on the move

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 03:14:18 UTC
From: cse0507@desire.wright.edu
Message-ID: <1991Jul4.221418.4179@desire.wright.edu>
Source record: 230536

This is one of MY feral massages to the fears of the Atari ST community.
I am very, very sorry. That is, I have had to get rid of my ST and
leave this community. Note that I have been unhoppy with Apple, and I could
not afford to place two computers on my desk, and the ST had to go.

[*** lots of stuff deleted ***]

So far, a rather sad story, yes? _I'm_ cryin'. My ST is gonna go, too.
I don't have room for two computers either, so my ST is going to get
shoved aside. What is the new machine? A TT, of course. :-)
Geez, gimme a break from sob stories.
BS

1030. RE: Stealth (was STalker 3.0/Flash upgrade?)

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 04:04:11 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <43995@cup.portal.com>
Source record: 230509

Tell me more about Stealth. What features does it offer, etc etc?

Thanks.
Bryan_Jones_Woodworth@cup.portal.com

1031. Re: Stealth (was STalker 3.0/Flash upgrade?)

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 06:24:10 UTC
From: jjung@aludra.usc.edu
Message-ID: <18192@chaph.usc.edu>
Source record: 230512

In article <43995@cup.portal.com> Bryan_Jones_Woodworth@cup.portal.com writes:
>Tell me more about Stealth. What features does it offer, etc etc?

If you have seen the shareware program "Hagterm", you've seen Stealth. It is just an attempt to sell HT for money. Unfortunately (IMO), Stealth demands too many resources and offers too few features (and no innovations) to be worth considering.

File transfer protocols? ASCII, XModem, XModem 1K, XModem CRC, YModem, YModem G, and ZModem (via running XYZ.TTP seperately). Terminal emulation? VT-52, VT-100 (which doesn't work properly), and ANSI (which doesn't work correctly either). Oh, it's also TT-incompatable, requires at least 1 megabyte of memory, and offers one of the most confusing, amateurish user-interfaces ever seen on the ST.

There's a lot of hyped-up "frills" for Stealth (when a file transfer is done, it doesn't ring the bell, it plays a musical song -- whee), but it's all air and no innovation. I myself say that a large part for its problems is that it's written in GFA BASIC ("real programmers don't program in BASIC", as the old joke goes), and the author is too busy trying to "out-feature" Flash! that he forgets about solid design.

(Notice that Stealth is being sold by the PDC [Public-Domain Company], which has a known bias for GFA-BASIC-written products. "So what if it's not good? It's written in GFA, let's sell it!")

Stay with Flash, Interlink, or Uniterm. Those are proven products that cost less, do more, and maintain your respect in ST software. Stealth is nowhere near the level of quality of those products, though it does offer more air than the rest...

--R.J.
B-)

P.S. Yes, I have seen it. Yes, I have used it. Yes, I don't recommend it.

^^
Send replies to jjung@nunki.usc.edu
#
I wrote this. If you've got a comment, give
it to me and let's cut out the middleman.

1032. 68030 expansion for STe

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 06:25:11 UTC
From: tnfw0@isuvax.iastate.edu
Message-ID: <1991Jul5.062511.22514@news.iastate.edu>
Source record: 230513

I have read vague hints of such a beast, could someone give me a little detail?


```
*******************************************************************************
* Steven Ourada Email: TNFW0@vax.iastate.edu or ar550@Cleveland.freenet.edu *
* Iowa State student, Atari user, all around nice guy... *
* "In order to remember your dreams, you must think of them as if they were *
* little kittens." -- Ubiquitous song quote, King Missle *
*******************************************************************************
```

1033. Multitasking for ST (to sell)

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 07:48:12 UTC
From: univwa@sbuvax.rz.uni-sb.de
Message-ID: <11791@sbsvax.cs.uni-sb.de>
Source record: 230508

*** Multitasking for ST *** Multitasking for ST ***

Ar you interested in doing *multitasking* on your ST ?

So one possibility is to achieve my:

MultiGEM by PAM's Software
========================== for 125.- DM

(actual version V1.1)

[works very well on ST, but the it occured to often that my TT system
crashed...]

please contact:

Bernhard Stumpf, University of the Saarland, D-6600 Saarbruecken

phone: ++49-681-302-41.43 /// e-mail: bestu@sbuvax.rz.uni-sb.de

1034. Re: Atari vs Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 07:50:45 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <147935@unix.cis.pitt.edu>
Source record: 230511

Hmm, seems as IBM and Apple are joining forces in future technology (according to the paper). So while we're bickering between Atari and COmmodore, it's two biggest threats are going to combine forces - ought to be REAL interesting to see what the future holds in store for BOTH the ST and Amiga...

Robert Anisko
rjast1@unix.cis.pitt.edu

1035. Wargames

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 08:19:32 UTC
From: bhodges@afit.af.mil
Message-ID: <1991Jul05.081932.14838@afit.af.mil>
Source record: 230515

I've recently started playing wargames (hex grid boardgames) and am interested
in your experiences with ST computer wargames.

send info,
Bill
bhodges@afit.af.mil
--

Bill Hodges | Me? People who speak for the Air Force get
bhodges@blackbird.afit.af.mil | paid a lot more than I do! I just work here.

1036. Re: Elvis unusable on german keyboard

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 08:37:05 UTC
From: ob@maths.warwick.ac.uk
Message-ID: <ob.678703025@leam>
Source record: 230514

sievert@gypsy.ims.fhg.de (Karsten Sievert) writes:

>All <alt><shift>-keys generate <a><s>... key sequences. But on our
>keyboard all the special "UNIX" characters like [,],{,},\ and so on are
>shift-alt-combinations.

>You shure can map them in INPUT-mode, but what about the command line?

':map! #<a>; [' works in input- and command mode. It doesn't, however, work
in ':'-mode. But most unfortunately <alt>-"o and <alt>-<shift>-"o produce
the same code, so they can't be mapped to '[' and '{' respectively.

Oliver

1037. ATARI.ENG

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 09:21:00 UTC
From: Karsten_Isakovic@b.maus.de
Message-ID: <954@b.maus.de>
Source record: 230555

Sooo doll ist die Gruppe auch nicht ;-(

1. Sind die Messages mindestens eine Woche alt
2. Nicht volltaendig (In den Tagen kamen garantiert mehr Anfragen)
3. Warscheinlich nur in einer Richtung vernetzt.

Ich warte mal noch 2-3 Tage ab, wenn sich dann nichts tut, entferne ich die
ATARI.ENG (comp.sy.atari.st) wieder.

Gruss, Karsten

1038. Re: STalker/STeno v3.0?

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 10:08:23 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5465@syma.sussex.ac.uk>
Source record: 230517

From article <59956@aurs01.UUCP>, by whitcomb@aurs01.UUCP (Jonathan Whitcomb):
> I've heard Gribnif usually has outrageous upgrade fees... one of the
> reasons I steer clear of their products.

That's not been my experience. I think the upgrade fee from NeoDesk2 to NeoDesk3 was $20. I thought that was quite reasonable, given the extra features.

Of course, as with all too many topics mentioned in this newsgroup, what counts as reasonable, inexpensive, etc. depends a lot on where you live. In general, we in the UK seem to pay more for lots of computer-related things, so this obviously colours my perception of Gribnif's prices.

I've found their support to be good over the years - I think I'd be willing to pay a little something for that alone.

Graham
--
Graham Thomas, SPRU, Mantell Building, Univ. of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: +44 273 685865

1039. TT Monitors

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 10:37:33 UTC
From: CCC_BALL@rzmain.rz.uni-ulm.de
Message-ID: <1991Jul5.124636.22139@rusmv1.rus.uni-stuttgart.de>
Source record: 230520

Hi all!
I have a question about monitors for the TT:
Is the TTM 194 a color or a monochrome monitor?
What monitor would you recommand me?
Is it possible to use (S)VGA with the SuperCharger + with a VGA card
and a TTM194?
What about the SM194?
Is the 1248*800 resolution monochrome or color?
Is it possible to use (S)VGA monitors for the TT?
Please reply by e-mail.
Ciao,
Joerg.

! Bitnet: ccc_ball@dulruu51.bitnet Internet: ccc_ball@rzmain.rz.uni-ulm.de !
! Joerg Ballschmiter Gartenhalde 68 D-7900 ULM-Maehringen GERMANY !
! Chaos Computer Club ULM !

1040. TT <--> MsDos

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 10:55:33 UTC
From: CCC_BALL@rzmain.rz.uni-ulm.de
Message-ID: <1991Jul5.130111.22812@rusmv1.rus.uni-stuttgart.de>
Source record: 230521

Hi!
Are there any Hardware-MsDos emulators that run on the TT ?
Do they use the hardware of the TT? (68030,...).
Do I need for (S)VGA a special (S)VGA monitor, or is it possible to use
the TTM 194?
Please reply by e-mail.
Thanks in regard,
Joerg.

! Bitnet: ccc_ball@dulruu51.bitnet Internet: ccc_ball@rzmain.rz.uni-ulm.de !
! Joerg Ballschmiter Gartenhalde 68 D-7900 ULM-Maehringen GERMANY !
! Chaos Computer Club ULM !

1041. Re: How is Atari doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 11:05:05 UTC
From: CCC_BALL@rzmain.rz.uni-ulm.de
Message-ID: <1991Jul5.131717.23471@rusmv1.rus.uni-stuttgart.de>
Source record: 230522

In <1991Jun17.190053.7342@clinet.fi> likos@clinet.fi writes:

> grahamt@syma.sussex.ac.uk (Graham S Thomas) writes:
> Z
> >From article <1991Jun14.010821.9903@noose.ecn.purdue.edu>, by
yegerleh@vivaldi.ecn.purdue.edu (James D Yegerlehner):
> >> I don't think Atari is making much of a splash over here (yet?)
> >> with the new STEs and TTs, but can any of you guys over in Europe
> >> say how the new machines are being received there? Is Atari
> >> maintaining the significant market share that it once had?
> >
> >I'm fairly sure Atari's market share in the UK is declining. Most STs
> >here have been sold as games machines, and judging from the relative
> >amounts of software in the shops and the number and thickness of
> >magazines on the newsstands, the Amiga's winning hands down in that
> >arena.
> >
> >Anything else has been niche marketing. The TT is more expensive here
> >than in some other countries, partly because Atari don't expect to sell
> >many. The Mega STE hasn't even been released here yet - it's just been
> >delayed even further until the beginning of July.
> >
> >Atari are still selling a fair number of STFMs (still!) and STEs, and
> >the existing number of installed machines means that games and music
> >software will continue to be produced here, along with the occasional
> >non-games product. Also, Atari UK have started to advertise the ST as a
> >'serious' computer again. But, in my opinion, it's too little, too
> >late. The best is not yet to come.
> >
> >Graham
> >--
> >Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
> >Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: .. 685865
> --
> --
> Sorry, GUIs to dis-a-point you, but there is no future at all.
> Even in the biggest market (Germany) the software houses jump over
> to a faster train PC and Windows (see Borland, Technobox, etc.)...
> TT is not as powerful as IIfx or 486 (don't even think about
> NeXT)! Since 1985 ST & Amiga 'a fight between losers' (to be
> continued).
> Innovation and high tech is made by Bill Gates, Steve Jobs
> and others but not in Borregas Avenue...
> The old GDOS had only few driver...

> The new FSM-GDOS has not yet been released...
> ...but Adobe's Type Manager, Bitstream, True Type, etc.
> enjoy already the best critics as bestsellers in competitors'
> computer business community.
>
> It is really frustrating to support a TOS-based system for
> five year and to observe a very very slow progress (or degress?)...
>
I dont think that ATARI is doing so bad in Europe. The new technologies
like ST-Pad and a notebook Atari are a sign of a progress.
MsDos is not a good system, because its now 10(!) years old, and you
are more busy in finding the driver for ... that fits, than in working.
You cant compare the TT with the Next because the Next is approximately
2 times as expensive as the TT.
The ST is doing well at universities and DTP and things like that,
at least in germany.

! Bitnet: ccc_ball@dulruu51.bitnet Internet: ccc_ball@rzmain.rz.uni-ulm.de !
! Joerg Ballschmiter Gartenhalde 68 D-7900 ULM-Maehringen GERMANY !
! Chaos Computer Club ULM !

1042. Re: what Atari DOES have

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 11:53:43 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Jul5.115343.446@newcastle.ac.uk>
Source record: 230525

In article <5314@orbit.cts.com>, chucks@pnet51.orb.mn.org (Erik
Funkenbusch) writes:
|>CSULLOGG@CRL.AECL.CA writes:
|>>I have an ST and a TT. Both of these can use something the Mac, the PC and
|>>the Amiga cannot - the Atari SLM605 laser. For DTP, nothing can rival the
|>>speed of output and the number of applications that make use of that speed
|>>like Atari DTP packages.
|>
|>
|>huh? you've obviosly never used a Mac with a LaserWriter IIntx. those
|>puppies have an 030 in them. by the way, have you seen the LaserJet III's?
|>they have variable resolutions.
|>

It's not necessary the speed of the printer that is the bottleneck but the
transfer rate of the data to the printer. The SLM605 is only a 6page per
minute printer but it actually churns out that many pages of 100% graphics
when driven by most program including Calamus. For the record the SLM605 like
the printer for the Next has no processing power but used DMA to access the
page image from the host computers memory, thus the very fast printing. The
disadvantage is that you loose 1Meg of memory for the page image and the
printer can only be used with an Atari. Now if only I could afford the
900pounds to buy one.

Dave.
(D.C.Halliday@newcastle.ac.uk)

Newsgroups: comp.sys.atari.st
Distribution: ncl
Followup-To:
References: <5314@orbit.cts.com>
Organization: Computing Laboratory, U of Newcastle upon Tyne, UK NE17RU
Subject: Re: what Atari DOES have
Keywords:

In article <5314@orbit.cts.com>, chucks@pnet51.orb.mn.org (Erik
Funkenbusch) writes:
|>CSULLOGG@CRL.AECL.CA writes:
|>>I have an ST and a TT. Both of these can use something the Mac, the PC and
|>>the Amiga cannot - the Atari SLM605 laser. For DTP, nothing can rival the
|>>speed of output and the number of applications that make use of that speed
|>>like Atari DTP packages.
|>
|>
|>huh? you've obviosly never used a Mac with a LaserWriter IIntx. those

|>puppies have an 030 in them. by the way, have you seen the LaserJet III's?
|>they have variable resolutions.
|>

It's not necessary the speed of the printer that is the bottleneck but the transfer rate of the data to the printer. The SLM605 is only a 6page per minute printer but it actually churns out that many pages of 100% graphics when driven by most program including Calamus. For the record the SLM605 like the printer for the Next has no processing power but used DMA to access the page image from the host computers memory, thus the very fast printing. The disadvantage is that you loose 1Meg of memory for the page image and the printer can only be used with an Atari. Now if only I could afford the 900pounds to buy one.

Dave.
(D.C.Halliday@newcastle.ac.uk)

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

1043. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 12:34:21 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul5.123421.4936@informatik.uni-erlangen.de>
Source record: 230516

chucks@pnet51.orb.mn.org (Erik Funkenbusch) writes:

>>All ST software which uses the OS graphics routines will be speeded up by
>>the blitter. Many programs which *don't* use the OS have blitter support
>>as well, since ST blitters have been around since 1987.

>That uses the graphics routines. and how many don't? how many do?

Nearly every program does. There are some, like Tempus, which use
hand-tailored screen output routines (which is considered illegal),
but even those programs will profit from the blitter when displaying
dialogs, windows and menus.

>>What "same thing" were they trying to do? Implement an Amiga OS, perchance?

>No, actually it was a book from Compute Books called "3d Graphics programming
>in C" or some such, don't have it handy since it's in storage. No they
>weren't implementing the Amiga OS, they were implementing standard 3d drawing
>algoriths.

So they probably had no idea how to use the VDI graphics library. Which is,
IMHO, at least as easy to program as the Amigas gfx library.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

1044. Re: what Atari DOES have

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 14:02:00 UTC
From: lchd_ltd@uhura.cc.rochester.edu
Message-ID: <1991Jul5.140200.18187@galileo.cc.rochester.edu>
Source record: 230518

In article <5314@orbit.cts.com> chucks@pnet51.orb.mn.org (Erik Funkenbusch) writes:
>CSULLOGG@CRL.AECL.CA writes:
>>I have an ST and a TT. Both of these can use something the Mac, the PC and
>>the Amiga cannot - the Atari SLM605 laser. For DTP, nothing can rival the
>>speed of output and the number of applications that make use of that speed
>>like Atari DTP packages.
>
>
>huh? you've obviosly never used a Mac with a LaserWriter IIntx. those
>puppies have an 030 in them. by the way, have you seen the LaserJet III's?
>they have variable resolutions.
>
Howv much does a LaserWriter IIntx cost? What kind of technology had Steve
Job chosen on his NeXT Laser printer?

1045. Re: Atari-to-Amiga Convert Info Source!

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 14:15:46 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Jul5.141546.12831@lsuc.on.ca>
Source record: 230532

For quite a while now I've been moving postings from
'comp.binaries.atari.st' to local BBS's. I seem to be the only
person in the Toronto area who has had access to that newsgroup.
Just yesterday the administrator for 'lsuc' (the node from which
I downloaded the 'binaries' group) decided he can no longer
afford to receive that group. He also dropped 'comp.binaries.mac'
and 'comp.binaries.amiga' and a few others. They are still
receiving 'comp.binaries.ibm.pc'.

Now, a lot of the guys in this group have the mistaken
impression that "hundreds of messages means you have a healthy
newsgroup." Well, that's not necessarily so. I'm not going
to say that the current debate about the relative merits of
a discussion about Atari ST's and Amigas is necessarily stupid
or without value. It isn't. A lot of valuable information can be
spread around in such discussions. But keep in mind that it has
taken up a *lot* of bandwidth recently. Was it the direct cause
of our losing the 'binaries' groups? I don't know for sure.
But without doubt, we have had more posted on that subject than
all the postings in both the Amiga and Atari 'binaries' groups
combined. Assuming that this is a direct correlation, was it
a fair trade? I'd say it wasn't. As far as I'm concerned, we
lost some of the most valuable material available to Amiga and
Atari ST's for some rather trivial information that most of us can
find out, if we're interested, by going out and buying a couple
of manuals.

Are there any good points to this? Well, as far as I'm
concerned, I'll have more time now to do other things than unpacking
'binaries' postings and uploading them on the local BBS's. I
haven't found much over the years that I felt was worth keeping
anyway. If the 'sources' group was dropped, then I'd *really* be
upset, but we're still getting the 'sources' groups. And mentioning
that, I think it's a good time to again ask for people to post
'sources' rather than 'binaries'. But that's about all that I
can see as possibly being good about it.

Anyway, thank you all for losing the 'binaries' groups for
us. I'm sure the local Amiga and Mac users are also thrilled.

Question: How many Atari and Amiga users does it take to change
a light bulb?

Answer: 1 of each and somebody to carry the remains to a hospital
after the manditory fight about who can do it better.
--

Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

1046. Re: MEGA STE problems (Summarise)

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 14:54:14 UTC
From: iws9060@eva.fmi.uni-passau.de
Message-ID: <1991Jul5.145414.1153@forwiss.uni-passau.de>
Source record: 230519

In article <CMM.0.90.2.678649609.larserio@kvart.ifi.uio.no> larserio@ifi.uio.no writes:
>- Static/noise on DMA sound and MIXed standard ST sound.
>- Sync-problems when using Spectrum512 pictures (vertical bars).
>- Vertical flickering bars on monochrome (most at 8 MHz).
>- Right edge of monochrome screen "flips" over to left edge
> when changing screen adress/resolution in mono-mode.

I have a normal STE and the "flipping" happens on it, too. I just used a PD
colour emulator and .... it looks terrible. AND - a friend of mine owns a
Speed Board (Turbo 16) that is built into his STE, wonder what happens?
Yes, it happens on his machine, too.

Thorsten Guenther
aka Weregoose

1047. Re: TT Monitors

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 16:09:53 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul5.160953.14043@informatik.uni-erlangen.de>
Source record: 230523

CCC_BALL@rzmain.rz.uni-ulm.de (Joerg Ballschmiter) writes:

>Is the TTM 194 a color or a monochrome monitor?

Monochrome, 19". 1280x960, 72 Hz.

>What monitor would you recommand me?

The TTM195 (successor to the TTM194).

>Is the 1248*800 resolution monochrome or color?

There is no such resolution at all. The TT's maximum resolution is
1280x960 monochrome.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

1048. Re: bug or virus ?

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 16:35:12 UTC
From: ZVD007@DMSWWU1C.BITNET
Message-ID: <91186.103803ZVD007@DMSWWU1C.BITNET>
Source record: 230524

In article <6146@uniol.UUCP>, Frank.Moehle@arbi.informatik.uni-oldenburg.de
(Frank Moehle) says:
>I can boot from my HD, open windows and so on.
>
>But sometimes, after leaving a program, IT happens :
>I return to desktop with NO open windows (I had some opened berfore entering
>the program). As I try to open a window, the alart-box "4 Windows already
>open, please close winsdows before opening new ones" (roughly translated)
>apears. WHY ????
>When I select "close.." or "close window" from the menue bar, my ST
>starts playing "dead man".
>
>Did I catch a virus (if so : how can I get rid of it) or is this just
>a strage GEMDOS bug??????

I had sometimes the same problem, but it was gone when I removed the
desktop.inf and set up a new one, so I suppose it is a problem with this file

Ulrich Kuehn

1049. Re: Elvis Inserts Newlines in my Files

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 18:02:07 UTC
From: orc@vpnet.chi.il.us
Message-ID: <1991Jul05.180207.16180@vpnet.chi.il.us>
Source record: 230545

In article <1991Jul3.225107.7752@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
|In article <1991Jul03.063410.16919@vpnet.chi.il.us> orc@vpnet.chi.il.us (david parsons) writes
[about the 32k file limit in Levee]:
|
|Is the figure "32K" a constant that you could tweak up to, say,
|"256K"?

Yes, it could be tweaked up to 256. With a recompile. Though I warn you-
it will be s*l*o*w when you get up to 40+k of file, because one of the more
repugnant bits of Levee is the way that I store the file - it's one long
continuous block of characters, and when you're inserting at the start of
the file, well, block moving 40+k of information can get pretty ugly.
(For people keen on historical trivia, I store the file as a continuous
block because when I first wrote Levee - in 1979(!) - the editor I used
as a reference was the UCSD Pascal editor, which did exactly the same
thing (and on a 56kb PDP-11/02, you're lucky if you can get more than
about 20kb of file - the USCD editor managed to read about 16k files,
but Levee, after one or two massive coding marathons, was able to fit
a 21k file into core under the (unmodified) UCSD system, and about 22k
under the much modified version we (the Terak hackers at Madison) played
with.

People may wonder why I've not released the source to Levee. Well,
that's one of the reasons. Everybody needs to learn how to program,
and Levee is how I learned :-)

If people are interested in a mega-Levee, send me mail and I'll
mail off a copy of it when I get it recompiled and working.

.david parsons __
orc@pell.uucp(?) \/

1050. Lattice C Assembly Lang.

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 18:33:27 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Jul5.183327.20255@lsuc.on.ca>
Source record: 230533

1991/07/05

Problems: Lattice C, version 5.06.02

So far, the only major problem I've found with Lattice C
is that they don't give you enough information to fully use assembly
language. In most "ordinary" C compilers this isn't a major
problem. The Sozobon C compiler essentially lacks information
too, but I was able to use the Sozobon Compiler system to produce
samples of assembly language code and thus learn enough to
produce assembly language subroutines which were callable by
Sozobon C sources, freely intermixable at the linker level.
The reason it is possible with Sozobon C is because the compiler
compiles down to a normal text Assembly language source file.

Lattice C doesn't do this. The compiler compiles down to
a "compressed" intermediate file which cannot be analyzed by
normal text oriented tools. So the lack of documentation in the
manuals becomes an almost absolute barrier against solving the
problem. The only recourse seemed to be the OMD utility which
disassembles the ".o" files. One would presume that it would
dissassemble back into a directly assemble-able source file,
but strangely, it doesn't.

Having worked at it a bit, I think I've found out enough
from the OMD utility and the ASM assembler and CLINK linker to
go ahead and produce some assembly language subroutines. But I
thought I'd share this experience with you a bit so you can better
judge the current state of the Lattice C compiler.

The following is the sample "test.c" program I wrote:

```
#include <stdio.h>

int main(var1,var2,var3)
long var1;
short var2;
long var3;
{
var1 = var1;
var2 = var2;
var3 = var3;
return 0;
}
```

This was compiled with the '-d' switch to produce an object
file that the source code could be referenced with the OMD
disassembler. The following is the output of the OMD disassembler:

```
---
Lattice ATARI 680x0 Object Module Disassembler V5.06
Copyright = 1990 Lattice, Inc. All Rights Reserved.

Lattice Object File Loader V1.00
68000 Instruction Set

EXTERNAL DEFINITIONS

_main 0000-00

SECTION 00 "test.c" 00000020 BYTES
; 0: #include <stdio.h>
; 1:
; 2: int main(var1,var2,var3)
; 3: long var1;
; 4: short var2;
; 5: long var3;
; 6: {
| 0000 BFEC 0000-XX.2 CMPA.L __base(A4),A7
| 0004 6500 0000-XX.1 BCS.W __xcovf
| 0008 48E7 0700 MOVEM.L D5-D7,-(A7)
| 000C 2E2F 0010 MOVE.L 0010(A7),D7
| 0010 3C2F 0016 MOVE.W 0016(A7),D6
| 0014 2A2F 0018 MOVE.L 0018(A7),D5
; 7: var1 = var1;
; 8: var2 = var2;
; 9: var3 = var3;
; 10: return 0;
| 0018 7000 MOVEQ #00,D0
; 11: }
| 001A 4CDF 00E0 MOVEM.L (A7)+,D5-D7
| 001E 4E75 RTS
---
```

The above output is *not* assemble-able. After mucking around
with it a lot, I finally derived the following source code which
does NOT assemble down to an identical ".o" file, but after linking
DOES link down to an identical ".prg" file:

```
---
SECTION "test.c"

XREF __base * This seems to be a standard address
XREF __xcovf * This seems to be a function
XDEF _main

_main CMPA.L __base(A4),A7
BCS.W __xcovf
MOVEM.L D5-D7,-(A7)
```

```
MOVE.L $0010(A7),D7
MOVE.W $0016(A7),D6
MOVE.L $0018(A7),D5
MOVEQ #$00,D0
MOVEM.L (A7)+,D5-D7
RTS

END
```

I'm, not going to detail all the differences, but I'll point out that althought the manual emphasises use of a CSECT, no CSECT was created by OMD, and though I found no information in the manual about a SECTION, OMD refers to one. But a SECTION does not seem to correspond to a CSECT.

At this time I'm only going to point out that I could not figure out a ".S" file that would assemble down to an identical ".O" file, and that the output of OMD seems to supply enough information to figure out what you need to know -- given time and effort. But I bought the Lattice compiler specifically so that I would NOT have to spend such time and effort "hacking" solutions to such fairly common problems. I've mentioned the problem to the distributor when I returned my disks for upgrade and no reply has been given so far. As I've said, I seem to have solved the problem. I'll be writing some assembly language routines over the next week.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

1051. 1.44M formatting..

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 18:41:52 UTC
From: yonder@netcom.COM
Message-ID: <1991Jul5.184152.20950@netcom.COM>
Source record: 230526

I was thinking about trying to hookup this 1.44M drive that I have
here. I have a few files that explain how it is done (basically
get 16Mhz to the WD1772). Anyways, I was going to try it out, but
I don't have a 1.44M formatting program. Is one available at
atari.archive, or could somebody mail me one? Thanks...

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

1052. Amiga/Atari

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 20:31:25 UTC
From: ykidron@isis.cs.du.edu
Message-ID: <1991Jul5.203125.3818@mnemosyne.cs.du.edu>
Source record: 230528

Hello there!

I would like to comment over the latest issues posted in this news net. I was really stunned after I've seen the total amount of gibberish non-sense submitted by other computer users. I was so shocked, I started laughing at it.

Let me introduce myself first. My name is Yaron Kidron, and am an Atari ST user for the last 5 years. I bought my system way back in '86, and have been using it until now. I am a free-lancer, and currently I am studying for my first degree in computer science.

I define myself as a computer user. Computers are my hobby, and my job too. I like computers of any kind and brand. Anything that bleeps and processes it's data digitally, would most likely be admired by me. I see no sense in claiming that any computer is better then the other. This is a truly unforgettable and childish way of thinking, resulting in some really abnoxious flame wars.

In the last 9 years I programmed and used many computers. I started right off with the Timex ZX81, then the Spectrum came along. After that, I met the Atari 800XL and the Commodore 64. A year after, I happily programmed an IBM PC, and later got in love with the Macintosh. Then, I bought my ST system, and developed 68000 code, both on the Amiga, ST and the Mac. At present state, I am working on a IIci and a 386 machine. They all served me great, and still I'd like to use the older ones once in a while.

A person which compares computers by specifics and raves the differences around is not a computer enthusiast. He is a dimwit which I wouldn't like to see using a computer. Computers is not his profession or hobby, and he would more suitable to be a politician. Tom, that line was refered to you.

Furthermore, A computer can not be compared to other computers. As I see it, my computers are as dear to me as others pets. You can not compare a dog to a cat, either financialy nor mentaly. A computer is a complex, non-linear construction of electronics, software, and evidently, money. I can never do any comparison of my 386 with my Casio fx82 calculator. There are things my 386 does better, but there are things my Casio can do better as well.

Bringing us to the matter. Comparing non-linear concepts with a linear (our mind) material is totally worthless. I programmed the Amiga, and I programmed the ST. But I never said to myself: 'Oh look, that routine runs better on that Commodore machine'. No way. I just done my job, and enjoyed both of the worlds. Why fight? Why bring up such stupid text to a network? Why tire the computers for such bullshit?

The ST is a fine machine. It's great. So is the Amiga. I have many complaints for Atari themselves, by not supporting their machine, but I have no problems whatsoever with the machine itself. As a package, enclosed with a very

resonable price, the ST is a winner.

In some occasions, people look at the spec sheets of computers and start comparing. 'Oooh. That one is 25Mhz.... My ST is only 8!'; Gosh, I think to myself, why don't they get satisfied with what they have, if that machine serves them as much as they need it? I bought the 386 just because my ST didn't fit with my job. I couldn't develop software for the Intel's on my ST, so I had to buy a new machine. It wasn't because my 386 is 33 Mhz, and has better graphics. It was because I needed a different tool. This document was processed on my ST, since I like using it more for WP.

Don't get me wrong though. Tom, the Amiga is a fine machine. I enjoyed using it when I had to work on it. But still, the ST is just as fine. Coming to think of it, my Timex Spectrum is better then both, when it comes to introduction of computers. I have done my first programs on that baby, and it was easier to program then both of these younger machines. Although that old bastard is way too slow by todays standards, I'd recommend it to any young chap that wants to get into computing.

Peter, it seems that you have to learn a lot too. People did not invent computers to make their users flame at each other. Certenly not on such public places. I really don't think that it was wise of you to follow Tom's footsteps. Try to enjoy the Amiga. It's a swell piece of electronics. Don't try to rave about it around street corners, because I know people who would say it is a piece of crap, compared to their Sparc Stations at work or PC's at home.

Golly, I need to finish this message sometime, don't I? Well, as for the last comments about Commodore's doings in the last months or so. Commodore is doing very good, especially in Europe. It is mainly sold as a home computer, and gradually replaces the ST in many homes. This might be sad news to many of you, but I don't look at it that way. I am a computer lover. I like computers in all shapes and forms. As long as my ST serves me, even if it will be the last one on Earth, I would not try to compare it to others, and replace it.

Finally, lets keep this stuff of the net. It's just a waste of money, and dear, the life of precious computers around the world. Stop it. It looks like a mud fight in the sewer. Tom, Peter, enjoy your machines. I'll enjoy mine too. Behave yourself dudes, grow up. Or otherwise, steer clear from computer life. It is not for you.

Yaron Kidron,
s2886663@techst2.technion.ac.il

Definition (Yaron Kidron): A biological organism that tends to attack digital processing units. Avoid at all costs. His friends
call him THE weirdo.

Proposition (Yaron Kidron): That former definition was a printing error. Ignore it.

Proposition proof: Proof? Need a proof?

1053. Re: How to install Multi-sync monitor onto Atari STe?

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 21:05:32 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <McRBwQW00VIA8Ix6xq@andrew.cmu.edu>
Source record: 230530

Any multisync with the right sync rates are fine. Yes the 3d is nice, but it is too much. LOOP technologies maked a ultrahires (1024x768) non-interlaced analogue multicync for ~395.00. Can't beat that.

1054. Re: Spectre/Atari formats

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 21:10:15 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <gcRC0rC00VIAIIx7UC@andrew.cmu.edu>
Source record: 230529

> Excerpts from netnews.comp.sys.atari.st: 21-Jun-91 Re: Spectre/Atari
> formats Mickey Boyd@nu.cs.fsu.ed (1104)

> I posted something along this line, and was told that there are several
> utilities available for the mac that allow it to read/write IBM format
> disks (which of course work on the ST). I seem to remember that at least
> one of these packages is PD or shareware.

But you need 3.0 of the spectre software.

1055. Re: 1.44M formatting..

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 22:23:36 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul5.222336.22593@informatik.uni-erlangen.de>
Source record: 230531

yonder@netcom.COM (Christopher Russell) writes:

>I was thinking about trying to hookup this 1.44M drive that I have
>here. I have a few files that explain how it is done (basically
>get 16Mhz to the WD1772). Anyways, I was going to try it out, but
>I don't have a 1.44M formatting program. Is one available at
>atari.archive, or could somebody mail me one? Thanks...

>--
>Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
>yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

Hi Chris,

Yeah, you're right. Just look at a.a for CLI10U.LZH, the powerful
command line interpreter of Oliver Scholz. There you have an build-
in format command with HD option. This is not the only reason why
you should have it. Just look into the (german, sorry 8-( ) docs
for detail.

BTW: english docs will be avaiable soon 8-)

Have fun,

Lars

```
+--------------------------------------+----------------------------------+
| lsmichae@faui43.uni-erlangen.de | | | | |
| Lars Michael | | | | "Down with ATARI, |
| Graduate Student of Computer Science | / | \ Long live the ST !" |
| at University of Erlangen/Germany | / | \ |
+--------------------------------------+----------------------------------|
| Bones: "Damn it, Kirk, I'm a doctor, not a very good actor." |
+-------------------------------------------------------------------------+
```

1056. Re: This week's program

Newsgroup: comp.sys.atari.st
Date: 1991-07-05 22:34:55 UTC
From: takem_b@mammoth.unr.edu
Message-ID: <747@equinox.unr.edu>
Source record: 230534

In article <1991Jul4.220348.16999@infonode.ingr.com> krzywdzi@infonode.ingr.com (Andrew S Krzywdzinski) writes:
>In article <1991Jul2.225414.24475@menudo.uh.edu> uace0@menudo.uh.edu (ATARI Computer Enthusiasts) writes:
>>DC Homey will home the mouse cursor to the center of the screen. Just press
>><ALTERNATE>+<CONTROL>+<LEFT SHIFT>+<H> at any time.
>>
>>- mike vederman / Double Click Software
>
>What's the purpose of this program ? Is hitting 4 keys at the same time
>so much easier than moving your mouse by 1 inch ?
>I'm in the fog.
>
>-andrew krzywdzinski

I've had a couple occasions where I had a dialog box appear in a TOS program without the mouse present and had to play hunt and peck for the Non-Default buttons. I also lose the mouse FREQUENTLY when calling up DTerm (or other programs) from within my (TOS) bbs software. Trying to center an invisible mouse is not the funnest thing to do... DC Homey definately makes MY life easier.

THANK YOU DC SOFTWARE!

---

takem_b@mammoth.unr.edu (or ?) ucbvax.berkley.edu!mammoth.unr.edu!takem_b
#include <signature.h> /* unfriendly control codes with ascii self portrate */
Anything that can go wrona@x3%se Pnews: segmentation violation. core dumped.

1057. Portfolio in T2

Newsgroup: comp.sys.atari.st
Date: 1991-07-06 03:46:23 UTC
From: iho@akbar.cac.washington.edu
Message-ID: <1991Jul6.034623.14597@milton.u.washington.edu>
Source record: 230537

I know that this isn't really about ST's, but I've seen stuff about other Atari products here. Nobody's mentioned this yet. They clearly use a Portfolio in Terminator 2. John Connor (Linda Hamilton's character's son) uses it to "plug into" a bank ATM and steal money. It looks like somebody at Atari was on the ball with this one.

--

Il Hwan Oh |"Sometimes of late years I find myself thinking
Univ. of Washington, Tacoma | the most beautiful sight in the world might be
iho@cac.washington.edu | the birds taking over New York City after the
| last man has run away to the hills"

1058. Re: what Atari DOES have

Newsgroup: comp.sys.atari.st
Date: 1991-07-06 04:25:02 UTC
From: chucks@pnet51.orb.mn.org
Message-ID: <5344@orbit.cts.com>
Source record: 230539

Dave_Ninjajr_Flory@cup.portal.com writes:
>I use a MacII xc with a laserwriter IIntx every day at work and it is a
>_dog_ speedwise compared to the Mega and SLM804 I have at home. It doesn't
>matter how fast the printer itself it, its choked to death by the appletalk
>connection. The Atari DMA rate of over a meg a second is hard to beat.
>Ataris have problems but speed of laser output is one area the mac and IBM
>don't compete. I use them all.

And you think that a laser printer can print 1 megabyte a second? I'm no apple advocate, but the speed of appletalk can certainly keep up with the fastest laser printers on the market today for PC's. (pc is generic here). course i suppose that those atari printers aren't postscript either. have you used a laserwrite IISC (scsi laser printer). scsi is alot faster than appletalk, yet they print at the same speed.

.---.
UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks	"I know he's come back
ARPA: crash!orbit!pnet51!chucks@nosc.mil	from the dead, but do
INET: chucks@pnet51.orb.mn.org	you really think he's
---	moved back in?"
Amiga programmer at large, employment options	Lou Diamond Philips in
welcome, inquire within.	"The First Power".
`---'

1059. Re: Stealth (was STalker 3.0/Flash upgrade?)

Newsgroup: comp.sys.atari.st
Date: 1991-07-06 05:05:01 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <44017@cup.portal.com>
Source record: 230538

> If you have seen the shareware program "Hagterm", you've seen
>Stealth. It is just an attempt to sell HT for money. Unfortunately
>(IMO), Stealth demands too many resources and offers too few features
>(and no innovations) to be worth considering.

^ quote from an article by jjung@nunki.usc.edu

Hey there! I remember you from rec.games.video :)

I have used "Hagterm." I did not like HagTerm. It just doesn't appeal
to me; yet, I applaud the person who programmed it. If everyone tried
to write product, we would have a lot more software :) Hehehehehe

Thank you for the bash, I'll avoid Stealth at all costs!
Bryan_Jones_Woodworth@cup.portal.com

1060. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1991-07-06 08:21:47 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1991Jul6.082147.27421@terminator.cc.umich.edu>
Source record: 230540

```
drwxrwxr-x daemon 1024 Jun 30 20:39 .
drwxrwxr-x jon 1536 Jun 30 20:35 ./archivers
-rw-r--r-- weiner 2920 Jun 30 20:36 ./archivers/Index
-rw-r--r-- weiner 65280 Jun 30 20:33 ./archivers/stzip09b.lzh
drwxrwxr-x jon 6144 Jun 30 20:20 ./utilities
-rw-r--r-- weiner 10944 Jun 30 20:21 ./utilities/Index
-rw-r--r-- weiner 130485 Jun 30 20:20 ./utilities/sysmon.arc
drwxr-xr-x weiner 512 Jun 30 20:17 ./utilities/doubclick
-rw-r--r-- weiner 6730 Jun 30 20:17 ./utilities/doubclick/dc_gtp.arc
drwxrwxr-x jon 2560 Jun 30 20:19 ./magazines/streport
-rw-r--r-- weiner 57265 Jun 30 20:19 ./magazines/streport/str721.txt.Z
-rw-r--r-- weiner 50793 Jun 30 20:19 ./magazines/streport/str722.txt.Z
-rw-r--r-- weiner 52361 Jun 30 20:19 ./magazines/streport/str723.txt.Z
-rw-r--r-- weiner 61781 Jun 30 20:19 ./magazines/streport/str724.txt.Z
-rw-r--r-- weiner 36440 Jun 30 20:19 ./magazines/streport/str725.txt.Z
drwxrwxr-x jon 2048 Jun 30 20:24 ./magazines/znet
-rw-rw-r-- weiner 83847 Jun 30 20:37 ./Index
-rw-r--r-- weiner 77325 Jun 30 20:38 ./ls-lR.Z
-rw-rw-r-- weiner 42093 Jun 30 20:37 ./CompInd.Z
-rw-r--r-- weiner 10945 Jul 1 12:02 ./utilities/Index
drwxrwxr-x jon 2560 Jul 1 06:48 ./magazines/streport
-rw-r--r-- weiner 51044 Jul 1 06:48 ./magazines/streport/str726.txt.Z
drwxrwxr-x jon 2048 Jul 1 07:05 ./magazines/znet
-rw-r--r-- weiner 26657 Jul 1 06:28 ./magazines/znet/znet9126.txt.Z
drwxrwxr-x daemon 1024 Jul 2 22:27 .
-rw-rw-r-- weiner 8116 Jul 2 11:48 ./games/Index
-rw-r--r-- weiner 11117 Jul 2 20:05 ./utilities/Index
drwxrwxr-x weiner 512 Jul 2 20:04 ./utilities/tosfixes
-rw-r--r-- weiner 1920 Jul 2 20:04 ./utilities/tosfixes/tos14fx2.lzh
drwxr-xr-x weiner 536 Jul 2 20:01 ./utilities/doubclick
-rw-r--r-- weiner 4064 Jul 2 20:01 ./utilities/doubclick/dc_homey.arc
drwxrwxr-x weiner 1024 Jul 2 20:03 ./utilities/desktop
-rw-r--r-- weiner 4736 Jul 2 20:03 ./utilities/desktop/monmagic.arc
drwxrwxr-x jon 3072 Jul 2 20:06 ./graphics
-rw-r--r-- weiner 5549 Jul 2 20:07 ./graphics/Index
-rw-r--r-- weiner 2102 Jul 2 20:06 ./graphics/double.lzh
drwxrwxr-x jon 2048 Jul 2 16:46 ./telecomm
drwxrwxr-x weiner 512 Jul 2 22:27 ./magazines/portadd
-rw-rw-r-- weiner 10564 Jul 2 22:26 ./magazines/portadd/portadd02.txt.Z
drwxr-xr-x gray 512 Jul 2 04:51 ./gnustuff/tos/updates
-rw-rw-rw- gray 251386 Jul 2 04:51 ./gnustuff/tos/updates/update11.zoo
-rw-rw-r-- weiner 84061 Jul 2 20:08 ./Index
-rw-r--r-- weiner 77457 Jul 2 22:26 ./ls-lR.Z
-rw-rw-r-- weiner 42230 Jul 2 20:08 ./CompInd.Z
```

```
drwxrwxr-x daemon 1024 Jul 3 17:26 .
drwxrwxr-x jon 1536 Jul 3 17:24 ./languages
-rw-r--r-- weiner 2994 Jul 3 17:25 ./languages/Index
-rw-r--r-- weiner 139371 Jul 3 17:23 ./languages/j_st_32.zoo
drwxrwxr-x weiner 512 Jul 3 12:41 ./sound
-rw-rw-r-- weiner 13503 Jul 3 12:42 ./sound/sounds/Index
-rw-r--r-- weiner 1390 Jul 3 12:39 ./sound/Index
-rw-rw-r-- weiner 84076 Jul 3 17:25 ./Index
-rw-rw-r-- weiner 42234 Jul 3 17:26 ./CompInd.Z
drwxr-xr-x gray 512 Jul 4 10:20 ./gnustuff/tos/gcc
drwxr-xr-x gray 512 Jul 4 10:25 ./gnustuff/tos/gcc/src
-rw-r--r-- gray 2788217 Jul 4 10:00 ./gnustuff/tos/gcc/src/gccsrc00.zoo
-rw-r--r-- gray 825320 Jul 4 08:33 ./gnustuff/tos/gcc/src/confgdir.zoo
-rw-r--r-- gray 0 Jul 4 10:25 ./gnustuff/tos/gcc/src/Update_11_version
drwxr-xr-x gray 512 Jul 4 10:25 ./gnustuff/tos/gcc/bin
-rw-r--r-- gray 0 Jul 4 10:25 ./gnustuff/tos/gcc/bin/Update_11_version
-rw-r--r-- gray 890466 Jul 4 09:17 ./gnustuff/tos/gcc/bin/gccbin00.zoo
drwxrwx--- gray 512 Jul 4 10:35 ./gnustuff/admin-shed
drwxr-xr-x gray 5120 Jul 4 10:34 ./gnustuff/admin-shed/gcc
drwxr-xr-x gray 3072 Jul 4 10:32 ./gnustuff/admin-shed/gcc/config
-rw-r--r-- gray 825376 Jul 4 10:27 ./gnustuff/admin-shed/gcc/config/confdir.zoo
drwxr-xr-x gray 512 Jul 4 10:34 ./gnustuff/admin-shed/gcc/src
-rw-r--r-- gray 2978771 Jul 4 07:02 ./gnustuff/admin-shed/gcc/src/gcc140.sun.tar.Z
drwxr-xr-x gray 512 Jul 4 06:49 ./gnustuff/admin-shed/xgcc/bin
-rwxr-xr-x gray 57344 Jul 4 05:49 ./gnustuff/admin-shed/xgcc/bin/cgcc
drwxr-xr-x gray 512 Jul 4 05:49 ./gnustuff/admin-shed/xgcc/lib
-rwxr-xr-x gray 720896 Jul 4 05:49 ./gnustuff/admin-shed/xgcc/lib/gcc-cc1
-rwxr-xr-x gray 81920 Jul 4 05:49 ./gnustuff/admin-shed/xgcc/lib/gcc-cpp
drwxr-xr-x gray 1536 Jul 4 10:36 ./gnustuff/admin-shed/util
-rw-r--r-- gray 173623 Jul 4 10:36 ./gnustuff/admin-shed/util/ld.c
-rw-r--r-- gray 8338 Jul 4 10:35 ./gnustuff/admin-shed/util/ChangeLog
-rw-r--r-- gray 338 Jul 4 10:36 ./gnustuff/admin-shed/util/PatchLevel.h
-rw-r--r-- gray 1850 Jul 4 10:36 ./gnustuff/admin-shed/util/Makefile.cross
-rw-r--r-- gray 761 Jul 4 10:36 ./gnustuff/admin-shed/util/foo.rej
-rw-r--r-- gray 430 Jul 4 10:36 ./gnustuff/admin-shed/util/1.1.rej
-rw-r--r-- gray 1025 Jul 4 10:36 ./gnustuff/admin-shed/util/Makefile.cmi.rej
-rw-r--r-- gray 463 Jul 4 10:36 ./gnustuff/admin-shed/util/PatchLevel.h.rej
-rw-r--r-- gray 7202 Jul 4 10:36 ./gnustuff/admin-shed/util/ld.c.rej
drwxrwxr-x daemon 1024 Jul 5 21:16 .
-rw-r--r-- weiner 495 Jul 5 21:10 ./magazines/Index
drwxr-xr-x gray 1024 Jul 5 12:07 ./gnustuff/tos/othergnu
-rw-rw-rw- ftp 445035 Jun 19 07:46 ./gnustuff/tos/othergnu/gcc140stbin.zoo
drwxr-xr-x gray 512 Jul 5 12:06 ./gnustuff/tos/gcc/bin
-rw-r--r-- gray 445295 Jul 4 09:17 ./gnustuff/tos/gcc/bin/gccbin00.zoo
-rw-rw-r-- weiner 82830 Jul 5 21:10 ./Index
-rw-r--r-- weiner 72025 Jul 5 21:08 ./ls-lR.Z
-rw-rw-r-- weiner 41739 Jul 5 21:10 ./CompInd.Z
```

1061. SLM605 vs Mac Lasers

Newsgroup: comp.sys.atari.st
Date: 1991-07-06 09:33:36 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <30653@know.pws.bull.com>
Source record: 230210

In response to a query, have I seen the new Mac lasers, sure - there is a very big Mac user community on site. When it comes to bit mapped graphics, the 68030 in the Mac laser won't help if you're waiting for the file to go from the Mac to the laser via Appletalk. Via the fast DMA with the ST/SLM605, bitmapped graphics zoom out. I agree that Postscript is great and rally makes things faster but, sorry, it means squat for bitmapped graphics cause dots-is-dots. Do a lot of DTP with digitiezed pix and you'll see why the ST/SLM605 outperforms the pack!!!

Finally, the Amiga user who said that ST users are too defensive is right! I love the feedback from other groups even though I am an avid ST user.

1062. start mag

Newsgroup: comp.sys.atari.st
Date: 1991-07-06 09:56:33 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Jul6.095633.18433@crash.cts.com>
Source record: 230542

```
is start back yet in the us?what's the scoop!
----
ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil
```

1063. amiga 68010,and 68000 16 mhz?

Newsgroup: comp.sys.atari.st
Date: 1991-07-06 09:56:39 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Jul6.095639.18532@crash.cts.com>
Source record: 230543

i read on the amiga net that you can remove 68000 chip and replace with 8 mhz 68010 for faster operation hardly no software problems if you do there are software patches to help.can this be done on the st;s? also the can put a 16 mhz 68000 with ram chip and software patch to run faster also.can this also be done on the atari and why not.they seem to have a good cheap upgrade fix for thjose who cannnot afford 500 for a fastv 68030 board!

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1064. amiga-atari war

Newsgroup: comp.sys.atari.st
Date: 1991-07-06 09:56:41 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Jul6.095641.18538@crash.cts.com>
Source record: 230544

my only envy on the amiga is from the start they had memory and slots easy
to upgrade.for those stucjk with olsder(older)st's we got to use
soder.atari should be more open minded.and i own an atari and i bitch.

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1065. Re: Midi maze II

Newsgroup: comp.sys.atari.st
Date: 1991-07-06 10:53:00 UTC
From: Stefan_Rupp@ac2.maus.de
Message-ID: <7382@ac2.maus.de>
Source record: 230457

Hi,

R C Smith robin%castle.ed.ac.uk @ SUB wrote:
RC>>The shareware-contribution should be 50.-- DM.
RC>What is 50 DM in either \pounds or $?

The problem is, that Sigma-Soft (which distributes Midimaze II) has the rights of the name "Midimaze" just in Germany and Austria. So they are not allowed to distribute it in the US or somewhere else.

BUT: If you will ship some kind of gift to them, they will send you a new copy of Midimaze II :-).

The DEM 50,-- is the shareware-conrtibution in Germany. So, if you want to get Midimaze from the US, think of a bonus. DEM 50,-- are probably 30 US-$

Ciao,
struppi

1066. More on what Atari does have

Newsgroup: comp.sys.atari.st
Date: 1991-07-06 10:57:09 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <30665@know.pws.bull.com>
Source record: 230541

Since my original posting about the performance of the ST/SLM vs other CPU/laser combos, I have seen additional support for my position that the ST/SLM cannot be beat for speed and diversity of software that uses that speed. The best move that Atari could make would be to market the SLM605 laser with an PC interface board and a 40-50 meg hard disk. The whole unit could retail for <$1500 CDN, including UltraScript.

The PC users could get FAST, FAST outputs like SLM605 users now enjoy. The hard disk could be set up with a printer server to handle multiple jobs from a variety of users.

I tried to us MS Windows 3, with a QMS Jetscript board to print out PS files from Windows applications, such as PerFORM/perFILL. After talking to Delrina (PerFORM folks), HP (it owns QMS) and Microsoft, we had to abandon the project. Outputs were just too slow to be useful. Broke my heart that I wasn't allowed to use an ST/SLM605 due to a total reluctance to forget the PC based system.

1067. Re: amiga-atari war

Newsgroup: comp.sys.atari.st
Date: 1991-07-06 14:36:15 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul06.143615.27970@actrix.gen.nz>
Source record: 230548

In article <1991Jul6.095641.18538@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
> my only envy on the amiga is from the start they had memory and slots easy
> to upgrade.for those stucjk with olsder(older)st's we got to use
> soder.atari should be more open minded.and i own an atari and i bitch.
> ----
> ProLine: chuckie@pro-odyssey
> Internet: chuckie@pro-odyssey.cts.com
> UUCP: crash!pro-odyssey!chuckie
> ARPA: crash!pro-odyssey!chuckie@nosc.mil

Try to copy Files on A Amiga and format disk, all there commands are external,
they have to be loaded from disk, that is why they have to use 2 disk drives,
also they only write tracks, not sectors, and with out CRC checking,
they only do sum checks..
Also all the Virus problems that they have, you can't write protect
the disks as they don't use a dive controller ic.
There file format is very Slow and there machine runs some 30% slower
than a ST, this is because of the wait states that they have, no transparent
video or ram refreshinger.
I know I had one, all it was good for was Games.?
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1068. IMPORTANT NOTICE about BART

Newsgroup: comp.sys.atari.st
Date: 1991-07-06 15:08:37 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Jul6.150837.523@terminator.cc.umich.edu>
Source record: 230546

```
Due to a problem with address conversion, bart will be down until
further notice. Or at least until Jon gets back from vacation. :)

For those of you that care, the problem is this: when bart returns mail,
he cuurecntly converts all addresses to lowercase. Problem is, it's converting
lowercase to control characters, thus generating a fair number of
sendmail errors and generally creating mass havoc.

Bart will be on line as soon as the problem is corrected. In the meantime,
please save everyone's machines a whole lot of trouble and DON'T bother
sending mail.

Keep your feet on the ground and keep 'em there,

weiner
--
Jeff Weiner --- weiner@{engin, atari.archive}.umich.edu
```

1069. STe vs. ST (wow, finally upgraded)

Newsgroup: comp.sys.atari.st
Date: 1991-07-06 15:42:07 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <7842@vela.acs.oakland.edu>
Source record: 230547

Hello all! The local ST store just got my old STfm since the replacement internal drive finally kicked the bucket. They worked out a swap with me on new 1040 STe, and now I am wondering what all the netland folks suggest I go looking for first to best show off my new toys' talents. I am just wondering what this thing can do. ie, what are some of the new sound demos that will show off the stereo sound, and what is the picture format for me to show off all of my new colors??

Any other nifty program suggestions would be appreciated.

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

1070. Re: what Atari DOES have

Newsgroup: comp.sys.atari.st
Date: 1991-07-06 15:50:00 UTC
From: steve@thelake.mn.org
Message-ID: <A1447040742@thelake.mn.org>
Source record: 230549

[chucks@pnet51.orb.mn.org (Erik Funkenbusch) writes ...]

> And you think that a laser printer can print 1 megabyte a second? I'm no apple
> advocate, but the speed of appletalk can certainly keep up with the fastest
> laser printers on the market today for PC's. (pc is generic here). course i
> suppose that those atari printers aren't postscript either. have you used a
> laserwrite IISC (scsi laser printer). scsi is alot faster than appletalk, yet
> they print at the same speed.

The Atari SLM804 and SLM605 are not PostScript printers, they are bit image printers, like the NeXT printer. They rely on the host computer to build the image, which is dumped across the DMA interface at high speed. The bit image will be several megabytes in size.

The bit image can be built by a PostScript interpreter running on the ST or TT, or it can be built directly directly by the application software. PageStream lets you use either method. Calamus requires the latter method, as do applications using GDOS.

A PostScript interpreter running on a ``slow'' 68000 in the ST may actually be faster than a dedicated PostScript printer running on a much faster CPU, depending on the nature of the image to be printed. If the project involves lots of fonts that have to be downloaded or -- worse yet -- bit images, the i/o to the PostScript printer becomes a serious bottleneck. A project involving scanned photographs might benefit significantly from a faster interface, such as SCSI.

But regardless of where the PostScript interpreter resides, it is inherently slow compared with direct imaging and a fast DMA bitmap dump. PostScript introduces a middleman whose presence always slows down the process. Calamus can build and output eight complex pages with multiple fonts, vector drawings and sophisticated halftone shading before a PostScript printer can finish the first. You don't have to take this on faith; you can go to any Atari dealer and watch it happen.

There are advantages to PostScript printing, including font availability and quality, and portability to high-quality output devices (although Calamus does have a Linotronic option). But speed is not a PostScript asset.

Steve Yelvington <steve@thelake.mn.org>
Marine on St. Croix, Minnesota

1071. Re: lharc woes (AGAIN, was ls

Newsgroup: comp.sys.atari.st
Date: 1991-07-06 21:37:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <4846@hh.maus.de>
Source record: 230461

ue>Hi Thomas,
ue>>If you get an error-message "Unknown method", your archive is packed with
ue>>LHA 2.xx on a PC. This is impossible to adapt to the atari st until there
ue>>are sources available,
ue>I already sent you the sources for an lh5 extractor/creator via email (on
ue>wednesday). Did you recieve them already? The program works perfect and
ue>very fast (altough it's pure C)...
ue>So the problem with the LHA 2.xx archives using the lh5 compression method
ue>should be over...

It works fine, though it was some work to get it to work in the original
LHarc-Sources. I am looking for a way to post this version

Thomas Quester * Lampenland 9 * 2050 Hamburg 80

MauTau V 2.2c - Lieber Sex in der Wueste als Sand im Bett.
(Net)

1072. Re: losing atari binaries

Newsgroup: comp.sys.atari.st
Date: 1991-07-06 21:53:55 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <44038@cup.portal.com>
Source record: 230551

Jim Omura writes:
...
> Anyway, thank you all for losing the 'binaries' groups for
>us. I'm sure the local Amiga and Mac users are also thrilled.

Umm... how is it that your administrator killed comp.binaries.st
because of heavy traffic in comp.sys.atari..?

Why not kill the one generating the traffic? I'm afraid I don't see
the connection...

Or did you mean he killed ALL .atari groups..?

BobR

1073. CAD programs

Newsgroup: comp.sys.atari.st
Date: 1991-07-06 22:29:19 UTC
From: yegerleh@vivaldi.ecn.purdue.edu
Message-ID: <1991Jul6.222919.7543@noose.ecn.purdue.edu>
Source record: 230550

Hello Everyone,

Does anyone have first-hand knowledge of the following CAD programs:

Drafix 1
Master CAD (Michtron)
Athena II
First CAD level 1 (Genereic Software)

Beyond any general impressions you may have, I am also interested in
knowing if they support DXF format files, and what kind of printer drivers
they come with.

Also, can any of you guys in Germany suggest a CAD program? Seems like
the last time I vistited my Swiss relatives there was a program called
"BeckerCAD" advertised in ST Magazin. German docs are no problem.
Price and oredering info would be helpful.

I can summarize responses and post to the net if there is interest.

Thanks,
Jim

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

1074. Re: GCC 1.39 -g Problems

Newsgroup: comp.sys.atari.st
Date: 1991-07-06 22:32:47 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Jul7003247@acae127.cadence.com>
Source record: 230557

```
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155
In article <21313@k2.maus.de> Frank_Celler@k2.maus.de (Frank Celler) writes:

>
> When trying to compile a file with the "-gg" option, the assembler
> reports an unkown option "G" and starts reading the (compiler) symbolfile
> as input file. When trying to compile with "-g", I get a bogon-alert

please get newer versions of utilities (especially gcc-ld.ttp and
sym-ld.ttp) from atari.archive (Patchlevel 17 or better, the current
Patchlevel is 21). these versions should never ever give you the
dreaded "bogon alert" message. while you are there also pick up a new
version of gdb (gdb v2.6 Patchlevel 12). "gcc -g" (note NOT -gg) works
just fine now. also, this version of gdb is very usable on the atari
now.

if you ever get "illegal character" errors from gas (v1.38) when
compiling with `-g', then you need a newer version of gcc. I had
posted the required Patch for gcc-1.39. gcc-1.40 has these fixes
already incorporated, so if you see the error from gas, please grab
the new gcc v1.40 fom A.A.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155
```

1075. Re: Atari vs Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-07-06 22:45:01 UTC
From: chucks@pnet51.orb.mn.org
Message-ID: <5356@orbit.cts.com>
Source record: 230560

rjast1@unix.cis.pitt.edu (Robert J Anisko) writes:
>
> Hmm, seems as IBM and Apple are joining forces in future technology
>(according to the paper). So while we're bickering between Atari and
>COmmodore, it's two biggest threats are going to combine forces - ought
>to be REAL interesting to see what the future holds in store for BOTH
>the ST and Amiga...
>
> Robert Anisko
> rjast1@unix.cis.pitt.edu

Hardly, they are not "combining forces" they are merely exchanging technology.
and that still has 6 months till the contracts are signed. i think you'll
see things change if/when the contracts are signed, Ego's are big at both IBM
and Apple.

.---.
UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks	"I know he's come back
ARPA: crash!orbit!pnet51!chucks@nosc.mil	from the dead, but do
INET: chucks@pnet51.orb.mn.org	you really think he's
--	moved back in?"
Amiga programmer at large, employment options	Lou Diamond Philips in
welcome, inquire within.	"The First Power".
`---'

1076. Re: what Atari DOES have

Newsgroup: comp.sys.atari.st
Date: 1991-07-06 22:45:01 UTC
From: chucks@pnet51.orb.mn.org
Message-ID: <5357@orbit.cts.com>
Source record: 230561

```
lchd_ltd@uhura.cc.rochester.edu (----* Ho Ling Cherd *----) writes:
>In article <5314@orbit.cts.com> chucks@pnet51.orb.mn.org (Erik Funkenbusch) writes:
>>CSULLOGG@CRL.AECL.CA writes:
>>>I have an ST and a TT. Both of these can use something the Mac, the PC and
>>>the Amiga cannot - the Atari SLM605 laser. For DTP, nothing can rival the
>>>speed of output and the number of applications that make use of that speed
>>>like Atari DTP packages.
>>
>>
>>huh? you've obviosly never used a Mac with a LaserWriter IIntx. those
>>puppies have an 030 in them. by the way, have you seen the LaserJet III's?
>>they have variable resolutions.
>>
>Howv much does a LaserWriter IIntx cost? What kind of technology had Steve
>Job chosen on his NeXT Laser printer?

The NeXT uses a 400 dpi SCSI laser printer i believe.

/s
.-------------------------------------------------------------------------.
| UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks | "I know he's come back |
| ARPA: crash!orbit!pnet51!chucks@nosc.mil | from the dead, but do |
| INET: chucks@pnet51.orb.mn.org | you really think he's |
|------------------------------------------------| moved back in?" |
| Amiga programmer at large, employment options | Lou Diamond Philips in |
| welcome, inquire within. | "The First Power". |
`-------------------------------------------------------------------------'
```

1077. 640x800 on SM 124 with STE

Newsgroup: comp.sys.atari.st
Date: 1991-07-06 23:05:00 UTC
From: Christoph_Bregulla@k2.maus.de
Message-ID: <21672@k2.maus.de>
Source record: 230458

Hi,

I searched for the big screen emulators at ABK-BBS in Norway... But I couldn't find them ! The call cost me about DM10.- :-(
Are the emulators there or not ?

Ciao
Christoph

1078. Re: Sybex STe/TT systems book

Newsgroup: comp.sys.atari.st
Date: 1991-07-06 23:09:00 UTC
From: Christoph_Bregulla@k2.maus.de
Message-ID: <21673@k2.maus.de>
Source record: 230459

```
O>The price will be DM 89.- oder 99.-. And yes, we (the authors) and Sybex
^^^^

:-)))

Ciao
Christoph
```

1079. Alchimie Jr users out there?

Newsgroup: comp.sys.atari.st
Date: 1991-07-07 00:03:58 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91187.200359JJL101@psuvm.psu.edu>
Source record: 230552

Well, I have just begun to look into this sequencer and would like to
get in touch with anyone else who uses this sequencer. If so, drop me a line!

```
**************************************************************************
* J.J. * Internet: JJL101@PSUVM.PSU.EDU * Penn State *
* * * Center for *
* John Lehett * Bitnet: JJL101@PSUVM * Academic Computing *
**************************************************************************
* Atari ST's!, Puzzles, Cryptos, Games, Diplomacy, Synths + Midi *
**************************************************************************
```

1080. lharc 1321

Newsgroup: comp.sys.atari.st
Date: 1991-07-07 00:13:22 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1991Jul7.001322.10398@d.cs.okstate.edu>
Source record: 230566

I have long ago given over to ArcShell by Charles Johnson and when I
heard all the hoopla about lharc1321, I had to get it.

AARGH..... Seems I needed lzhcatch2 also.....

Humm... well... I suppose there's still something amiss, but the
error messages are in German, and ger2eng.tos is of little help!

Okay.... back to lharc060 for me!!!
Anythink else?
jc
cummmins@d.cs.okstate.edu

1081. Re: Amiga is better then [sic] what???

Newsgroup: comp.sys.atari.st
Date: 1991-07-07 00:38:03 UTC
From: mwm@pa.dec.com
Message-ID: <MWM.91Jul6173803@raven.pa.dec.com>
Source record: 230553

In article <678509203.0@therip.FidoNet> Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:
B> That's what many people say, until they try Amiga multitasking.
I have seen people use the multi tasking.. The main reason for multitasking is that on the amiga many programs just have general functions due to the fact that many other programs can do these functions well. On the ST MOST of the programs that are out now [...]
Anyhow, MOST of the ST programs out now have many ways of getting some of the important features done in a "multi tasking" environment.

In other words, the authors of utility programs in a monotasking environment must go out of their way to provide functions that the system (or other utilities) provides in a multitasking environment, just because you can't access the external functions without exiting the current task.

This is a lose for two reasons. First, you've got all those utility writers re-inventing wheels. This is largely wasted time; they should be making their utilities better instead. Second, chances are pretty good that all those re-invented wheels won't look the same, so the users of those utilities will have to learn multiple different ways of acheiving the same task. This is a waste of the users time; they should be putting their computers to work, not learning N different ways to format a disk (or whatever).

On the amiga multitasking is very useful for the current software do to generalizatins..

You're missing the forest because of the trees. _Any_ software designed for _any_ multitasking system will be "generalized" in this way. They always have. After all, if the user can suspend/detach/iconify/shelloutof your program and do X no matter what X is, you don't need to worry about doing anything but what your program does.

(Games don't count since most dont multi task even on the amiga.. I am talking games like falcon etc.. Some you CAN multi task but you really do not wanna do so unless your running a fast machine)

Well, most of the games I can buy multitask - partly because I tend not to buy games if they don't. Of course, I also find arcade games boring, and stick to strategy games. There, the multitasking is a great help - I can take notes in the editor, grab a calculator to crunch on some probabilities, etc.

But why? It already can do all I need for it

That's the bottom line on buying a computer. If that's true, you bought a right computer for you, whether it's a 4MHz z80 running CP/M, or a NeXT box...

<mike
--
It's been a hard day's night, Mike Meyer
And I been working like a dog. mwm@pa.dec.com
It's been a hard day's night, decwrl!mwm
I should be sleeping like a log.

1082. Need hertz switcher..

Newsgroup: comp.sys.atari.st
Date: 1991-07-07 02:01:40 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <44046@cup.portal.com>
Source record: 230556
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Could at least one person uuencode and send me a 50 hz program ?

I try to run the "acid2" demo on my Atari 1040STf but it gives me nine bombs. I assume that I need to switch the monitor to 50hz.

If someone would fmail it to me I would be most cheerful. Seems Bart is broken and I can't get it from there (Hi Weiner! I saw the mail.shucks)

Bryan_Jones_Woodworth@cup.portal.com

1083. GNU emacs, can't get it to work... Anyone know how?

Newsgroup: comp.sys.atari.st
Date: 1991-07-07 02:57:00 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <5485@ryn.mro4.dec.com>
Source record: 230554
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I grabbed all 29 parts of the GNU emacs archive. I can't get it to work. It says in the "read_me" file that the termcap library is used, and that a sample file is included. I didn't see one!

I logged onto Genie, pulled the TERMCAP archive, and it has a TERMCAP file in it. It seems to define "st52" and "st52l" (50 lines). I tried setting the TERM environmental to st52, but it still complains that st52 is not powerful enough to run emacs, and it lacks the ability to move the cursor.

It hasn't been a fun Saturday! If anyone knows how to get this working I'd love some help!

Thanks!

John

1084. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-07-07 05:21:30 UTC
From: pdel@ADS.COM
Message-ID: <uhnjg1kula@ads.com>
Source record: 230558

just couldn't help it. I'm sorry, but I am just cracking up watching
this thread. It is absolutely hilarious (from an outsider's view) watching
it develop.

I wish I could program, because I would use the subject matter to
write a 'demo' or a 'game'.

Okay, sorry to interject. Back to you guys.
--

login name: L1-A
In real life: Peter Delevoryas
In any other life: a cheap imitation

1085. Re: Amiga/Atari

Newsgroup: comp.sys.atari.st
Date: 1991-07-07 05:27:21 UTC
From: pdel@ADS.COM
Message-ID: <uhnjrzkzpa@ads.com>
Source record: 230559

>From: ykidron@isis.cs.du.edu (Yaron kidron)
>Subject: Amiga/Atari
>Message-ID: <1991Jul5.203125.3818@mnemosyne.cs.du.edu>
>Sender: usenet@mnemosyne.cs.du.edu (netnews admin account)
>Reply-To: ykidron@isis.cs.du.edu (Yaron kidron)

>Peter, it seems that you have to learn a lot too.

Just want to let people know that I'm not the Peter referred to here.

Let me earn my own flames, thanks.

Peter D.
--

login name: L1-A
In real life: Peter Delevoryas
In any other life: a cheap imitation

1086. ProCopy Atari ST Version 1.8

Newsgroup: comp.sys.atari.st
Date: 1991-07-07 09:13:57 UTC
From: t821431@minyos.xx.rmit.oz.au
Message-ID: <1991Jul7.091357.29657@minyos.xx.rmit.oz.au>
Source record: 230564

Is Procopy version 1.8 the latest version of ProCopy for the Atari-st?

Is the Address listed below correct and has anyone recently had an update
or confirmation of registration from them. (I have never heard anything
since April 1990 when i bought the software package?

Is this address correct?

ProCo Products
PO Box 665 Chepachet RI 02814
i T el: (401) 568 8459

1087. Re: Portfolio in T2 (Terminator 2)

Newsgroup: comp.sys.atari.st
Date: 1991-07-07 16:28:35 UTC
From: rcte2p@menudo.uh.edu
Message-ID: <1991Jul7.162835.13066@menudo.uh.edu>
Source record: 230565

iho@akbar.cac.washington.edu (Il Oh) presents in article
<1991Jul6.034623.14597@milton.u.washington.edu>
>I know that this isn't really about ST's, but I've seen stuff about other
>Atari products here. Nobody's mentioned this yet. They clearly use a
>Portfolio in Terminator 2. John Connor (Linda Hamilton's character's
>son) uses it to "plug into" a bank ATM and steal money. It looks like
>somebody at Atari was on the ball with this one.

Yeah, the kid also uses the Portfolio to break the locked security
system at lab too....

>--
>Il Hwan Oh |"Sometimes of late years I find myself thinking
>Univ. of Washington, Tacoma | the most beautiful sight in the world might be
>iho@cac.washington.edu | the birds taking over New York City after the
> | last man has run away to the hills"

Way to go Atari!
--
* Paul Sears * Technology *** |"The greater an individual's power
* The University of Houston *** | over others, the greater the evil that
* RCTE2P@Jetson.uh.edu * * * | might possibly originate with him."
* RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

1088. Re: Problem w/ TeX 3.1 at atari.archive (was Re: getting TeX up and running on your ST)

Newsgroup: comp.sys.atari.st
Date: 1991-07-07 16:48:25 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Jul7184825@acae127.cadence.com>
Source record: 230570
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <RALPH.91Jul4185158@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:

> First of all, it is true that with the new TeX 3.1, undump would
> probably not run on a 1040 since the undumped file is approx. 800 Kb!!
> (as David Paschall-Zimbel stated). The older Tex 2.9, I was able to
> undump on my old 1040 ST and it produced something a lot smaller.
the size of the undumped executable depends on the
configuration you use to compile TeX to size the arrays. for TeX 2.9 i
made up three configurations, for 1, 2 and 4M machines (see "tex.h").
similar sizing of the arrays can be done for TeX 3.0. The size in
memory of either the undumped or straight executable is no different.
Only the size on disk differs because the BSS section is now stored as
initialized data.

>
> A related question: has anyone ported BigTeX to the ST? I use the
> above undumped LaTeX and it blows up since I exhaust TeX's pool!!

dont need to port anything, just size up the arrays, and
re-compile. make sure that you size them so that you can still fit the
executable in memory.

> BibTeX under the TeX 3.1 directory at atari.archive use incompatible
the source for bibTeX was never posted (jeff long???) unfortunately.
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

1089. Re: amiga 68010,and 68000 16 mhz?

Newsgroup: comp.sys.atari.st
Date: 1991-07-07 18:02:28 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Jul7.180228.3657@jato.jpl.nasa.gov>
Source record: 230567

In article <1991Jul6.095639.18532@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>i read on the amiga net that you can remove 68000 chip and replace with 8
>mhz 68010 for faster operation hardly no software problems if you do there
>are software patches to help.can this be done on the st;s? also the can put
>a 16 mhz 68000 with ram chip and software patch to run faster also.can this
>also be done on the atari and why not.they seem to have a good cheap
>upgrade fix for thjose who cannnot afford 500 for a fastv 68030 board!

There are (at least) two companies selling 16MHz 68000 kits for STs. No software patches are required, and both kits come with fast RAM caches to increase throughput.

TOS versions older than 1.6 cannot cope with 68020 or higher, and probably need patching to handle 68010 as well. The 68010 offers such limited speedup, it's not likely that many (old) TOS routines are written to take advantage of the 68010 loop mode.

Dave Small has posted a couple times in the past about 68030 upgrades for the ST and STe. The STe's TOS is already compatible with the 68030; the ST kit comes with a patched version of TOS 1.6 from the STe... The trick is to interface the 68030 with the 16 bit 68000 bus. Dave Small seems to have solved that problem, as have a few other folks.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

1090. Re: Midi maze II

Newsgroup: comp.sys.atari.st
Date: 1991-07-07 19:20:00 UTC
From: Laurenz_Pruessner@hh.maus.de
Message-ID: <4857@hh.maus.de>
Source record: 230460

R C Smith robin%castle.ed.ac.uk @ SUB wrote Mo, 01.07.91 08:07

>>Midi Maze II is shipped with an editor that allows anyone to add mazes. It's
>>not included in the PD-version, but is part of the shareware-package that is
>>available from the developers:
>>
>>The shareware-contribution should be 50.-- DM.
>
>What is 50 DM in either \pounds or $?

50 DM is a little less than US$ 30.

1091. Re: lharc 1321

Newsgroup: comp.sys.atari.st
Date: 1991-07-07 19:37:53 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <uDcq51w164w@ersys.edmonton.ab.ca>
Source record: 230569

cummins@d.cs.okstate.edu (John Cummins) writes:

> AARGH....... Seems I needed lzhcatch2 also.....
>
What is "LZHCATCH2" for? All you need is the program LHARC.TTP to use
Lharc. At least that is all that I use. Here are the command lines for
add and extract.

Add:

a A:\EXAMPLE.LZH B:\DATA*.*

The first filename is the name of the archive, and the tells LZH where to
get the files to compress. If you want to compress entire directories,
use the '-r' switch. That will take files from inside folders as it
goes. When it extracts, it will even create the folders again. I'm not
sure how to use commens, though.

Extract:

x A:\EXAMPLE.LZH B:*.*

The second filename is optional. It only says where the files are to go,
or what file (or files) to extract if it has an actual filename or a
filename with wildcards.

Lharc 1.1321 is the standard, so try not to use the older programs that
are only partially compatible.

I hope this helps you out.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

1092. BART is back

Newsgroup: comp.sys.atari.st
Date: 1991-07-07 19:48:12 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Jul7.194812.17352@terminator.cc.umich.edu>
Source record: 230568

```
Problem is fixed, bart is back. Have fun.

weiner
--
Jeff Weiner --- weiner@{engin, atari.archive}.umich.edu
```

1093. unix windows ????

Newsgroup: comp.sys.atari.st
Date: 1991-07-07 21:36:58 UTC
From: klcray01@ulkyvx.bitnet
Message-ID: <1991Jul7.173658.699@ulkyvx.bitnet>
Source record: 230571

what is the unix windows program for the st?
where can i get a copy of it?

keith craycraft

klcray01@ulkyvx.edu

1094. Hertz switcher recv'd

Newsgroup: comp.sys.atari.st
Date: 1991-07-07 22:47:09 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <44069@cup.portal.com>
Source record: 230573
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thank you, Weiner sent me 50hzboot.prg. Now to try acid2.
Bryan_Jones_Woodworth@cup.portal.com

1095. Re: 1.44M formatting..

Newsgroup: comp.sys.atari.st
Date: 1991-07-07 22:48:43 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Jul7.224843.23009@watmath.waterloo.edu>
Source record: 230572

In article <1991Jul5.184152.20950@netcom.COM> yonder@netcom.COM (Christopher Russell) writes:
>I was thinking about trying to hookup this 1.44M drive that I have
>here. I have a few files that explain how it is done (basically
>get 16Mhz to the WD1772). Anyways, I was going to try it out, but
>I don't have a 1.44M formatting program. Is one available at
>atari.archive, or could somebody mail me one? Thanks...

There is one that has appeared in the news group

comp.binaries.atari.st

Its name, IBMFMT, sadly, is the same as another program that has already appeared. The earlier program is IBMFMT.TOS, is the first formatter I found that allowed me to format floppies on my ST that I could use on the PC at the office. I still find it useful.

The most recent program is called "ibmfmt.prg", and it is this one that is designed to format floppies on higher density drives. I have not tried it yet, but I would like to :-).

If there is any doubt, this table may help you to find the right program.

Date Prog name Size Author

1989 July IBMFMT.TOS 3936 Moshe Braner
1990 May ? IBMFMT.TOS 3968 Moshe Braner
1991 July ibmfmt.prg 5760 Y.Tsuji

--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
internet: ljdickey@watmath.UWaterloo.ca BITNET/EARN: ljdickey@watdcs
obsolescent?: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey

1096. Re: More on what Atari does have (MIDI)

Newsgroup: comp.sys.atari.st
Date: 1991-07-07 23:30:01 UTC
From: robart@agora.rain.com
Message-ID: <1991Jul7.233001.2333@agora.rain.com>
Source record: 230574
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1991Jul7.060944.8671@ringer.cs.utsa.edu> tgimon@ringer.cs.utsa.edu (Thomas Gimon) writes:
>A few facts:
>
> 1) The Amiga suffers from timing problems which keep it from being
> considered for most professional MIDI work. This is due to the
> Amiga having only one hardware timer. This timer can not be
> reliably used by application software since the OS can reset or
> adjust this timer **AT ANY TIME AND WITHOUT WARNING**.
>
> MIDI software for the Amiga has to rely on software timing; which
> is not suitable for professional work.

This is incorrect. Please issue a retraction to the net.

1097. Atari 1040st For Sale

Newsgroup: comp.sys.atari.st
Date: 1991-07-08 06:17:54 UTC
From: peter%midiline.uucp@elroy.jpl.nasa.gov
Message-ID: <J16q53w164w@midiline>
Source record: 230576

[3] - Atari 1040ST system. (No Monitor) - $500

- o Stereo-Tek 3-D glasses!

o 2400 Baud modem! (No cable)

o 512K Ramdisk card for side cart. (no case, plain card)

o Mystery case/card (clock?) for side cart.

o STOS game creator

o Tracker game

o Lombard Ralley game

Contact Peter Via GEnia (P.Stone) or at 415-472-4639 (Days Only Please)

1098. Re: Amiga is better then what???

Newsgroup: comp.sys.atari.st
Date: 1991-07-08 07:36:58 UTC
From: mathew@mwowm.mantis.co.uk
Message-ID: <A0b83w90@mwowm.mantis.co.uk>
Source record: 230586

(ST owners and thinking Amiga owners skip the rest of this message.)

In <5313@orbit.cts.com>, Erik Funkenbusch writes:
> mathew@mwowm.mantis.co.uk (Million Headed Monster) writes:
> >> since when does the STe have a graphics co-processor capable of
> >> running concurently with the CPU?
> >
> >Since it was launched?
>
> Does the Atari blitter have 3 DMA inputs which can be combined in any of 256
> minterms and output on a 4th DMA channel? is the Atari Blitter programmed by
> a custom graphics co-processor that runs it's own programs seperate from the
> cpu?

Who cares?

All *I* am concerned with is how fast the graphics are. Anything apart from
moving rectangles around is faster on the ST than the Amiga. Yeah, the
Amiga is wonderful for arcade games. But I prefer 3D stuff.

NOW FUCK OFF.

> >> since when does the STe have Multi-tasking?
> >
> >Since I decided to run a multi-tasking OS on it?
>
> Well, so how great is this OS? is not only multi-tasking, but re-entrant too?
> does it allow for multi-threadable applications and shared data structures?
> Does it have ANY form of interprocess communication, much less a standard
> form?

Yes.

NOW FUCK OFF.

> >All ST software which uses the OS graphics routines will be speeded up by
> >the blitter. Many programs which *don't* use the OS have blitter support
> >as well, since ST blitters have been around since 1987.
>
> That uses the graphics routines. and how many don't?

Arcade games.

> how many do?

Serious applications. (You do know what those are, don't you?)

NOW FUCK OFF.

> >I don't know about the US, but in the UK the STe is cheaper than the A500.
>
> Is that why the Amiga is selling more units there than Atari?

Only according to Commodore's figures.

> are you comparing mail order ST
> prices to dealer Amiga prices?

Nope. I've not looked hard enough to find a dealer selling Amigas.

NOW FUCK OFF.

> >> I have a book that attempts to
> >> do the same thing on an Amiga and an ST, and they had to supply a whole bunch
> >> of routines that had to be written from scratch to match what they used in the
> >> Amiga's OS.
> >
> >What "same thing" were they trying to do? Implement an Amiga OS, perchance?
>
> No, actually it was a book from Compute Books called "3d Graphics programming
> in C" or some such, don't have it handy since it's in storage.

Oh, Compute books. That would explain it. I bet they didn't use Line-A or
the GEM graphics functions.

NOW FUCK OFF.

> >> hmm are there any companies developing
> >> 16 bit audio boards?
>
> Not from the mail i've been getting.

Well, perhaps if you and the rest of the Amiga fundies would stop sending
each other congratulatory email messages and read a few magazines, you'd
know about AVR / 2 Bit Systems' 16-bit sampling units for the ST.

Although if you want to make music, the Evolution EVS-1 would be much better
with its FM synthesis and PCM rhythm sounds. Programmed from a Desk
Accessory, by the way, so you don't need to quit from your sequencer.

NOW FUCK OFF.

> >Can you read industry-standard 1.44MB floppy disks on those? Either Mac or
> >PC format?
>
> Yes, with the commodore drive.

Well, at long last Commodore has made one good design decision when building
a floppy disk system. About time.

NOW FUCK OFF.

> >> > Comparing an ST to an Amiga at purely CPU intensive things the Amiga can not
> >> > be compared very favorably.
> >>

> >> Oh really? and i suppose that there are numerous 020,030,and 040 boards
> >> available for the STe?
> >
> >I don't know about "numerous". At least one.
>
> At least one what? 020, 030, 040? i can buy an 040 board today that will
> toast a NeXT.

Running UNIX and NextStep?

NOW FUCK OFF.

> >Now go away and play in your little .advocacy newsgroup.
>
> If you didn't keep spouting bunk i would.

In case you haven't got the hint yet:

GET THE FUCK OUT OF THIS NEWSGROUP. YOU ARE NOT EVEN REMOTELY WELCOME.
GO AWAY BEFORE YOU FIND YOURSELF INVOLVED IN A FLAMEWAR.

Have a nice day.

mathew
--
<< baby mother hospital scissors creature judgement butcher engineer >>

1099. Who sells Turbo-C in the US

Newsgroup: comp.sys.atari.st
Date: 1991-07-08 08:15:00 UTC
From: Martin_Gaeckler@m.maus.de
Message-ID: <11050@m.maus.de>
Source record: 230493

Hello Jim,

Turbo C for the Atari ST/TT is no longer supported by Borland. Borland gave up the Atari ST product.
There will be a new version called >Pure C<. The Distributor is Application Systems in Heidelberg, Germany.

Martin Gaeckler

1100. Re: What's the best database f

Newsgroup: comp.sys.atari.st
Date: 1991-07-08 09:25:00 UTC
From: Klaus_Guhr@bn.maus.de
Message-ID: <45772@bn.maus.de>
Source record: 230489

Tt>By the way, I believe it was written by the Adimens programming team.

Yes, it's true. The authors are Dieter and Juergen Geiss.

cu Klaus

1101. Re: amiga-atari war

Newsgroup: comp.sys.atari.st
Date: 1991-07-08 10:15:59 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul8.101559.278@informatik.uni-erlangen.de>
Source record: 230575

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

>Try to copy Files on A Amiga and format disk, all there commands are external,
>they have to be loaded from disk, that is why they have to use 2 disk drives,

That's a limitation of the real brain-dead old CLI. Most Amiga users have
some different shell to work with. Remember the oooold COMMAND.PRG
early STers used to compile Alcyon C programs? This baby wasn't much
prettier...

>also they only write tracks, not sectors, and with out CRC checking,
>they only do sum checks..

Probably depends on the trackdisk.device and filesystem you're running.

>Also all the Virus problems that they have, you can't write protect
>the disks as they don't use a dive controller ic.

Every modern disk drive I know has a built-in write-protect check.
Even if you fool the Amiga's hardware into thinking a non-protected
disk has been inserted, the drive itself will prevent data from being
written. They have a lot of virus problems, that's true, but that's only
because there are so many A500s around which are solely used for playing
games. Amiga owners who don't run pirated software will be spared.

>There file format is very Slow and there machine runs some 30% slower
>than a ST, this is because of the wait states that they have, no transparent
>video or ram refreshinger.

Again, depends on the installed filesystem. Most Amiga owners run
FFS on their system, and while this is not really a speed dog, it's
bearable. You can also use the FAT filesystem with MS-DOS filesystem
drivers, at least on floppy disks. I don't know if that's possible
with hard disks, too.

30% slower? It is slower in raw computing power, that's true. But you
certainly won't feel a 30% decline in speed when changing to the
Amiga.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

1102. Re: Y.T. on the move

Newsgroup: comp.sys.atari.st
Date: 1991-07-08 12:54:24 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5995@wucc.waseda.ac.jp>
Source record: 230577

In article <1991Jul4.221418.4179@desire.wright.edu>, cse0507@desire.wright.edu writes:
> This is one of MY feral massages to the fears of the Atari ST community.
> I am very, very sorry. That is, I have had to get rid of my ST and
> leave this community. Note that I have been unhoppy with Apple, and I could
> not afford to place two computers on my desk, and the ST had to go.
>
> [*** lots of stuff deleted ***]
>
> So far, a rather sad story, yes? _I'm_ cryin'. My ST is gonna go, too.
> I don't have room for two computers either, so my ST is going to get
> shoved aside. What is the new machine? A TT, of course. :-)
> Geez, gimme a break from sob stories.
> BS
A bad joke, really. I couldn't possibly understand why people buy a TT
when they have an ST already unless you desperately need a VME bus or an
ethernet connector. What else are the difference? You couldn't be serious
if you said TT's ran faster or did something better. If your TT has a 19"
monitor and your OS supports the X protocol, then you can say you needed
to buy a TT because your ST could not do that. Or are there software
that run only on TT's? I suppose there may be some, but I wasn't lucky
enough to have heard of any (Most likely something in Deutche Sprache).
We bought our ST because we thought we liked to do something with it and
knew it could. As a loyal ex-Atarian, I cannot stand people who talk as
if we needed to buy an Amiga or a TT to do some word processing, terminal
emulation, etc.
I actually have bought a workstation, but life has been terrible since.
The room has to be cleaned and air conditioned; the system has to be powered
on all the time; the noise of fans are terrible, etc.

Cheers,
Y.T.

1103. Re: Elvis Inserts Newlines in my Files

Newsgroup: comp.sys.atari.st
Date: 1991-07-08 12:54:45 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jul8.125445.25866@mailer.cc.fsu.edu>
Source record: 230578

You may wish to try STeVIe 3.9 from atari.archive. It is another vi
clone, and seems to work for me.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-------------------------------------

1104. Re: Unix Windows....

Newsgroup: comp.sys.atari.st
Date: 1991-07-08 13:00:27 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jul8.130027.25985@mailer.cc.fsu.edu>
Source record: 230579

In article <1991Jul1.160730.4841@netcom.COM>, yonder@netcom.COM (Christopher Russell) writes:
>I read a message not too long ago that meantioned a UNIX windowing
>interface called Unix Windows that would run on the ST. I was
>very interested so I ftp'd it over from atari.archive.
>
>My problem: it don't work :-)
>
>

The way UW works is the following (given that everything ftp'ed ok):

1. Run win.prg. You should be presented with one window.
2. Dial in from this window, using the ATDT command.
3. Log into your Unix system, and fire up the server binary.
4. At this point, you can create new windows with the drop down menu entries.

One problem may be that the config file (a text file in there somewhere) defines what size/font the first window is. If these settings have been tampered with, the program may blow up. Send me email if you still have problems, and I will sit down and refresh my memory on the details.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-------------------------------------

1105. Re: UW

Newsgroup: comp.sys.atari.st
Date: 1991-07-08 13:09:52 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jul8.130952.26236@mailer.cc.fsu.edu>
Source record: 230580

In article <1991Jul3.001811.11138@oz.plymouth.edu>, pyr579@oz.plymouth.edu (Technoid) writes:
>Help,
>
> Maybe I have this whole thing wrong. UW sounds great, but I thought it
>was for the ST. Does is require GCR to emulate a MAC to use this program?
>I finally know where it is, but I guess I can't use it.
>
>

UW for the ST was ported from the Mac, so many of the doc files refer to the Mac. Win.prg (or uw.prg if you are using the euro version) will run on your ST.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-------------------------------------

1106. TT memory allocation

Newsgroup: comp.sys.atari.st
Date: 1991-07-08 13:19:38 UTC
From: martin@minster.york.ac.uk
Message-ID: <678979177.28538@minster.york.ac.uk>
Source record: 230595
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The Atari TT has two kinds of main memory, ST compatible ``ST RAM'', and faster, but incompatible ``TT RAM''. The developers' notes describe a new flag to an extended system malloc function to say which kind of memory should be used, and also says that there are two bits in the program header which say which sort of RAM the program should be loaded into, and which sort of memory should be returned by default, by the system malloc functions.

OK so far. My problem is that I can't find anywhere a description of *which bits* in the program header contain this information! If anyone could tell me which bits I should invert to get a program to load, and execute in TT RAM I would be very grateful.

Please mail any answers to me, and I will summarize to the net any solutions.

Many thanks,

Martin
usenet: ...!mcsun!ukc!minster!martin
JANET: martin@uk.ac.york.minster
INTERNET: martin%minster.york.ac.uk@nsfnet-relay.ac.uk
surface:
Dr. Martin C. Atkins
Dept. of Computer Science
University of York
Heslington
York YO1 5DD
ENGLAND

1107. Team Yankee

Newsgroup: comp.sys.atari.st
Date: 1991-07-08 13:32:29 UTC
From: naj@jake.cc.wayne.edu
Message-ID: <1991Jul8.133229.1545@cs.wayne.edu>
Source record: 230581

I heard about Team Yankee in Current Notes about two months ago but
I haven't seen any mail order sites with the game? Anybody got it?
Where'd you get it?

1108. Re: Diamond Back II (w/Cache)

Newsgroup: comp.sys.atari.st
Date: 1991-07-08 15:08:29 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <7986@tekgen.BV.TEK.COM>
Source record: 230582

In article <1991Jul2.113356.18382@netcom.COM> yonder@netcom.COM (Christopher Russell) writes:
>Was the final version of Diamond Back II w/cache ever released?
>
>If so where did you get it?
>
>I believe I was waiting on version 2.2 or something.
>
>Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
>yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

Yes, Diamond Back II V2.25 is being distributed by Oregon Research Associates
You can order it directly from us or obtain it from your local Atari dealer.

---- ----
/\/\/\ Bob Luneski Diamond Back II Support: boblu@tekgen.BV.TEK.COM /\/\/\
\/\/\/ Oregon Research Associates Genie: B.LUNESKI1 \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Phone: (503) 620-4919 \/\/
\/ Tigard, OR 97224 FAX: (503) 639-6182 \/

1109. Two Questions

Newsgroup: comp.sys.atari.st
Date: 1991-07-08 16:56:52 UTC
From: ab016@cleveland.Freenet.Edu
Message-ID: <9107081656.AA08301@cwns6.INS.CWRU.Edu>
Source record: 230583

1. Could someone send me the MidiMaze II doc in english?

2. Will a MegaFile 30 run on a first production run STe?
(The One With The DMA Problems.)

Thanks!

1110. Re: Portfolio in T2

Newsgroup: comp.sys.atari.st
Date: 1991-07-08 17:36:37 UTC
From: ckb@athena.mit.edu
Message-ID: <1991Jul8.173637.27375@athena.mit.edu>
Source record: 230584

Atari Corp. is even thanked in the Credits!!!!

Wow.

```
/************************************************************/
/* Chris K. Brown G Massacusetts Institute of Technology */
/* AA AA AA I -------->ckb@athena.mit.edu<-------- */
/* AA AA AA A Bull HN Worldwide Information Systems */
/* AA AA AA N ---->brown@granite.ma30.bull.com<---- */
/* AA AA AA T __There__Can__Be__Only__One!_- Connor */
/* AA AA AA S Life is like a game of Chess..... */
/* Zeta Psi(PA) ! Oh, Wait.... No it isnt. Forget it. */
/* Disclaimer: I represent only myself, not those with me. */
/************************************************************/
```

1111. How to "unpack" and "decode"?

Newsgroup: comp.sys.atari.st
Date: 1991-07-08 21:27:36 UTC
From: ag@sics.se
Message-ID: <1991Jul8.212736.13074@sics.se>
Source record: 230588

Hi!

I recently bought an atari 1040 st. There were very little programs
to go with it so now I've got the bright idea to get some nice
programs from comp.binaries.atari or from some archive.
However I don't know how to do that...
I tried some code from comp.atari.binaries tonight with meager
result. I am in a unix environment, I use emacs, I put the
message from comp.atari.binaries in a buffer, kill all lines up
to "tables" and save this in a file. Then I do 'uudecode foo'.
This results in a message that each and every line has got the
checksum wrong. Should some unpacking be done before uudecode?
What I try to do is to change an "article" in
comp.atari.binaries to a program that I can use on my atari!
I imagined that I could change the article to executable (by the atari)
binari-code using unix commands. Then I would dowmload the
file with binari-code to my atari and try the program...
This is stupid?
Could someone direct me to some tutorial on how
to do things like this? I need some step by step manual
(obviously...).

best regards Anders

1112. PageStream VS Calmus

Newsgroup: comp.sys.atari.st
Date: 1991-07-08 21:29:16 UTC
From: Bill_von_Hagen@TRANSARC.COM
Message-ID: <QcSBYgH0Bwwu8sxvkq@transarc.com>
Source record: 230589

I don't want to start a war, so I'd appreciate hearing directly from users of either of these programs with their opinions on how reasonable these programs are. I have to document some ST software I've written, and I'd like to use one of these to do it. I've used programs like FrameMaker, PageMaker, Ventura Pujblisher, etc. How do these compare???

I need to do things like the following:

1) Import text and auto-insert pages as necessary

2) Auto-number figures, tables, etc.

3) Create Table of Contents, Index, etc.

4) Import, clip, and change palette of graphics in formats like degas.

I'd appreciate any info anyone could provide. Thanks!

Bill (wvh@transarc.com)

****

Senior Technical Writer, Transarc Corporation

Home Phone: 412-687-4839

Work Phone: x4482

****

"Unfortunately, troff continues to be the only
publishing system distributed with bare UNIX, hence
it is still used by the unsuspecting."

Libes/Ressler "Life With UNIX"

****

So the Dali Lama goes up to a hot dog vendor
and says "Make me one with everything"...

****

char std_dislaimer = "This has nothing to do with Transarc";

1113. Re: 640x400 for STE with COLOR MONITOR

Newsgroup: comp.sys.atari.st
Date: 1991-07-08 22:22:40 UTC
From: geoffc@zebedee%tharr.uucp
Message-ID: <2257033@zebedee%tharr.uucp>
Source record: 230450

In article <CMM.0.90.2.678389600.larserio@kvart.ifi.uio.no> larserio@IFI.UIO.NO (LarsErikOsterud) writes:
> Two small 640 x 400 screen emulators for STE and COLOR SCREENS
> """
Sounds really great ...

> The programs need a STE or a MEGA STE to work !!!
>
:-(- any chance of a (simpler/slower ?) version for us poor soles with ordinary ST's .... ?

> Call me at: +47 2 13 15 71 (voice)
> or ABK-BBS: +47 2 13 26 59 (1200-9600 BPS MNP5)
> ____ ______ _____________________________________
> /___ / The norwegian ST Contact us
> ____/ / Klubben, user association at ABK-BBS
>
> Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
> Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
> __________/ _____________________/ ____/ / Klubben, user association

Geoffrey
--
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!ukc!axion!tharr!zebedee!geoffc

<- UUCP'd from my ST via tharr; *free* UK public access to Usenet 0234 841503 ->

1114. Re: MEGA STE problems (Summarise)

Newsgroup: comp.sys.atari.st
Date: 1991-07-08 22:40:40 UTC
From: carter@engr.wisc.edu
Message-ID: <1991Jul8.174041.3520@doug.cae.wisc.edu>
Source record: 230590

I can confirm the problem of the bad sound/display chip in my MEGA STE.

I orginally just thought it was the way it was suppose to be.

Now that you describe in detail what I experience, lines on screen at 8Mhz,
scratchy sound etc..

All I have to say, is...I AM NOT SURPRISED.

Look, when you buy from Atari, you GET what you pay for. Like it or lump it.

--Gregory

The ONLY good use for an ATARI Machine is GAMES and MAC Software Emulation

PERIOD.

1115. Re: Multitasking for ST (to sell)

Newsgroup: comp.sys.atari.st
Date: 1991-07-08 22:47:15 UTC
From: carter@engr.wisc.edu
Message-ID: <1991Jul8.174715.3566@doug.cae.wisc.edu>
Source record: 230591

I SERIOUSLY HOPE you people aren't SERIOUS about this Multi GEM BS.

TRUST me you don't want to endorse Atari's delusional marketing any
further.

GEM isn't even a viable App platform environment anymore, for christ sakes,
come to your senses and yell for a real operating system like UNIX and
MOTIF/X Windows.

GEM is a DOG with RABIES that should have been SHOT a long TIME AGO.

--Greg

1116. Re: Quick ST v. 3 - When?

Newsgroup: comp.sys.atari.st
Date: 1991-07-08 23:45:14 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <4His53w164w@ersys.edmonton.ab.ca>
Source record: 230594

glennd@athena.arc.nasa.gov (Glenn Deardorff - GDP) writes:

> Does anyone know if (or when) Quick ST v.3 is supposed to be out? I
> thought it was supposed to be in June or July. I sent in my $15 upgrade
> fee, but haven't heard anything from them.
>
> Thanks. - Glenn

Myself and a few others on the network are still beta-testing Quick ST 3.0 for Darek. No promises are being made here, but it may be ready by the end of the month (at least BRA Soft isn't another "InterSect Software" for supposedly bringing out updates).

Greg Granger

< InterNet: ggranger@ersys.edmonton.ab.ca > "Gimme the strongest
< FoReMNet: Greg Granger @ 532 or Dark Knight @ 595 > thing you've got."
< Mail Adr: 5906-188 St. Edmonton, AB Canada T6M-2A9 >
< Phone : +1 403 481-0803 or +1 403 481-5110 > - Lt. Frank Drebin

1117. Re: PageStream VS Calmus

Newsgroup: comp.sys.atari.st
Date: 1991-07-09 02:05:11 UTC
From: carter@engr.wisc.edu
Message-ID: <1991Jul8.210511.4494@doug.cae.wisc.edu>
Source record: 230592

Calamus?

PageStream?

HAHAHAHAHAHAHAHAHHA.

Your joking right?

--Greg

1118. Re: Amiga is better then [sic] what???

Newsgroup: comp.sys.atari.st
Date: 1991-07-09 02:32:31 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <679032652.0@therip.FidoNet>
Source record: 230596

No, you misread my post..
Most programs on the ST are powerful enough that they do not need to use multi tasking to get other features...
Sure the St has very well running TSR's which is the main type of programmost amiga people do multi task with day to day...
With the inclusion of Desk accessories I can add specioalized functions if the program doesnt already have them...
I can download in the back ground or upload.. I can run a bbs in the background too.. (Citadel via one of many multi tasking kernals)
The beef is the ST doesnt really NEED multi tasking...
The current features really make multi tasking pretty worthless for most functions.
However if you ever want to use a computer as a multi user system well then niether the ST or the Amiga will work well as is..

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

1119. Re: Portfolio in Terminator 2?

Newsgroup: comp.sys.atari.st
Date: 1991-07-09 02:40:32 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <679032652.1@therip.FidoNet>
Source record: 230597

Did you see the O in the Portfolio name?
Kinda neat...

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

1120. New Upload at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-07-09 03:32:43 UTC
From: dcrevier@jarthur.Claremont.EDU
Message-ID: <12273@jarthur.Claremont.EDU>
Source record: 230593
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

I have sent a scientific graphing program to atari.archive in the file GPLOT.ARC. It is something that my father and I worked on for the last couple of years. I am a student at Harvey Mudd College, and have used it for many labs and homework assignments. My father is a physicist and has used it for many reports and briefings. We were planning to try to sell it commercially, but have decided to release it as shareware instead since we haven't had any luck finding someone to sell it, and it isn't completely bug free. It is very good for scientific graphing. It will graph sets of x-y data, functions, and differential equations. It has a powerful spreadsheet type editor for entering and manipulating data. It uses GDOS, so the graphs are printed at very high resolution to the printer and look very good. It will work on both color and monochrome monitors. I know that it works with 1040's and Mega's, but it may not work with a TT or a moniterm monitor. Also, I think it needs 1 meg (someone please post once they have tested it). The included documentation is not as thourough as I would like it to be, but it talks about all of the features of the program. It has no information about setting up GDOS. We are asking for a $15 shareware fee. Please distribute this program as much as possible, and send any comments to:

dcrevier@jarthur.claremont.edu

1121. GNU emacs (still can't get it to work)

Newsgroup: comp.sys.atari.st
Date: 1991-07-09 04:39:02 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <5498@ryn.mro4.dec.com>
Source record: 230599

Hi,

I've received a few mail messages regarding help on getting GNU
emacs to work. I still get the same error "terminal type atari is now
pwerful enough to run..."

I've tried 3 different termcap files, that people have sent me.
I've updated TERM to be the first string in the definition file, (atari,
atari-st, and vt52-emulator respectively), I point TERMCAP to the
device and directory of the termcap file. This has some effect, as
I don't see any "can't find termcap database" errors...

Does anyone have any more advise, or can a pointer to where I
can buy a disk, or copy the files in a working manner?

Many thanks again!

John

1122. Looking for a SCSI hd-formatter ...

Newsgroup: comp.sys.atari.st
Date: 1991-07-09 08:57:47 UTC
From: andre@maestro.htsa.aha.nl
Message-ID: <2987@maestro.htsa.aha.nl>
Source record: 230598

I have an 'old' SH204. In this SH204 there is a an ACSI <--> SCSI converter .... NOW that I have a SCSI disk, I would like to connect it to the ACSI<-->SCSI converter an use it. But, my version of hdx (3.02) won't undersatn (talk to) the SCSI disk......
Is there someone who can help me with a utility, so I can use my SCSI disk...

Thanx in Advance,

--
Andre v.d. Vlies
Algemene Hogeschool Amsterdam, The Netherlands
Technische en Maritieme Faculteit
andre@maestro.htsa.aha.nl or ...{backbones}!htsa!andre
Voice: (+31) 20 6423827 Fax: (+31) 20 6443215

It takes a live appetite to make a meal a feast -- Keith Laumer (The Bodybuilders -- Galaxy 1966).

1123. Re: Multitasking for ST (to sell)

Newsgroup: comp.sys.atari.st
Date: 1991-07-09 12:45:07 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul9.124507.1626@informatik.uni-erlangen.de>
Source record: 230600

carter@engr.wisc.edu (Gregory Carter) writes:

>GEM isn't even a viable App platform environment anymore, for christ sakes,
>come to your senses and yell for a real operating system like UNIX and
>MOTIF/X Windows.
>GEM is a DOG with RABIES that should have been SHOT a long TIME AGO.

Oh yeah. That's why Apple junked their MacOS four years ago and went
into Unix V.4. (Correct me if I'm wrong 8-) Wasn't this pure fun for
all those application programmers? Didn't they make a fortune out of
upgrade fees? Oh, those good old times...

What's so wrong about GEM, Greg? Tell us in detail.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

1124. Re: Looking for a SCSI hd-formatter ...

Newsgroup: comp.sys.atari.st
Date: 1991-07-09 12:46:03 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul9.124603.1865@informatik.uni-erlangen.de>
Source record: 230451

andre@maestro.htsa.aha.nl (Andre v.d. Vlies) writes:

>Is there someone who can help me with a utility, so I can use my SCSI
>disk...

Try HDX 4.02.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

1125. Re: Amiga/Atari

Newsgroup: comp.sys.atari.st
Date: 1991-07-09 14:31:19 UTC
From: manes@vger.nsu.edu
Message-ID: <1175.28799077@vger.nsu.edu>
Source record: 230453

In article <1991Jul5.203125.3818@mnemosyne.cs.du.edu>, ykidron@isis.cs.du.edu (Yaron kidron) writes:
> Hello there!
>
> I would like to comment over the latest issues posted in this news net. I
> was really stunned after I've seen the total amount of gibberish non-sense
> submitted by other computer users. I was so shocked, I started laughing at it.

It has been funny--for the most part.

> [Introduction etc. deleted]
>
> A person which compares computers by specifics and raves the differences
> around is not a computer enthusiast. He is a dimwit which I wouldn't like to
> see using a computer. Computers is not his profession or hobby, and he would
> more suitable to be a politician. Tom, that line was refered to you.

Ack. Such sweeping generalizations! The word 'enthusiast' implies enthusiasm, excitement and general up-beat attitude toward a particular object, subject or whatever.

I consider myself a computer enthusiast and I have participated in discussions about different machine/software constructions. So I guess I object to being labeled a 'dimwit'.

>
> Furthermore, A computer can not be compared to other computers. As I see it,
> my computers are as dear to me as others pets. You can not compare a dog to a
> cat, either financialy nor mentaly. A computer is a complex, non-linear
> construction of electronics, software, and evidently, money. I can never do any
> comparison of my 386 with my Casio fx82 calculator. There are things my 386
> does better, but there are things my Casio can do better as well.

A computer can be compared to other computers. You must have done it in order for you to select your 386. You compared the ST to the 386 and discovered that you could not develop Intel software on your ST.

Your posting smells of political correctness. It seems in our society that if you don't accept everything as "wonderful" you are considered a dimwit, or at the very least uninformed. There are obvisous benefits and disadvantages to every purchase (computer or not) and it is silly to simply say "well it does what I want it too" and not learn from the experience.

The problem is that people are too sensitive. Everyone has to think that _they_ have selected the best. The days of decent technical merit discussions have changed to the days of mine is better than

yours arguments based in marketspeak.

The problem with computers and users today is that they in general
are far too complacent. We don't demand excellence and we don't
get excellence. Don't believe me? Look at Microsoft, they quit
releasing excellent performing software when they released MS/DOS 1.0.

We as a group no longer look at the technical merits, instead we
look at what our neighbor has and decide that if he has a 286 I
must have a 386. I call this Volvo envy. Gone is the time when
people make intelligent decisions based on how a product performs.

There is nothing wrong yelling from the treetops when you have
discovered something wonderful. In this world there is very little
that is truly wonderful. The problem is nobody wants to know what
is "better".

Most folks want to live in their private little worlds and not have
their dreams shattered. It is a shame.

There is something wrong with gloating. That is the crime in these
psstings. Gloating is an exercise of chest-puffing and _is_ a
waste of net bandwidth.

>
> Bringing us to the matter. Comparing non-linear concepts with a linear (our
> mind) material is totally worthless. I programmed the Amiga, and I programmed
> the ST. But I never said to myself: 'Oh look, that routine runs better on that
> Commodore machine'. No way. I just done my job, and enjoyed both of the worlds.
> Why fight? Why bring up such stupid text to a network? Why tire the computers
> for such bullshit?
>

Actually if I had not done these comparisons I would still be using my
Timex Sinclair 1000. To stay competitive in the business of computers
you _must_ know what other people are using and why, because if you
don't you are likely to wake up and find that the world has left you.

That is why I read comp.sys.atari.st and the other newsgroups. I do
not want to be ignorant of what is happening. I can't afford to be.

> The ST is a fine machine. It's great. So is the Amiga. I have many
> complaints for Atari themselves, by not supporting their machine, but I have no
> problems whatsoever with the machine itself. As a package, enclosed with a very
> resonable price, the ST is a winner.

No comparisons! Your statement should read if you wish to maintian your
political correctness "The ST is a machine. It exists. So does the
Amiga". That way you don't offend anyone.

See this is the problem with the world. It is just like gun control,
instead of controlling the people who mis-use guns the solution is to
get rid of the guns. See the point?

>
>[Lots of comparisons and marketing thoughts deleted]
>
>
> Finally, lets keep this stuff of the net. It's just a waste of money, and
> dear, the life of precious computers around the world. Stop it. It looks like a
> mud fight in the sewer. Tom, Peter, enjoy your machines. I'll enjoy mine too.
> Behave yourself dudes, grow up. Or otherwise, steer clear from computer life.
> It is not for you.

Let us get the current crap off of the net. I would enjoy a factual
comparison between computers. What Thomas Hill did was wrong, as it
smelled like the kind of help FortWorth-less Jim (Ex-Speaker of the
House) would offer "We...we only wannna help you.."

Yes, I am an Amiga owner. No doubt you figured it out. I also
have owned a c64, Timex 1000, Sanyo MBC-555, Atari ST, 286 and several
Amigas. I enjoy computers but I am never silly enough not to understand
the mistakes in purchases I have made as well as the "excellent"
selections I have made.

If every machine was perfect wouldn't Microsoft have given it to you??

>
> Yaron Kidron,
> s2886663@techst2.technion.ac.il
>

-mark=

Mark D. Manes // CIS : 74030,744
System Manager/Programmer // Email: manes@vger.nsu.edu
Norfolk State University \\\// Amiga Phone: (804) 683-2532

"AmigaDOS 2.0 is the future of the Amiga -- be a part of it!"

1126. software QDOS emulators on the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-07-09 15:05:51 UTC
From: J.M.Spencer@newcastle.ac.uk
Message-ID: <1991Jul9.150551.27589@newcastle.ac.uk>
Source record: 230455

I'm thinking of upgrading to one of the Atari machines, probably one of the ST's. Does anyone know if there are any *software* QDOS emulators available at a sensible price? I've got a lot of stuff stored away in Archive DB files and would rather not lose it nor have to re-enter it.

email would be best.

==
From : Jonathan M Spencer
Mail : Computing Lab., University of Newcastle-upon-Tyne, NE1 7RU, England
Phone : +91 222 8229
ARPA : J.M.Spencer%newcastle.ac.uk@cs.ucl.ac.uk
JANET : J.M.Spencer@uk.ac.newcastle
UUCP : !ukc!newcastle.ac.uk!J.M.Spencer
==

1127. Multi Lingual Word Processor

Newsgroup: comp.sys.atari.st
Date: 1991-07-09 15:06:23 UTC
From: frankh@hpnmdla.sr.hp.com
Message-ID: <810026@hpnmdla.sr.hp.com>
Source record: 230462

My uncle is looking for a multi lingual word processor for printing both English and Greek. He was shown a program called "Power Writer and Multi Lingual Word Processor." This program was run on an Atari ST computer, but they had no documentation. He was able to get the following information:

The program was written by
Power Systems
13406 NE 84 ST.
Redman, Washington
206 888-3730
It was designed by Drew H. and was REV 1.4.

My uncle has written to the above address, and called the phone number. I also called information in Redman to try and find another phone number. We have not been able to contact this company.

Does anyone know how to contact this company? Does anyone have a copy of the program they would be willing to sell? Does anyone know if this program has been set up to run on an IBM compatible?

Any help you can give us would be appreciated.

Thanks
Frank Hamlin
frankh@sr.hp.com
707 539-4991 (H)

1128. Re: Really dumb question about the 68000

Newsgroup: comp.sys.atari.st
Date: 1991-07-09 15:35:01 UTC
From: schultzd@sierra.egr.msu.edu
Message-ID: <1991Jul9.153501.22688@msuinfo.cl.msu.edu>
Source record: 230456

The TOS used in machines other than the STEs and TTs is chip specific.
That is, it will not work on anything other than a 68000.
--
||| David W. Schultz |||
||| uunet[!rutgers!mailrus]!frith!schultzd |||
/ | \ Work Phone: (517)-353-8891 / | \
/ | \ "All I see Pornographitti, All I hear Pornographitti..." / | \

1129. Re: Two Questions

Newsgroup: comp.sys.atari.st
Date: 1991-07-09 15:49:45 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul09.154945.15554@actrix.gen.nz>
Source record: 230452

In article <9107081656.AA08301@cwns6.INS.CWRU.Edu> ab016@cleveland.Freenet.Edu writes:
>
>
> 1. Could someone send me the MidiMaze II doc in english?
>
> 2. Will a MegaFile 30 run on a first production run STe?
> (The One With The DMA Problems.)
>
> Thanks!

You can't guarantee any Hard Drives with the DMA bug, get the DMA IC
replaced.
In this country we have a sales of goods act, this meens that the product
must not be faulty for its nominal fault free life, if it is, they must
fix it free of charge.

Note, this is a manufactures fault and sould be replaced at no charge
to you, its Ataries fault not yours.

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1130. APPLE + IBM Agreement

Newsgroup: comp.sys.atari.st
Date: 1991-07-09 16:22:42 UTC
From: shawl@kuhub.cc.ukans.edu
Message-ID: <1991Jul9.112242.31968@kuhub.cc.ukans.edu>
Source record: 230454

Just to get some discussion going: What do you all think will be the effect on Atari of the recent agreement between Apple and IBM? It seems to me that it could be deadly.

Steve Shawl

1131. Re: what Atari DOES have

Newsgroup: comp.sys.atari.st
Date: 1991-07-09 16:53:28 UTC
From: pegram@kira.UUCP
Message-ID: <1991Jul9.165328.15067@uvm.edu>
Source record: 230467

From article <1991Jul5.140200.18187@galileo.cc.rochester.edu>, by
lchd_ltd@uhura.cc.rochester.edu (----* Ho Ling Cherd *----):

> Howv much does a LaserWriter IIntx cost? What kind of technology had Steve
> Job chosen on his NeXT Laser printer?

Amusingly, the NeXT printer is very reminiscent of the the Atari Lazer
printer. It uses the Cube's display Postscript to image a page at 300
or 400 dpi and then spews it out though a fast connection to the Laser
to print. Exactly what an ST does when using Ultra Script.

bye,

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

1132. Re: MEGA STE problems

Newsgroup: comp.sys.atari.st
Date: 1991-07-09 16:55:57 UTC
From: apratt@atari.UUCP
Message-ID: <2983@atari.UUCP>
Source record: 230471

carter@engr.wisc.edu (Gregory Carter) writes:
>I can confirm the problem of the bad sound/display chip in my MEGA STE.
>I orginally just thought it was the way it was suppose to be.

You were wrong.

>Now that you describe in detail what I experience, lines on screen at 8Mhz,
>scratchy sound etc..

...you should assume that you both have Mega STe's which are broken in the
same way.

>Look, when you buy from Atari, you GET what you pay for. Like it or lump it.

No, like it or get it fixed. Your Mega STe is BROKEN and should be FIXED.
Take it or send it back to your dealer and have it replaced or fixed. Mega
STe's are NOT supposed to be this way.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1133. Re: TT memory allocation

Newsgroup: comp.sys.atari.st
Date: 1991-07-09 17:04:46 UTC
From: apratt@atari.UUCP
Message-ID: <2984@atari.UUCP>
Source record: 230472
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

martin@minster.york.ac.uk writes:
>OK so far. My problem is that I can't find anywhere a description of
>*which bits* in the program header contain this information! [about
>allowing program load and malloc to come from TT RAM]

I think it's there somewhere, but it's easier to answer this than find
it myself and tell you where to look.

One of the previously-unused longwords in the program header has been
assigned a meaning as of TOS 1.4. The least significant bit of this
longword is a flag which, when set, says "don't bother to clear the whole
TPA, just my declared BSS." The next-least significant bit declares that
the program may be loaded into alternative RAM (that is, non-ST RAM) and
the next bit declares that alternative RAM is eligible to satisfy Malloc
calls. The high byte of the longword has another meaning (too arcane to go
into here) and the other bits are reserved.

This longword is at offset $16 from the start of the program file. Thus,
the program header looks like this:

```
struct prg_header {
short magic; /* always $601a */
long tsize, dsize, bsize, ssize; /* segment sizes */
long unused; /* unused */
long prgflags; /* described above */
short absflag; /* if nonzero then no fixups */
}
```

I think program appeared recently in c.[sb].a.st which lets you set the
bits in prgflags.

```
==========================================
```
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1134. Mgif 3.5

Newsgroup: comp.sys.atari.st
Date: 1991-07-09 17:41:18 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <44115@cup.portal.com>
Source record: 230463

Does anyone know how to modify Mgif 3.5 to work with a 1 megabyte system? Could someone please pass this info on to me, telling me in detail how to modify it? I know nothing of programming; perhaps someone would be willing to help me modify Mgif 3.5 to work with 1 megabyte.

Thanks
Bryan_Jones_Woodworth@cup.portal.com

1135. skates.lzh at terminator

Newsgroup: comp.sys.atari.st
Date: 1991-07-09 20:28:56 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <5522@ryn.mro4.dec.com>
Source record: 230464

Well, first I should express my feelings toward .LZH files:

"There should be a law against them!"

I finally obtained an LZH extractor that worked with the .LZH file :)

ANYWAY, I placed the files in A:/skates/jmw as documented, but keep
getting a mysterious "error #052, press any key"...

Has anyone out there been successful in getting SKATES.LZH to work
for them? I'm *REAL* excited over the existence of a skateboarding
game for the ST, and the comments say BIG, and FUN...

John

(Systems Programmer / Skateboarder)

1136. Re: PageStream VS Calmus

Newsgroup: comp.sys.atari.st
Date: 1991-07-09 20:55:49 UTC
From: ritz@msb.com
Message-ID: <1991Jul9.205549.5488@msb.com>
Source record: 230497

In article <1991Jul8.210511.4494@doug.cae.wisc.edu> carter@engr.wisc.edu (Gregory Carter) writes:
>Calamus?
>
>PageStream?
>
>HAHAHAHAHAHAHAHAHHA.

:-)

>
>Your joking right?

Well, I have seen both of these programs. Calamus is by FAR a superior product, no ifs ands or buts.

The only reason, however, I could see for buying an ST for DTP is a severely tight budget. A Mac Classic or Mac LC with Pagemaker costs a little more, but provides superior results. For anyone who has serious DTP work to do, I don't think I could recommend the Atari. For casual DTP use, an ST with Calamus is a nice cheaper alternative, though not significantly cheaper (I think the price of the software will make the biggest difference).

Cheers,

Chris (mellowing with age) Mauritz

p.s. Does Calamus work on the TT?
--

Chris Mauritz |People are strange
ritz@msb.com |when you're a stranger.
Copyright (C) 1991 |The Doors-

1137. Re: what Atari DOES have

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 00:03:08 UTC
From: baffoni@aludra.usc.edu
Message-ID: <18272@chaph.usc.edu>
Source record: 230466

In article <5344@orbit.cts.com> chucks@pnet51.orb.mn.org (Erik Funkenbusch) writes:
>And you think that a laser printer can print 1 megabyte a second? I'm no apple
>advocate, but the speed of appletalk can certainly keep up with the fastest
>laser printers on the market today for PC's. (pc is generic here). course i
>suppose that those atari printers aren't postscript either. have you used a
>laserwrite IISC (scsi laser printer). scsi is alot faster than appletalk, yet
>they print at the same speed.

Yes, I think that fast Post. Printers CAN keep up, if not surpass,
appletalk speeds (max 250k bps). The reason a LWIISC prints as slow as
say the IIntx (which I doubt but I shall hold my tounge as other conditions may
be present to cause the IIntx to slow down) is that the IISC uses a 68k
processor while the IIntx uses a 68020 (but uses appletalk). The IISC
doesn't have the speed to take better advantage of the SCSI connection. The
new laser printers that will be released October use 25MHz '030 and ethernet
connectable - those should be pushing the limit of the laser-printing speeds!
Does the Atari laser printers use anykind of CPU for image fetching?
Also, is the image bit for bit what is printed? If so, why is it so hard to
make it postscript-usable?
>
>.---.
>| UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks | "I know he's come back |
>| ARPA: crash!orbit!pnet51!chucks@nosc.mil | from the dead, but do |
>| INET: chucks@pnet51.orb.mn.org | you really think he's |
>|---| moved back in?" |
>| Amiga programmer at large, employment options | Lou Diamond Philips in |
>| welcome, inquire within. | "The First Power". |
>`---'

-Mike

1138. Atari ST Multitasking??

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 00:05:01 UTC
From: alex@bilver.uucp
Message-ID: <1991Jul10.000501.18639@bilver.uucp>
Source record: 230495
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:
>Most programs on the ST are powerful enough that they do not need to use
>multi tasking to get other features...

That's a matter of opinion. What you end up with is a bunch of programs
doing similar things (like file dialog boxes) in different ways, resulting
in a non-uniform user interface from one application to the next.

>Sure the St has very well running TSR's which is the main type of programmost
>amiga people do multi task with day to day...

Amigas do not use TSRs. A TSR is either running, or waiting. TSRs don't
run concurrently with anything else.

>I can download in the back ground or upload.. I can run a bbs in the
>background too.. (Citadel via one of many multi tasking kernals)
>The beef is the ST doesnt really NEED multi tasking...

Background file transfers do not need multitasking. You can't, however,
play a game while calculating a raytraced picture, edit a source file
while compiling another entire application, or play music while compiling
a program AND editing another AND downloading something else in the
background. You need multitasking for that. Once you have it, you don't
want to do without.

>The current features really make multi tasking pretty worthless for most
>functions.

Try it out first.

>However if you ever want to use a computer as a multi user system well then
>niether the ST or the Amiga will work well as is..

Unless you're running unix on the Amiga.

--
_ |__ Alex Matulich
/(+__> Unicorn Research Corp, 4621 N Landmark Dr, Orlando, FL 32817
//| \ UUCP: alex@bilver.uucp <or> ...uunet!tarpit!bilver!alex
///__) bitnet: IN%"bilver!alex@uunet.uu.net"

1139. Re: Really dumb question about the 68000

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 00:06:54 UTC
From: alex@bilver.uucp
Message-ID: <1991Jul10.000654.18736@bilver.uucp>
Source record: 230492

In article <1991Jul9.153501.22688@msuinfo.cl.msu.edu> schultzd@sierra.egr.msu.edu (Count Zero Interrupt) writes:
>The TOS used in machines other than the STEs and TTs is chip specific.
>That is, it will not work on anything other than a 68000.

Not only that, the original poster was wondering if he could plop in a
68030 in place of the 68000. They aren't even pin compatible, let alone
bus compatible.

--
_ |__ Alex Matulich
/(+__> Unicorn Research Corp, 4621 N Landmark Dr, Orlando, FL 32817
//| \ UUCP: alex@bilver.uucp <or> ...uunet!tarpit!bilver!alex
///__) bitnet: IN%"bilver!alex@uunet.uu.net"

1140. XControl Maccel

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 01:17:57 UTC
From: selick@bucsf.bu.edu
Message-ID: <85538@bu.edu>
Source record: 230470

I received XCONTROL.ARC from Terminator, and at first got a comlete system hangup. After gradually adding .xpc files to the directory xpc, I found that the problem was the maccel file. Is it my 1040ste with tos 1.6?

1141. Author(s) of Alchimie Jr. - A Midi Sequencer

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 02:55:16 UTC
From: umhagma1@ccu.umanitoba.ca
Message-ID: <1991Jul10.025516.1693@ccu.umanitoba.ca>
Source record: 230412

First of all, I must say that this is one heck of a sequencer. I would really like to get a hold of these pseudo-geniuses to congratulate them and also ask a few questions. It doesn't seem that they have an internet address that I could get a hold of them at, so if anyone knows who these people are and how I could get a hold of them it would be extremely appreciated.

I noticed that they have 4 places that you can get a hold of them at:
by mail, (to Switzerland, and I am in Canada);
or through one of the following (all of which I don't have access to, I don't think):
COMPUSERVE ID 100016,156
BIX ID DCANEVESI
DELPHY ID DCANEVESI

(ALCHIMIE Jr, copyright (c) 1989,1990 Prosoft Informatique.)

Any help would put me in thorough blissfulness. Please help me soon.

Thanks in advance.

Brett Hagman (umhagma1@ccu.umanitoba.ca)

1142. Re: APPLE + IBM Agreement

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 03:15:19 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Jul10.031519.6715@chinet.chi.il.us>
Source record: 230468

In article <1991Jul9.112242.31968@kuhub.cc.ukans.edu> shawl@kuhub.cc.ukans.edu writes:
>Just to get some discussion going: What do you all think will be the
>effect on Atari of the recent agreement between Apple and IBM? It seems to me
>that it could be deadly.
>
>Steve Shawl

I'd agree, if it wasn't that both IBM and Apple have a big stake in nothing coming directly out of this agreement. IBM wants to be sure Apple doesn't put them through endless lawsuits when they move into GUIs. Apple wants to be able to get into more offices. But neither one wants to develop a product that the other one has something VERY compatible with. And by the time anything comes of the cooperation, we'll be into another generation of machines, at least.

I still say Atari has the machines on the shelf to make itself a future. They NEED to grind them out in big numbers, and at a decent price. Do that, and everything else gets better. Don't do that, things get worse. What Apple and IBM do a couple years down the road is a problem to look at later.
Steve

1143. Re: Portfolio in T2

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 04:34:57 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <7911@vela.acs.oakland.edu>
Source record: 230473

Perhaps we should be kind in return, and and name an atari.archive
after terminator

(chuckle)

swood@terminator.cc.umich.edu
(swood@atari.archive.umich.edu)

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

1144. 1.44M upgrading (help)

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 05:38:36 UTC
From: yonder@netcom.COM
Message-ID: <1991Jul10.053836.6974@netcom.COM>
Source record: 230465

Well, as you may have guessed, I am trying to get a 1.44m drive working in my ST (1040STf). Anyways, my first bummer was that I found I had the old WD1772 IC, so I purchased a 02-02 version. I came home and desoldered the old 1772 and then soldered in a socket. I put it all back together (plugged the old 1772 in) and everthing still worked... So far so good. I then tested the new 1772. It works ok... Now for the good (bad) stuff...

The 1.44M upgrade document says to run 16Mhz to the 1772 pin#18 from pin #39 of the video shifter (U31). So I installed the new 1772 in the socket with pin #18 bent up. I used a small set of test clips to connect pin #39 of the shifter to the bent up pin. Well, everything booted up fine still (from harddrive). All accesses to the floppy drive failed now though. So I moved on to the next step. The docs said to set the step-rate to 6ms (vs. normal 3) to offset the doubled clock speed. I have TOS 1.0. The docs said to set the clock rate from Gulam like so: 'pokew a08 3' for 3ms and 'pokew a08 0' for 6ms. This seems kinda weird, like it would be more intuitive to do store a 6 for 6ms... Anyways I stored the 0 at a08 and then ran the IBMFMT.PRG (of Y.Tsuji) as suggested in the docs. It just locked up when it tried to format the disk.

My questions: Am I doing anything obiously wrong? Have I set the step rate correctly? Are the pin numbers correct? Is there another place I can pick up the 16Mhz? Should I go with a 16MHz osc (uhg)? Is there a better way to test this?

Oh yah, I'm usng the TEAC 235HF drive (which works beautifully as a 720K). Do I need to set the straps differently for 1.44M operation?

After I determine that I can get this to work at all, I plan to setup one of the more complete HD circuits, probably using a '157 and the HD line from the drive to select and appropriate clock rate...

Thanks...

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

1145. Supra vs. ICD controllers

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 06:04:03 UTC
From: yonder@netcom.COM
Message-ID: <1991Jul10.060403.8376@netcom.COM>
Source record: 230469

I'm about to emabark on the fun project of setting up a homebrew harddrive system for my ST (SyQuest 44). Anyways, lots of folks have suggested the ICD Advantage adapters. ICD's seem to be reliable, have good tech support and very good software. Supra adapters can be gotten for less though. The Supra adapters have everything the ICD has as far as basic features. Both have clocks. Are the ICD adapters worth the extra money. Should I avoid Supra? I haven't heard anything good or bad about the Supra controllers. BTW, I'm going by what I have seen in my new BEST Electronics catalog:

ICD Advantage w/clock --- $105.95
"The New" Supra w/clock - $ 77.00

Both seem to come with software, cables, etc. Anybody know what the significance of "The New" is above. Was there an "old" Supra adapter? Can anybody comment on Supra's support, reliability? How about will a Supra work with a SyQuest (obviously very important).

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

1146. Re: amiga 68010,and 68000 16 mhz?

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 08:51:40 UTC
From: erick@att!mwood!attcc!area88
Message-ID: <1991Jul10.085140.29609@att!mwood!attcc!area88>
Source record: 230476

In article <1991Jul6.095639.18532@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>
>i read on the amiga net that you can remove 68000 chip and replace with 8
>mhz 68010 for faster operation hardly no software problems if you do there
>are software patches to help.can this be done on the st;s? also the can put
>a 16 mhz 68000 with ram chip and software patch to run faster also.can this
>also be done on the atari and why not.they seem to have a good cheap
>upgrade fix for thjose who cannnot afford 500 for a fastv 68030 board!

>
The older ST Roms don't work with a 68010 because of some problems with how it calls routines (using traps instead of simple JSRs), and the 68010 has a different stack frame which mucks it up. On the Amiga you can do 16Mhz because there conveniently is a 28Mhz clock you can pull and divide down to 14.32Mhz. Don't know if there is a tappable 16Mhz clock on the ST somewhere however.

1147. Re: amiga-atari war

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 09:08:38 UTC
From: erick@att!mwood!attcc!area88
Message-ID: <1991Jul10.090838.29707@att!mwood!attcc!area88>
Source record: 230475

In article <1991Jul06.143615.27970@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>
>In article <1991Jul6.095641.18538@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>> my only envy on the amiga is from the start they had memory and slots easy
>> to upgrade.for those stucjk with olsder(older)st's we got to use
>> soder.atari should be more open minded.and i own an atari and i bitch.
>> ----
>> ProLine: chuckie@pro-odyssey
>> Internet: chuckie@pro-odyssey.cts.com
>> UUCP: crash!pro-odyssey!chuckie
>> ARPA: crash!pro-odyssey!chuckie@nosc.mil
>
>Try to copy Files on A Amiga and format disk, all there commands are external,

Benefits: Flexibility, you can remove whatever cmds you don't need and add
others, plus they don't occupy space on the memory map (ROM space)

>they have to be loaded from disk, that is why they have to use 2 disk drives,
>
Drawback: yep, 2 disks are almost necessary for ease of use.

also they only write tracks, not sectors, and with out CRC checking,
>they only do sum checks..
>
You can write to sectors all you want, just the OS writes/reads entire tracks, DMA stuff...

B
Also all the Virus problems that they have, you can't write protect
>the disks as they don't use a dive controller ic.
>

There are ways to avoid viruses, bootblock viruses are the least of ones worrys considering all the smarter viruses. Some bootblock generators are virus hunter/killers.
The chip is a drive controller, its just in a custom chip that
also happens have in it the sound DMA, D/A converters and so on.

There file format is very Slow and there machine runs some 30% slower

Can't quarrel with you on that, AmigaDos is slower than ST/IBM format, no
question about that.

>than a ST, this is because of the wait states that they have, no transparent
>video or ram refreshinger.
>
Speed is comparable, and much faster if there is heavy use of graphics & sound

Video is handled by the video chips, not the CPU, RAM refresh is handled by them as well.
The CPU has better things to do than 'blit' blocks on a screen.

I know I had one, all it was good for was Games.?
>
Yep, darn best gaming machine around today. Its also a neato computer too.

--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * At least I don't Flicker, not ***
>*** Kapiti New Zealand.. * like a dying light globe. ! ***
>

The ST flickers now, with the new 640 x 800 & 320 x 400 hacks available for it.

BTW: I own an IBM, used to have an Amiga but they haven't upgraded their
graphics enough for my tastes so out it went...

1148. Atari makes positive move

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 09:11:50 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3376@odin.cs.hw.ac.uk>
Source record: 230478

No I'm not kidding! This months ST 'Luser' had a small article about how Atari attended the Corporate Electronic Publishing Systems Show in Chicago.

Linotype were so impressed with the Atari TT when connected to their hardware that they intend to have the TT on their stand at such events in the future.

The article mused that Atari US Marketing Chief Alwin Stumpf (formerly Atari Germany) was probably responsible for this move. Way to go Alwin!

So Atari can do things right when they want to.
BTW: Atari US, can we borrow Alwin in the UK for a while?

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1149. Problems with FATSPEED.

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 09:34:04 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jul10103404@ghiggins.hpl.hp.com>
Source record: 230474

I have been asked by M.Bouron@uk.cray.com (Marc Bouron) to post this for him.

I am having a few problems now that I've downloaded FATSPEED. I cannot write to any HD partitions ("disk full"!!) and `show information' eventually crashes with four bombs (illegal instruction). Delete and rename work fine :-|

I have NeoDesk 2.06 running over TOS 1.0 -- does anyone know any problem with such a configuration? I have stripped out my AUTO folder, so I am just running ICDBOOT.SYS, FATSPEED.PRG, and STARTGEM.PRG -- this had no effect...

As ever, thanks for any and all information :-)

Cheers,

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

Graham Higgins.
HPLabs, Bristol, UK.

1150. 1040STe and a Star Gemini II printer

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 11:49:44 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <31171@know.pws.bull.com>
Source record: 230299

A local computer user (I use the term loosely because she has a Commodore 64), w
a 1040STe. However, she wants to keep on using her Star Gemini II printer. I am
Comoodore products and do not have info on the interface used on the printer (no

Anyone have any info on whether or not we can connect the printer to an STe with
cabling. The printer's cable looks like:

/ | \
| | |

i.e. 6 pins (definitely not a Centronics standars!!!)

Any help would be greatly appreciated!

1151. Re: skates.lzh at terminator

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 12:03:04 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Jul10.120304.7299@oz.plymouth.edu>
Source record: 230481

In article <5522@ryn.mro4.dec.com> miskinis@aidev.enet.dec.com (John Miskinis) writes:
>
stuff deleted

>Has anyone out there been successful in getting SKATES.LZH to work
>for them? I'm *REAL* excited over the existence of a skateboarding
>game for the ST, and the comments say BIG, and FUN...
>
I have extracted and played Skates. It is not really a skateboard game in
my opinion. It is more of a fast run down this diagonal street in which
you avoid things like trees. Graphics and sound are not bad, though I've
seen much better. The action is alright for awhile, but I grew tired of it.

Stephan

--
\/\/\/

1152. ATARI.ENG

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 12:38:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <19486@ms.maus.de>
Source record: 230434

Karsten Isakovic @ B am Di, 09.07.91 10:04 in ATARI.ENG:

>Trotzdem waere die Gruppe 'comp.sys.atari.st.tech' wesentlich besser fuer eine
>Vernetzung geeignet.
[...als comp.sys.atari.st]

Das sehe ich genauso. Allerdings scheinen schon jetzt in Atari.Eng beide oben
genannten Gruppen zusammengefuehrt zu werden!

Gruss,
Patrick

1153. Trakste v1.1 vs v1.0

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 13:07:06 UTC
From: robotron@tardis.computer-science.edinburgh.ac.uk
Message-ID: <9107101744.AA28213@ucbvax.berkeley.edu>
Source record: 230483

I can only see cosmetic differences between these two versions of trak_ste, and the same probably applies to trak_st. There was a new "step" feature but heaven only knows what it does. So what's the difference?

I thought that at least the sample length bug would have been fixed, but no dice. (The maximum length of a sample with trakste is 8000 while other trackers permit FFFF).
--
UUCP: ..!uunet!nsf.ac.uk!tardis.cs.ed.ac.uk!robotron
BITNET: robotron%tardis.cs.ed.ac.uk@UKACRL
INTERNET: robotron%tardis.cs.ed.ac.uk@cunyvm.cuny.edu

1154. Re: Amiga is better then [sic] what???

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 14:05:24 UTC
From: ritz@msb.com
Message-ID: <1991Jul10.140524.19334@msb.com>
Source record: 230425

In article <679032652.0@therip.FidoNet> Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:
>No, you misread my post..
>Most programs on the ST are powerful enough that they do not need to use
>multi tasking to get other features...
>Sure the St has very well running TSR's which is the main type of programmost
>amiga people do multi task with day to day...
>With the inclusion of Desk accessories I can add specioalized functions if the
>program doesnt already have them...
>I can download in the back ground or upload.. I can run a bbs in the
>background too.. (Citadel via one of many multi tasking kernals)
>The beef is the ST doesnt really NEED multi tasking...
>The current features really make multi tasking pretty worthless for most
>functions.
>However if you ever want to use a computer as a multi user system well then
>niether the ST or the Amiga will work well as is..

I agree that it is possible to force the ST to multitask by using third party software, though I have yet to see any of these systems multitask gracefully, with the exception of Beckemeyer's shell. The trouble is that since all of these solutions are basically third party hacks, there is no standard and therefore only a handful of ST programs are written to take advantage of them. With the Amiga, and any other "turn key" multitasking system for that matter, the multitasking is built right into the OS. This way, all developers know about and can take advantage of multitasking in all programs if they wish. Also, with the ST you have to buy a lot of third party stuff to get this type of multitasking ability whereas machines that were designed to multitask already do it without any additional investment on your part.

Is multitasking a good thing to have? You bet! I never realized what I was missing with my ST until I started using Multifinder (though this isn't true multitasking) and later a Sparcstation. After using a multitasking machine for a while, you will wonder how you ever got along without it.

Cheers,

Chris
--
-----------------------------------+-----------------------------------
Chris Mauritz |People are strange
ritz@msb.com |when you're a stranger.
Copyright (C) 1991 |The Doors-

1155. XCONTROL & Mouse Accel

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 14:17:41 UTC
From: malay@sae.com
Message-ID: <1991Jul10.141741.14032@sae.com>
Source record: 230477

Hi,
I just got XCONTROL from a.a and tried out all the setups on my 1040STe.
When I click on the Accelerator setup button, the disks whirrs, reads in the
CPX file, and then I get a dialog box the tells me that I need to run the
mouse accelerator program first. Where is this program? Is it PD?

Bob Malay

1156. Re: Lattice C Assembly Lang.

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 14:37:45 UTC
From: David.Black@newcastle.ac.uk
Message-ID: <1991Jul10.143745.2933@newcastle.ac.uk>
Source record: 230479

I have been using Lattice C for a couple of years now. Originally in it's metacomco incarnation and then in it's HISOFT version. I have written several largish programs under the HISOFT version two of which included 68000 assembly language routines.

I can't say that I ever had any problems intergrating the assembly language with the C. HISOFTS CSET directive is simply a vehicle by which the program, data and uninitialised data sections of a C program can be accessed from assembly language.

The only problems which I did find with the CSET directive is that it can be too strict. The assembler will not allow mixed instruction and data values with in the main code section. This problem caused particular problems when I was attempting to compile the ST MINIX sources which use this schema to em-bed the jump vectors within the boot sector code. However reverting back to Devpac and assembling to a GST format object module solved that problem.

On the whole I have found Lattice C to be one of the best developement environments which I have seen on the ST. The linker is as fast as I have ever seen, it's just a shame that the compiler is slightly on the slow side!.

1157. trakst2.prg - colour only??

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 15:28:50 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5500@syma.sussex.ac.uk>
Source record: 230484

I just downloaded trakst2 (the soundtracker player for STs as opposed to STEs) from the binaries group. It reboots my machine (1040STF with TOS 1.4) when I try to run it. I have a mono monitor. Could it be that this program works only with colour monitors? It doesn't say so in the headers or the introduction.

Graham

1158. Re: Amiga is better then [sic] what???

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 16:43:21 UTC
From: bill@mwca.UUCP
Message-ID: <1887@mwca.UUCP>
Source record: 230401

In article <679032652.0@therip.FidoNet> Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:
>However if you ever want to use a computer as a multi user system well then
>niether the ST or the Amiga will work well as is..

Unless you run OS-9 on either of them...

--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
Opinions expressed are my own, though you'd be wise to adopt them!

1159. Another vote for a 1 meg Mgif!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 16:47:11 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91191.124711JJL101@psuvm.psu.edu>
Source record: 230482

Its been said before, but I would like to reiterate the point that there are a ton of us 1 meg'ers out here without the ability to recompile such a program as Mgif that would love to see a version running on our machines. I hope someone (would it be too much trouble for the author) will recompile another version for 1 meg'ers as outlined in the documentation and post this binary also to the atari ftp site and usenet. It would be greatly appreciated!

I know quite a few others who feel the same....

We eagerly await it's coming....

Thanks & Appreciation,

J.J.


```
*****************************************************************************
* J.J. * Internet: JJL101@PSUVM.PSU.EDU * Penn State *
* * * Center for *
* John Lehett * Bitnet: JJL101@PSUVM * Academic Computing *
*****************************************************************************
* Atari ST's!, Puzzles, Cryptos, Games, Diplomacy, Synths + Midi *
*****************************************************************************
```

1160. Re: Double Click programs

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 17:00:36 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jul10190036@orion.laas.fr>
Source record: 230480

How about a program that installs the 8x8 font as being the standard
GEM font for titles and verbatim (non-icon) directory listings for
monochrome monitors. I really do not appreciate the 8x16 fonts.

Is this possible? Hope so!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

1161. what I think about GEM

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 18:31:14 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <31210@know.pws.bull.com>
Source record: 230298

Repeatedly, someone crabs about GEM. I agree that the various ST releases of TOS 1/GEM are limited. However, I find that versions 2 and 3 are very good. I am hoping that the CPX implementation will take on the flavour of the Mac system folder approach (especially combined with FSM).

WINDOWS looks great but, compared to GEM or the Mac OS, it is quite clumsy. If you want to copy a file, you have to run the File Manager, find the file you want to copy and then TYPE out the destination INCLUDING pathways! Yikes, gimme a break. The best thing about WINDOWS is WINDOWS applications, NOT WINDOWS itself. Even that has to be qualified. Try using Corel Draw on a 25 MHz 386SX, like the Compaqs we have. I just do not have the patience to wait so long for screen updates. An 8MHz ST running Calamus and Outline Art makes Corel Draw look like a kiddie application in both speed and elegance!

I am a die hard Atari enthusiast but the Mac OS is still the most elegant OS I have ever used. I cannot speak for GUIs under UNIX (like MOTIF) because I do not have a system that can take it (I am writing on a 4 meg TT with a 50 meg drive; from what I am told to use UNIX/MOTIF comfortably I need 8 megs of RAM and a 120 meg drive).

This is not the start of a FLAME war nor the ravings of a pro ST lunatic. In my opnion, and that's all it is, MY OPINION, GEM, especially version 3, is very good. I suspect that those who say GEM is brain dead are referring to the truly brain dead version on the PC.

I'll repeat something I said on the NET before. I wish I could see an Amiga in action. Locally (town of 4000), there are > 150 STs and TTs and only a handful of Amigas (I know of 4). I'd like to see the OS for myself and to see the types of applications available. Why, because I am not narrow minded enough to write off another computer just because I do not own one (one exception is VMS based systems; when I said I was writing on a TT what I really should have said was that I was writing on a VAX station using STalker on a TT).

1162. Re: Author(s) of Alchimie Jr. - A Midi Sequencer

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 18:44:20 UTC
From: steve@thelake.mn.org
Message-ID: <A1837766378@thelake.mn.org>
Source record: 230405

[In article <1991Jul10.025516.1693@ccu.umanitoba.ca>,
umhagma1@ccu.umanitoba.ca (Dr. Phrancinstyne) writes ...]

> a few questions. It doesn't seem that they have an internet address that I
> could get a hold of them at, so if anyone knows who these people are and how
> I could get a hold of them it would be extremely appreciated.
>
> I noticed that they have 4 places that you can get a hold of them at:
> by mail, (to Switzerland, and I am in Canada);
> or through one of the following (all of which I don't have access to, I don't
> think):
> COMPUSERVE ID 100016,156
> BIX ID DCANEVESI
> DELPHY ID DCANEVESI

That CompuServe address looks fishy (most of them start with a 7, not a 1)
but you should be able to send email to any CompuServe subscriber by following
these rules:

* Change the comma in the user ID to a period.
* Add @compuserve.com

This method should work from any Internet site and any UUCP site running
a reasonably non-brain-damaged mailer.

CIS subscribers can send mail to Internet and other domain-addressed sites
by addressing it to:

>INTERNET: user@site.domain

... where, of course, user@site.domain == your address.

BIX and DELPHI are not at this time reachable from the real world.
Neither is GEnie (but they're working on it).

Steve Yelvington <steve@thelake.mn.org>
Marine on St. Croix, Minnesota

1163. Broken arc update routine in Dcopy3.6

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 19:22:09 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1991Jul10.192209.20446@ccu.umanitoba.ca>
Source record: 230485

The arc update routine (-u switch) in Dcopy3.6 is buggy -- it
consistently corrupts archives. Is there a newer version of Dcopy
that fixes this problem (or even an older version that works)? Or
does anyone have another *fast* arc updater? Thanx,
BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9105

1164. Re: APPLE + IBM Agreement

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 19:23:08 UTC
From: ritz@msb.com
Message-ID: <1991Jul10.192308.20847@msb.com>
Source record: 230440

In article <1991Jul9.112242.31968@kuhub.cc.ukans.edu> shawl@kuhub.cc.ukans.edu writes:
>Just to get some discussion going: What do you all think will be the
>effect on Atari of the recent agreement between Apple and IBM? It seems to me
>that it could be deadly.

Who knows? It might have a beneficial effect in that it might force Atari
to give up the ridiculous idea of making workstations and concentrate on
what it is good at, making games machines and little gadgets.

Cheers,

Chris
--
-------------------------------------+--
Chris Mauritz |People are strange
ritz@msb.com |when you're a stranger.
Copyright (C) 1991 |The Doors-

1165. Info about PD ST Midi Sequencers and DX librarians ?

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 20:12:08 UTC
From: colm@wsl.ie
Message-ID: <808@wsl.ie>
Source record: 230491

I've an Atari ST, a Yamaha DX11, and a MIDI cable and I'd like to get them together in a meaningful way! If you know where I can get hold of

(a) a PD/ShareWare/cheap seqencer program
(b) a ditto DX voice librarian

please reply by e-mail.

I'm especially interested in programs that work on a monochrome monitor as my colour monitor is recently deceased.

If I receive any requests to summarise, I'll do so using the same medium (posting or e-mail).

Thanks!

1166. Re: APPLE + IBM Agreement

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 20:22:41 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <16067@ccncsu.ColoState.EDU>
Source record: 230488

Just saw the compter chronicles about CD-ROM today and in their computer news they mentioned the Apple-IBM talk. According to them the talk has slowed down due to each side not quit trust the orther side. And what Apple is trying to get the RISC chip tech. from IBM and IBM is interested in Apple's GUI and software ablility. So it's more likely be the hihg end machine rather the home computer, plus they have a lot to overcome on each other before hte whole thing become relatity.
It does not looks a deadth wish for ATARI, plus ATARI should not seat still any way. Competition brings stimulation to progress. Look what workstation market has been in the past year, NeXT, HP700 series has push the workstation to greater strength for less cost.
Just my personal view.
Tang
sytang@lamar.colostate.edu

1167. Re: Double Click programs

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 20:36:10 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <7144@eastapps.East.Sun.COM>
Source record: 230487

ralph@laas.fr (Ralph P. Sobek) writes:
=How about a program that installs the 8x8 font as being the standard
=GEM font for titles and verbatim (non-icon) directory listings for
=monochrome monitors. I really do not appreciate the 8x16 fonts.
=
=Is this possible? Hope so!

Probably. How about a mondo-program combining all of the little tiny
ones (w/user defaults). That would be cute, eh?

Are there any PD programs to install low/medium rez fonts and a supply
for them? The Turbo-C editor has it's own fonts and is a pleasure to
use on a color system. I'd like to do this with uEmacs and other
programs...

Thanx.

Joe
-=-

1168. Re: Mgif 3.5

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 20:40:41 UTC
From: rosenkra@convex.com
Message-ID: <1991Jul10.204041.26335@convex.com>
Source record: 230490

since more than one of you out there need smaller version to fit
on 1 MB system, i will create a version to fit and ftp it to a.a
this weekend. it will still be big, so no big DAs, TSRs, etc. i'll
try and keep it under 850k or so. but remember it won't do large
images. u get what u pay for...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

1169. Re: Double Click programs

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 20:52:42 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul10.205242.22251@informatik.uni-erlangen.de>
Source record: 230486

ralph@laas.fr (Ralph P. Sobek) writes:

>How about a program that installs the 8x8 font as being the standard
>GEM font for titles and verbatim (non-icon) directory listings for
>monochrome monitors. I really do not appreciate the 8x16 fonts.

>Is this possible? Hope so!

Yes, of course. By using GEMINI 8-)

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

1170. Re: MEGA STE problems

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 21:02:46 UTC
From: carter@engr.wisc.edu
Message-ID: <1991Jul10.160246.24447@doug.cae.wisc.edu>
Source record: 230494

Well, what I meant was Allen, even if I did want to fix it, I would have to PAY for it, the WIMPY 90 day warranty ran out long ago.

You must be joking if you think I am going to pay for something I should have recieved in working order in the first place.

Perhaps given the complexity of manufacturing, and Atari's supplier track record. Maybe we should have a 1 year warranty eh?

--Greg Carter

1171. PD BBS software for Atari-ST.

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 21:03:43 UTC
From: elrond@frmug.fr.mugnet.org
Message-ID: <1991Jul10.210343.8211@frmug.fr.mugnet.org>
Source record: 230426
Cross-posted to: alt.bbs,comp.sys.atari.st

I am seeking for a public domain or freeware BBS software for the Atari-ST. I can't afford shareware because i have bought QuickBBS ST and dropded it last week. This program is a shame: full of bugs. I nearly must reboot the computer between each calls. So i need a little BBS software to keep the link while i'm writing my own server. Thanks.

--
Bertrand Petit	Signature is under construction
alias	
>Elrond le demi-Elfe<	Be sure to wear your helmet

1172. Re: amiga 68010,and 68000 16 mhz?

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 21:39:02 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Jul10.213902.15357@jato.jpl.nasa.gov>
Source record: 230496

In article <1991Jul10.085140.29609@att!mwood!attcc!area88> erick@att!mwood!attcc!area88 (Erick Tadefa) writes:
>On the Amiga you can do 16Mhz because there conveniently is
> a 28Mhz clock you can pull and divide down to 14.32Mhz. Don't know if there is a tappable 16Mhz clock on the ST somewhere however.

Which really means you're just doing 14.32MHz, not 16. The ST has 32, 16, and
8 MHz clocks available for use.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

1173. Re: skates.lzh at terminator

Newsgroup: comp.sys.atari.st
Date: 1991-07-10 23:32:19 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2374@uqcspe.cs.uq.oz.au>
Source record: 230500

In <5522@ryn.mro4.dec.com> miskinis@aidev.enet.dec.com (John Miskinis) writes:

>ANYWAY, I placed the files in A:/skates/jmw as documented, but keep
>getting a mysterious "error #052, press any key"...

Sounds like a braindeadness error (from, say, STOS?) are you using colour?

Warwick.
(Then again, STrabble crashes in low rez - oops)
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

1174. GEM and C help...

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 00:05:35 UTC
From: wernst@sdcc13.ucsd.edu
Message-ID: <21439@sdcc6.ucsd.edu>
Source record: 230499
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm a C newbie and am having a little trouble working with GEM. Is there a standard way of dealing with GEM objects? Beyond "objc_change," I mean -- I'll need to edit flags and such. I've fiddled with a few ways, none of which seem very elegant. Could someone post some code that will show how to load up a random number of trees and edit any particular attribute of any of those trees?

Thanks...

1175. New stuff at atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 00:42:21 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Jul11.004221.4816@terminator.cc.umich.edu>
Source record: 230408

Ok folks, there's alot of new stuff on it's way in. Big thanks to e
everyone who's uploaded something or sent in some index updates.
I'll buy you a beer, now that I can :).

Here's something that Michal wanted me to post for him regarding his
recent upload:

A new version (1.4) of szadb debugger is available from atari.archive.
Executables, sources and documentation. For those who are unfamiliar
with it - this is a low level ST debugger patterned after Un*x adb.
szadb keeps debugger and program screens separate thus allowing for a
sane debugging of GEM programs. It also understands symbol tables
from many compilers. Even if your particular one is not on the list -
you may easily add it yourself.

The new version adds a support for "long" 22-character symbols
optionally produced by recent versions of gcc loader. It also can be
run not only on ST but also in all resolutions on TT automagically
adjusting itself to the current display parameters.

Happy and productive debugging,
Michal
==
Michal Jaegermann, ntomczak@vm.ucs.ualberta.ca
==

Well, that's about it for now. Have fun and stay away from dancing lamas.

weiner
--
Jeff Weiner --- weiner@{engin, atari.archive}.umich.edu

1176. Re: Double Click programs

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 01:33:02 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b8cwr2@jonh.wimsey.bc.ca>
Source record: 230498

In <1991Jul10.205242.22251@informatik.uni-erlangen.de>, Claus Brod writes:

...folowup to request for 8x8 font installer.
>
>Yes, of course. By using GEMINI 8-)
>

I'd like to see a DC program that allows the same keyboard window handling that Gemini uses work with applications. Control D to close control W to rotate through, etc. If you can do DC Topper, then this should be possible.
Does DC Topper work with Gemini yet?

--
John Henders jhenders@jonh.wimsey.bc.ca
MIND over MIDI Productions or ubc.cs!van-bc!jonh!jhenders
Vancouver,B.C

1177. Re: PageStream VS Calmus

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 02:03:28 UTC
From: darling@cellar.UUCP
Message-ID: <H9Dw51w164w@cellar.UUCP>
Source record: 230410

carter@engr.wisc.edu (Gregory Carter) writes:

> Look, when you buy from Atari, you GET what you pay for. Like it
> or lump it.
> [...]
> The ONLY good use for an ATARI Machine is GAMES and MAC Software
> Emulation
>
> PERIOD.

and later:

> GEM isn't even a viable App platform environment anymore, for christ
> sakes, come to your senses and yell for a real operating system
> like UNIX and MOTIF/X Windows.
>
>GEM is a DOG with RABIES that should have been SHOT a long TIME AGO.

and later on, the insightful and gramatically brilliant:

> Calamus?
>
> PageStream?
>
> HAHAHAHAHAHAHAHAHHA.
>
> Your joking right?

Greg, on behalf of c.s.a.st readers, I'd like to thank you for your
participation in this newsgroup. I don't know what we'd do without
you; we'd probably have to settle for constructive criticism,
intelligent input, and quality grammar. Thanks again for granting us
an alternative to such horrors.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

1178. Re: Really dumb question about the 68000

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 02:10:04 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <679197717.0@therip.FidoNet>
Source record: 230371

If you swapped the 68000 chip out and swapped in a 68030 you would have a non-working machine....
The 68030 would work at 8mhz but the OS would not work and you would run into all sorts of problems.

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

1179. Re: Multitasking for ST (to sell)

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 02:35:43 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <679197717.1@therip.FidoNet>
Source record: 230370

Oh yea?
Since when?
GEM is a very powerful system...
Especially in the world of the TT... Works nicely...
I understand the TT's don't even need to reboot to change the 5 color resolutions..
And the Mega Ste's are really nice too..
I would rank the OS's for power and ease of use in the following order...
(For older systems.. The NEWER Systems dont really count cause they are for newer machines... Nor have i played with them all.. Note: ALL the computers I mention have better OS's out and I will put a () notation beside these with the current OS that I know about...)
From best to worst from a users point of view...
Mac 6.0.5 (7.0!?)
Atari Tos 1.6 (3.x!?)
Amigados 1.3 (2.x!?)
Msdos 3.3 [sic] (5.0!?)

Note, In my humble opinion ANY of the OS's in the ()'s will beat all the others NOT in brackets... Rating the ones in the brackets is a whole new ball of wax with new rules etc.. ;-)

Ands the ratings I gave are based on no accelerators whatsoever...
The ONLY thing allowed are bug fixes...
However the Mac/Ibm/Amiga (In that order) loose a little since they are mainly disk based in most systems.. (All the systems have an extensive amount of OS in ROM but have some major portions in ram too.. However I am not sure abouy some amigas.. I understand Kickstart is in the ROMS on some machines...)

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

1180. Re: Mgif 3.5

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 03:15:33 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <44176@cup.portal.com>
Source record: 230402

Thanks I'll be looking forward to it. What do you think the largest image it will do is? 100K?

Bryan_Jones_Woodworth@cup.portal.com

1181. re: skates.lzh

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 04:57:30 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <5539@ryn.mro4.dec.com>
Source record: 230404

Hi,

YES, I tried it in color (med and low) as well as mono... I'm
using kermit as a transfer protocol, and I'm not sure if it's retrying
correctly when I get transmission errors...

I've tried the XMODEM.EXE program (for the VAX), but have only
had limited success with it. It seems to work for some files, and
not others. I've disabled flow control on the terminal server...

John (So much software to try, so little time)

1182. Re: Need 68000 socket adapter

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 05:42:53 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Jul11.054253.20568@jato.jpl.nasa.gov>
Source record: 230403
Cross-posted to: sci.electronics,comp.sys.atari.st

In article <1991Jul3.201423.20302@jato.jpl.nasa.gov> I wrote:
>Thanks for all the replies. Every reply recommended I contact a company
>called:
> Emulation Technology, Inc.
> 2344 Walsh Avenue, Bldg.F
> Santa Clara, CA 95051
> FAX: 408-982-0664
> TEL: 408-982-0660
>
>They wanted $240 for this adapter. I ordered one anyway, despite the amazing
>cost. I'm still going to keep looking for other sources, but this is it so far.

If anyone else is interested, I was just told of another source, a company called FAST Technology, based in Massachuetts. (Sorry I don't have their address/ph# handy right now.) At any rate, they are said to sell an adapter for a mere $45. A pittance compared to the $240 charged above.

FYI, the $240 adapter consists of a PLCC "plug," which is basically a squarish block about 3/4" high, with gold contacts for the PLCC socket. This is on the underside of a piece of PC board. This board is attached to a second board by two rows of about 3/8" high pins/standoffs. On the second board is a standard DIP socket (64 pins) as well as 2 rows of additional leads pointing in parallel with the PC board surface (for attaching test equipment). It's somewhat impractical for my needs, since I wanted something very compact for inserting a replacement CPU...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

1183. Zoo 2.1 - first impressions

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 07:22:48 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3624@laura.UUCP>
Source record: 230406
Cross-posted to: alt.sources.d,comp.sys.atari.st

I just installed the new zoo version 2.1 on my Sun SPARCstation. To get a first (non-representative) impression of its compression rate and speed I packed everything in the zoo installation directory (including objects and binaries) into a zoo archive using the new zoo and specifying the new option 'h' to get higher compression. Then I did the same with zoo 2.01, arc 5.21 and with that LHarc that identifies itself with "LHarc for UNIX V1.02 Copyright(C) 1989 Y.Tagawa, special Amiga option by S. Becker".

Here are the results:

```
Archiver: Comp. rate: Comp. time:
-------------------------------------
zoo 2.1 61% 28.6s
zoo 2.01 49% 13.0s
arc 5.21 48% 17.1s
lharc 41.5% 35.4s
```

I think with zoo 2.1 we have a very decent archiving system that not only gives a great flexibility and a lot of possibility no other archiver offers, but now also has the advantage of a very good compression rate. It rules out LHarc in that respect - at least regarding my non-representative data. Therefore here goes a big "thank you" to Rahul Dhesi!

However, there are two subjects that could be improved:

Although the old zoo 2.01 is available for the Atari ST, I couldn't find ST specific support in the Makefile.

The ST version lets you do something like 'zoo a// archive.zoo *'. The '//' in conjunction with the 'a' adds not only simple files but also directory trees to the archive. I would like to see that as a general feature in zoo.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

1184. Re: software QDOS emulators on the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 08:09:03 UTC
From: ford@tardis.computer-science.edinburgh.ac.uk
Message-ID: <9107110822.AA25880@ucbvax.berkeley.edu>
Source record: 230407

From what I've heard, the only ST QL emulator so far (unless Tony Tebby's managed to get his QDOS compatable OS on the market) is the hardware/software emulator from some german company, and I don't even know if that exists any more. (The last QL World I got was March last year).

I hope that helps. Sorry I couldn't help you further (us QL owners have to stick together).

Stephen Usher

Addresses:-

Janet:- ucacmsu@uk.ac.ucl or ford@uk.ac.ed.cs.tardis
Internet:- ucacmsu@ucl.ac.uk or ford@tardis.cs.ed.ac.uk

1185. Zoo 2.1 - second impressions

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 08:52:01 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3625@laura.UUCP>
Source record: 230409
Cross-posted to: alt.sources.d,comp.sys.atari.st

```
One more note on the compression rate: When I archived the zoo 2.1 sources
with tar I got the file
zoo-2.1.tar (647168 bytes)
After compress:
zoo-2.1.tar.Z (245339 bytes)
Then I packed everything into a zoo archive:
zoo-2.1.zoo (208253 bytes)
Nice, isn't it?

And one more flaw: Unfortunately the old time zone bug is in zoo 2.1 again!
What happens is as follows:

I want to archive a file 'file' (note date and time):
-rw------- 1 klute irb 4672 Jul 11 10:44 file

Then I run zoo to archive the file:
zoo ah archive.zoo file

Looking at the archive contents (note date and time):
zoo l archive.zoo
Archive archive.zoo:
Length CF Size Now Date Time
-------- --- -------- --------- --------
4672 63% 1744 11 Jul 91 10:44:46+64 file
-------- --- -------- --------- --------
4672 63% 1744 1 file

After extraction
zoo xOS archive.zoo

my file has a date and time somewhere in the future:
-rw------- 1 klute irb 4672 Jul 13 1991 file

My time zone is Middle European Time (MET) which is one resp. two hours
ahead of GMT.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386
```

1186. Re: Zoo 2.1 - first impressions

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 10:09:09 UTC
From: Petri.Wessman@hut.fi
Message-ID: <PETRI.WESSMAN.91Jul11120909@silver-surfer.hut.fi>
Source record: 230411
Cross-posted to: alt.sources.d,comp.sys.atari.st

On 11 Jul 91 07:22:48 GMT, klute@tommy.informatik.uni-dortmund.de (Rainer Klute) said:

Rainer> The ST version lets you do something like 'zoo a// archive.zoo
Rainer> *'. The '//' in conjunction with the 'a' adds not only simple
Rainer> files but also directory trees to the archive. I would like to
Rainer> see that as a general feature in zoo.

Hear hear! I would love to be able to say 'zoo [magicoption] dir_name'
and have the whole directory structure archived, like tar. Using find
and the zoo 'I' option is clumsy.

Wish #2 (related to above): a Unix-specific option to also archive
directories (also empty ones!) and (hard/symbolic) links would be a
big plus. For now, if you want an exact copy of a directory structure
you have to use tar. Unpacking these on non-Unix platforms could be
done by automatically dereferencing the links while unpacking.

P e t r i W e s s m a n Helsinki University of Technology, Finland
- You don't exist. Go away. - Petri.Wessman@hut.fi

1187. lynx games

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 11:16:16 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Jul11.111616.4708@crash.cts.com>
Source record: 230416

where are the 30 odd new games promissed they are slow to show up!!!

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1188. atari amiga inc.

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 11:16:20 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Jul11.111620.4736@crash.cts.com>
Source record: 230417

apple and ibm,soon atari and commodore will see eye to eye,cdtv a step forward what a concept!@

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1189. Re: APPLE + IBM Agreement

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 12:04:09 UTC
From: mreiss@ncrcam.CambridgeOH.NCR.COM
Message-ID: <650@ncrcam.CambridgeOH.NCR.COM>
Source record: 230414

In article <1991Jul9.112242.31968@kuhub.cc.ukans.edu> shawl@kuhub.cc.ukans.edu writes:
>Just to get some discussion going: What do you all think will be the
>effect on Atari of the recent agreement between Apple and IBM? It seems to me
>that it could be deadly.
>
>Steve Shawl

About the same as the Next - IBM agreement. Nothing.

Just seems to me that IBM wants to LOOK at what everyone else is doing, but
I have yet to see anthing come out of it. The last thing that I remember
coming out of one of these agreements is OS/2. 'Nuff said.

mike
--

Michael A. Reiss |
| mike
USENET = Mike.Reiss@CambridgeOH.NCR.COM |

1190. Re: Who sells Turbo-C in the US

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 12:50:23 UTC
From: s882854@minyos.xx.rmit.oz.au
Message-ID: <1991Jul11.125023.1374@minyos.xx.rmit.oz.au>
Source record: 230388

Martin_Gaeckler@m.maus.de (Martin Gaeckler) writes:

>Hello Jim,

>Turbo C for the Atari ST/TT is no longer supported by Borland. Borland gave
>up the Atari ST product.
>There will be a new version called >Pure C<. The Distributor is Application
>Systems in Heidelberg, Germany.

>Martin Gaeckler

Did Borland give a reason for stopping to support the Atari ST product?

Tehn Yit Chin
s882854@minyos.xx.rmit..oz.au

1191. Re: XCONTROL & Mouse Accel

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 12:52:03 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul11.125203.20083@actrix.gen.nz>
Source record: 230418

In article <1991Jul10.141741.14032@sae.com> malay@sae.com (Bob Malay) writes:
>
> Hi,
> I just got XCONTROL from a.a and tried out all the setups on my 1040STe.
> When I click on the Accelerator setup button, the disks whirrs, reads in the
> CPX file, and then I get a dialog box the tells me that I need to run the
> mouse accelerator program first. Where is this program? Is it PD?
>
> Bob Malay
>

I think they are refering to Ataries mouse utill 3, don't have
the correct file name as I trash it, because it was causing a few
problem with some programs, Dcshow 1.1 was getting damaged,
so I use another mouse utill, I have seen other comments about this
program being buggy..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1192. Re: software QDOS emulators on the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 13:15:57 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91192.143511ONM07@DMSWWU1A.BITNET>
Source record: 230413

In article <9107110822.AA25880@ucbvax.berkeley.edu>,
ford@tardis.computer-science.edinburgh.ac.uk says:
>
>From what I've heard, the only ST QL emulator so far (unless Tony Tebby's
>managed to get his QDOS compatable OS on the market) is the hardware/software
>emulator from some german company, and I don't even know if that exists any
>more. (The last QL World I got was March last year).
>
>I hope that helps. Sorry I couldn't help you further (us QL owners have to
>stick together).
>
>Stephen Usher
>
>Addresses:-
>
>Janet:- ucacmsu@uk.ac.ucl or ford@uk.ac.ed.cs.tardis
>Internet:- ucacmsu@ucl.ac.uk or ford@tardis.cs.ed.ac.uk

I spoke with these people last week. They are still in business. I have
address and phone number at home...
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

1193. Re: Double Click programs

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 13:24:06 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Jul11.132406.6559@menudo.uh.edu>
Source record: 230415

In article <A0b8cwr2@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>In <1991Jul10.205242.22251@informatik.uni-erlangen.de>, Claus Brod writes:
>
> ...folowup to request for 8x8 font installer.
>>
>>Yes, of course. By using GEMINI 8-)
>>
>
> I'd like to see a DC program that allows the same keyboard window
>handling that Gemini uses work with applications. Control D to close
>control W to rotate through, etc. If you can do DC Topper, then this
>should be possible.
> Does DC Topper work with Gemini yet?
>
>--
> John Henders jhenders@jonh.wimsey.bc.ca
> MIND over MIDI Productions or ubc.cs!van-bc!jonh!jhenders
> Vancouver,B.C
>

Hi John!

Let me first say that we are very glad to be getting the great feedback on the net to our programs! Please, everyone keep it coming.

8x8 font installer - Several programs exist on the market to replace the fonts used, including one on the CodeHead's Utils disk called FontTrix. I know several PD ones are available where you can choose the font you want. Is the idea to also get double the listing in windows, or do you just want to replace the font. The former would be tricky, the latter easy.

As for keyboard handling of windows, just keep an eye out, it is already being worked on. Personally, I've only booted Gemini to look at it, so I'm not familiar with its keyboard operations, but I know what you are talking about.

Version 1.2 of DC Topper does indeed work very well with Gemini and NeoDesk and within programs. V1.2 does not generate button clicks, so it will not 'click' a dialog box, file selector, menu entry, etc. by accident when you go over an inactive window.

Please, keep the ideas rolling!

- mike vederman

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

1194. Re: XCONTROL & Mouse Accel

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 13:53:54 UTC
From: steveh@tharr.UUCP
Message-ID: <2311@tharr.UUCP>
Source record: 230448

In article <1991Jul10.141741.14032@sae.com> malay@sae.com (Bob Malay) writes:
>Hi,
>I just got XCONTROL from a.a and tried out all the setups on my 1040STe.
>When I click on the Accelerator setup button, the disks whirrs, reads in the
>CPX file, and then I get a dialog box the tells me that I need to run the
>mouse accelerator program first. Where is this program? Is it PD?

You need a copy of MACCEL3 in your AUTO folder. Unfortunately this doesn't
yet appear to have been made available to non STE and TT purchasers.

1195. Re: PageStream VS Calmus

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 13:55:12 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Jul11.135512.11111@chinet.chi.il.us>
Source record: 230427

In article <1991Jul9.205549.5488@msb.com> ritz@msb.com (Chris Mauritz) writes:
>
>The only reason, however, I could see for buying an ST for DTP is a
>severely tight budget. A Mac Classic or Mac LC with Pagemaker costs
>a little more, but provides superior results.

No comment about a Mac LC, but I'd have second (and third, and....) thoughts before undertaking DTP on a Mac classic. Something about small, moderate-resolution screen and limited RAM.

I've used Pagestream for some small, intricate stuff, and it works very well for that. I believe the question concerned jobs on the order of magazine production, and the obvious place to ask would be around Current Notes and AIM. I believe they're both done with Calamus now, but DON'T take my word.

If Chris is really mellowing with age, more power to him.
Steve saj@chinet.chi.il.us

1196. Re: skates.lzh at terminator

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 14:10:38 UTC
From: iam@stiatl.salestech.com
Message-ID: <1991Jul11.141038.391@stiatl.salestech.com>
Source record: 230390

miskinis@aidev.enet.dec.com (John Miskinis) writes:

>ANYWAY, I placed the files in A:/skates/jmw as documented, but keep
>getting a mysterious "error #052, press any key"...

Tried to e-mail, but the reply failed. Anyway...

You should put them in a folder called A:\skates.jmw NOT A:\skates\jmw

I've already erased this one (anything that won't run off the hard drive
had better be really good), but different strokes for different folks.

Good luck.

--
-------- ---- ---- -- | Ian Mercado: iam@stiatl.salestech.com |
-- - - ----- -- | emory!stiatl!iam |
-- -------- -- ----- | |
-------- -- -- -- ---- | "Can't keep my mind from the circling sky" |

1197. Re: What's the best database f

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 14:30:01 UTC
From: univwa@sbuvax.rz.uni-sb.de
Message-ID: <11874@sbsvax.cs.uni-sb.de>
Source record: 230419

In article <45772@bn.maus.de>, Klaus_Guhr@bn.maus.de (Klaus Guhr) writes:
>
>
> Tt>By the way, I believe it was written by the Adimens programming team.
>
> Yes, it's true. The authors are Dieter and Juergen Geiss.
>
>
> cu Klaus

Let me make a little correction:
D. & J. Geiss -as told to me by an ADI developer- did the migration
from Adimens V1.6 to Adimens V2.1, they added a GEM Surface (and
debugged the rest...). Having finished their studies they left ADI Karlsruhe
to join BASF Ludwigshafen. Now they work as they told me on Atari Messe
last year with GUI on several machines (Mac, VAX, Atari I don't know...).

Packing all experiences they made with Adimens (including it's disadvantages)
they developped PHOENIX database: Believe me - this beast is

REALLY T R E M E N D O U S !!!

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University of the Saarland e-mail: bestu@sbuvax.rz.uni-sb.de
Geb.5 - Zi.218
Im Stadtwald |||
D-6600 Saarbruecken |||
Germany / | \

1198. Re: APPLE + IBM Agreement

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 14:36:17 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Jul11.143617.11866@crash.cts.com>
Source record: 230421

In-Reply-To: message from shawl@kuhub.cc.ukans.edu

it is the best thing to happen ever!ibm running apple o/s ,apple using advanced ibm technology!next year should be interesting now suddenly nothing else compares!the end of windows is near!!!and now we can have the power to be our best!(maybe specture will even run system 7 one day!!!

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1199. another st atricle bytes

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 14:36:17 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Jul11.143617.11854@crash.cts.com>
Source record: 230422

```
in california there is a newsmagazine for all computers called microtimes
they dropped atari coverage with no explanantion june 1991,another n
magazoine dumping us!!!
----
ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil
```

1200. acopy

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 14:36:23 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Jul11.143623.11979@crash.cts.com>
Source record: 230423

anybody know where i can get the docs for it?

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1201. stacy mhz?

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 14:36:24 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Jul11.143624.11994@crash.cts.com>
Source record: 230424

what speed does the stacy run at 16?i ask cause i read the mac portable
uses cmos 68000 running at 16 mhz with static ram to handle the
speed.curiuos where we stand at compared to it

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1202. Re: PageStream VS Calmus

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 14:47:52 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0b8epbq@pfunk.hanse.de>
Source record: 230356

In <QcSBYgH0Bwwu8sxvkq@transarc.com>, Bill_von_Hagen@TRANSARC.COM writes:
>
>I need to do things like the following:
>
> 1) Import text and auto-insert pages as necessary
>
> 2) Auto-number figures, tables, etc.
>
> 3) Create Table of Contents, Index, etc.
>
> 4) Import, clip, and change palette of graphics in formats like
> degas.
>

Things like these are best made using TeX. OK, you can't use TeX in
WYSIWYG, but you don't have to. TeX (In this case either CS-TeX or
Stefan Lindner's version) does all what you need and produces even
great looking output.

Everybody who has to write stuff like this, should take a look at one
of the real good TeX-implementations on the ATARI.

Bye.....Michael

--

listen to the coolest !	Michael Kistenmacher / blackbox
Music from the Galaxy !	2000 Hamburg 61 / Schippelsweg 64
!!! P-Funk !!!	West Germany / ++ 49 40 552 37 66

1203. Re: XCONTROL & Mouse Accel

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 14:49:48 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991Jul11.144948.9025@cs.yale.edu>
Source record: 230420

In article <1991Jul11.125203.20083@actrix.gen.nz>
Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>
>I think they are refering to Ataries mouse utill 3, don't have
>the correct file name as I trash it, because it was causing a few
>problem with some programs, Dcshow 1.1 was getting damaged,
>so I use another mouse utill, I have seen other comments about this
>program being buggy..

Presumably you are referring to "maccel3.prg". I have been using it
but still got the message from xcontrol that it wasn't installed. I
changed my boot sequence so that "maccel3.prg" is the LAST thing
loaded from the auto folder and now everything seems to work fine. I
don't know which program in my boot sequence was causing the problem.
Does xcontrol locate maccel3 using the cookie jar, or does it use some
other hack?
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

1204. NCS Demo

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 18:57:04 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Jul11.185704.1833@oz.plymouth.edu>
Source record: 230428

Hello,

I just got NCS_DEMO from atari.archive last night and I was very impressed. However I'd like to talk to someone who has actually used in for pixel recognition (ie. handwriting and that sort of thing). The system says it can handle that sort of thing but they don't show it off in the demo. Actually I'd be interested in talking to anyone who has used the actual NCS software.

Stephan

--
\/\/\/

1205. Wanted/For Sale

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 20:29:36 UTC
From: douglas@wpi.WPI.EDU
Message-ID: <1991Jul11.202936.31040@wpi.WPI.EDU>
Source record: 230429

I am looking to buy a used monochrome monitor for
my 1040st. Also I am selling my complete
Master Tracks Pro sequencer package with the latest
version (3.5 I believe). If interested or wanting to
sell please reply..
Thanks,
Doug White
(508) 831-5237 (weekdays)
(508) 835-6772 (eves, weekends)
or reply via net
--
Douglas White douglas@wpi.wpi.edu
Dept. of Chem. Eng.
WPI

1206. no subject (file transmission)

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 20:45:43 UTC
From: dave@cc.gatech.edu
Message-ID: <9107112045.AA29718@cervantes.cc.gatech.edu>
Source record: 230430

I am having a difficult time configuring a used mega 2 I just bought
with TOS 1.4 and a Tweety sound board installed. I am trying to
use it with my SH205 hard disk. I get random bus errors(2 bombs) and
illegal instructions(4 bombs) when executing programs on the hard disk,
especially anything in the AUTO folder. I also can't get the machine
to boot off of the hard drive when I use HINSTALL.PRG from atari.archive.

If anyone has a setup similar to this please let me know how your system
is set up (how you formatted your drive, what is in your AUTO folder, etc.)

Thank you in advance.

dave@cc.gatech.edu

1207. no subject (file transmission)

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 20:46:10 UTC
From: dave@cc.gatech.edu
Message-ID: <9107112046.AA29726@cervantes.cc.gatech.edu>
Source record: 230431

I am having trouble unpacking HDX301.LZH off of atari.archive.umich.edu.
I get CRC errors when unpacking it with a couple different programs.
Could someone please let me know where a more reliable version is
or mail it to me. I need HDX 3.01 and HINSTALL 3.01.

Also from what I was able to extract, the dialogue boxes say it is
version 3.0 ???

Thank you in advance

dave@cc.gatech.edu

1208. Re: Zoo 2.1 - first impressions

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 20:57:45 UTC
From: koreth@twitterpater.eng.sun.com
Message-ID: <1507@grapevine.EBay.Sun.COM>
Source record: 230433

Zoo 2.1 is pretty impressive, all right. As soon as someone submits a working ST version to both the sources and binaries groups, I'll start accepting submissions in zoo 2.1 format. It'll be nice to get away from the lharc controversy once and for all. (I have no special attachment to the program, as some have claimed; it just gave the best compression at the time.)

My results, on a directory with sources, SPARC executables, and object code:

```
-rw------- 1 koreth 529819 May 14 17:01 g.zoo
-rw------- 1 koreth 592796 Jul 11 13:12 g.lzh
-rw------- 1 koreth 618165 Jul 11 13:49 g.tar.Z
-rw------- 1 koreth 751796 May 14 17:01 g.oldzoo
-rw------- 1 koreth 829703 May 14 18:01 g.arc
```

Not too shabby.

Steven Grimm koreth@eng.sun.com Moderator, comp.{sources,binaries}.atari.st
"We must be brave, and not let them know how frightened we really are."
-- OPEN LOOK Graphical User Interface Functional Specification

1209. Racter: Is there a ST equivalent anywhere?

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 21:17:03 UTC
From: mwtilden@watmath.waterloo.edu
Message-ID: <1991Jul11.211703.20581@watmath.waterloo.edu>
Source record: 230435

C.M.Borges' limerick program reminded me...

An old Scientific American article once discribed a program called
'Racter' which was a nonsensical syntax generator. It could
form perfectly correct grammatical sentences but of often
hilarious content. So good that it was used to generate the
book 'the policemans beard is half-constructed'.

Is there a similar one for the ST anywhere?

Is all.

--
Mark Tilden: _-_-_-__--__--_ /(glitch!) M.F.C.F Hardware Design Lab.
-_-___ | \ /\/ U of Waterloo. Ont. Can, N2L-3G1
|__-_-_-| \/ (519) - 885 - 1211 ext.2454,
"MY OPINIONS, YOU HEAR!? MINE! MINE! MINE! MINE! MINE! AH HAHAHAHAHAHAHAHAHA!!"

1210. Re: APPLE + IBM Agreement - the world is doomed

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 22:28:49 UTC
From: darekm@microsoft.UUCP
Message-ID: <73504@microsoft.UUCP>
Source record: 230400

In article <1991Jul9.112242.31968@kuhub.cc.ukans.edu> shawl@kuhub.cc.ukans.edu writes:
>Just to get some discussion going: What do you all think will be the
>effect on Atari of the recent agreement between Apple and IBM? It seems to me
>that it could be deadly.
>
>Steve Shawl

Atari? Who cares about Atari! THE WHOLE WORLD IS DOOMED! Run for cover. It's
like a blind man and a deaf man getting together to make a movie. Next
thing you know, all sorts of arch rivals will hop into bed together to pave
way for a new world order: Coke and Pepsi, Bart Simpson and Cosby, GEnie
and Compuserve, Jews and Christians, and oh gosh, Turbo ST and Quick ST. Heeelp!

- Darek

--

Darek Mihocka. Quick ST 3 for the ST/TT. All views expressed are my own.
Branch Always Software, 14150 NE 20th St. Suite 302, Bellevue, WA 98007

1211. Re: Atari ST Multitasking??

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 23:00:30 UTC
From: mathew@mwowm.mantis.co.uk
Message-ID: <A0b8f1rq@mwowm.mantis.co.uk>
Source record: 230357

In <1991Jul10.000501.18639@bilver.uucp>, Alex Matulich writes:
> Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:
> >Most programs on the ST are powerful enough that they do not need to use
> >multi tasking to get other features...
>
> That's a matter of opinion. What you end up with is a bunch of programs
> doing similar things (like file dialog boxes) in different ways, resulting
> in a non-uniform user interface from one application to the next.

Let's see... a bunch of programs doing file dialogue boxes in different
ways... Which computer does *THAT* sound like?

Which out of the ST and Amiga has had a standard file selector built in to
the OS from day one? I'll give you a clue -- it's not the Amiga.

> Amigas do not use TSRs. A TSR is either running, or waiting. TSRs don't
> run concurrently with anything else.

The Amiga's processes don't run concurrently with anything else. The Amiga
only has one CPU. It spends a bit of time running one process, then jumps
to another, then the next...

Whereas the ST spends a little time running the main application, then jumps
to the first TSR, then the next...

Spot the similarity?

> >However if you ever want to use a computer as a multi user system well then
> >niether the ST or the Amiga will work well as is..
>
> Unless you're running unix on the Amiga.

Or the ST/TT.

mathew
--
<< baby mother hospital scissors creature judgement butcher engineer >>

1212. Hard Disks and the STE

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 23:19:57 UTC
From: tensmekl@infonode.ingr.com
Message-ID: <1991Jul11.231957.4319@infonode.ingr.com>
Source record: 230438

When I bought (and finally received) my 1040 STE, I had major problems accessing information on my Supra HD. The dealer replaced my machine and some of the problems went away.

Some of the problems remained, (Arc.ttp (or any executible) executed from any drive, would lock up the system.

These problems, do not exist when used with the 1040ST.

In desperation I called the Supra tech support line (503 967 9081) (9-4 pst). It was an interesting conversation. After identifing my hard drive, and the target system as a 1040. He wanted to know if it was a ST or a STE. I told that the ST worked and the STE didn't and he asked me what version of the Supra software I had. I told him 3.02. He told me that the current version was 4.26. He got my name and address and told me that a new disk would be in todays mail.

My next disk will probably come from Supra.

I feel good about Atari computers again. I will most likely order more software from the dealer who replaced my computer.

--
Kermit Tensmeyer | Intergraph Corporation
UUCP: ...uunet!infonode!tensmekl | One Madison Industrial Park
INTERNET: tensmekl@infonode.com | Mail Stop LR23A2
AT&T: (205)730-8127 | Huntsville, AL 35807-4201

1213. Re: Two Questions

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 23:27:24 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Jul11.232724.29681@watmath.waterloo.edu>
Source record: 230439

In article <9107081656.AA08301@cwns6.INS.CWRU.Edu> ab016@cleveland.Freenet.Edu asks about MidiMaze II documentation in English.

The Atari user's group of Kitchener - Waterloo (called KWEST) posted a translation of this to Atari Archives at University of Michigan some time ago. You can get them there, in the directory "atari/games", with the name "mdmz2doc.lzh" .

Happy Midi Maze II.

--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
internet: ljdickey@watmath.UWaterloo.ca BITNET/EARN: ljdickey@watdcs
obsolescent?: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey

1214. re: STACY mhz?

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 23:27:45 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <5558@ryn.mro4.dec.com>
Source record: 230374

Hi,

I'm 99% sure that all Stacy's run at 8mhz...

I still wish I owned one!

John

1215. Lattice C

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 23:33:35 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Jul11.233335.8445@lsuc.on.ca>
Source record: 230443

I have just received word that there is a 2nd edition manual that
is coming with newer versions of Lattice C version 5 that has better
documentation on assembly language. My manual is the 1st edition, dated
March 1990. People buying the very latest packages should be getting
the new manual.

But this raises the problem about updating the manuals. The
manuals are NOT the usual 3 ring binder type which one would expect
for compilers (which are prone to errors in the manuals) but rather
a set of wire-bounded books which makes it difficult to change pages.
The errata material in the "readme" disk file is getting a bit lengthy.
I'm wondering now what the policy is going to be regarding buying the
new manuals. It certainly would be cheaper if they could send out
loose-leaf updates when you send for compiler upgrades.

Anyway, I'm already stuck trying to port my program from Sozobon C
to Lattice C. The compiler seems fussier than I like. Still, assuming
I haven't hit a compiler glitch, I suppose it will result in better
code in the long run.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

1216. Atari ST system for sale

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 23:37:13 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91192.193713JJL101@psuvm.psu.edu>
Source record: 230442
Cross-posted to: comp.sys.atari.st,psu.forsale

```
Atari 520 ST
SM124 mono monitor
SF354 disk drive

For sale altogether or as parts will take best offer(s) in the next few
weeks.

*************************************************************************
* J.J. * Internet: JJL101@PSUVM.PSU.EDU * Penn State *
* * * Center for *
* John Lehett * Bitnet: JJL101@PSUVM * Academic Computing *
*************************************************************************
* Atari ST's!, Puzzles, Cryptos, Games, Diplomacy, Synths + Midi *
*************************************************************************
```

1217. Pagestream 2.01 Shipping!

Newsgroup: comp.sys.atari.st
Date: 1991-07-11 23:42:18 UTC
From: twmanino@taco.cc
Message-ID: <1991Jul11.234218.16726@ncsu.edu>
Source record: 230437

In case anyone is interested...

I requested the update to Pagestream 1.82 -> 2.01, and I finally received it yesterday! I haven't had a chance to use it much, though, but I thought some of you guys might want to know that it IS shipping!

External observations...

Comes with 4 disks:
- Pagestream program disk
- Pagestream fonts disk
- 2 CompuGraphic fonts disks

Documentation:
- A staple-bound "QuickStart Manual" -- tells about installation of the software and gives a VERY basic start to desktop publishing.

- A "User Guide" -- This is a spiral bound manual, as opposed to the 3-ring binding of the previous version. I find this easier to work with; it lays flatter, and the pages are easier to turn.

- A function reference card.

I'll comment on the workings of the program once I get a good grasp of the new features. (I'm sure I won't be the only one!)

Tony
twmanino@eos.ncsu.edu

1218. Mupfel w/Neodesk 3

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 00:37:13 UTC
From: bill@mwca.UUCP
Message-ID: <1889@mwca.UUCP>
Source record: 230436

I've seen some wierdness when using Neodesk 3 and Mupfel, any help would be appreciated:

If I run Mupfel (the CLI portion of Gemini) from Neodesk, upon exiting Mupfel I will be returned to the desktop, not back to Neodesk. This is regardless of whether I have Neodesk configured to unload itself before executing Mupfel.

Also (and stranger) if I run Mupfel from Neodesk, any program I run from Mupfel will run _twice_. If I type "arc -v filename.arc", it will execute normally, then execute again! This happens consistently, and I assume is related to the above problem. It isn't only arc that does this, it's any program (I believe), and I've tried it with PATH set to null and no aliases.

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
Opinions expressed are my own, though you'd be wise to adopt them!

1219. Re: lynx games

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 01:12:24 UTC
From: jjung@aludra.usc.edu
Message-ID: <18324@chaph.usc.edu>
Source record: 230444

In article <1991Jul11.111616.4708@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>where are the 30 odd new games promissed they are slow to show up!!!

You haven't been a Lynx owner long, have you? B-) In any case, let's remember

(1) There's still another 5-and-a-half months before the end of the year. The "30 games release" is for all of '91.
(2) Well, WARBIRDS has been released, and I've seen CHECKERED FLAG, TURBO SUB, VIKING CHILD, SCRAPYARD DOG, HARD DRIVIN', and ISHIDO for the Lynx. I suggest you read rec.games.video to get the latest Lynx news.
(3) Atari's switching from one factory in Taiwan to three. If this is where Lynx games are manufactured, this action can understandably have an impact on game production.
(4) This _is_ Atari, after all. Le sigh.

--R.J.
B-)

P.S. You can always go buy Telegames' FIDELITY ULTIMATE CHESS CHALLENGE for the Lynx, too. And I hear that Telegames' QIX and KRAZY ACE MINIATURE GOLF are due out this month...

^^^

1220. Re: Info about PD ST Midi Sequencers and DX librarians ?

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 02:15:24 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Jul12.021524.11376@watmath.waterloo.edu>
Source record: 230445

```
In article <808@wsl.ie> colm@wsl.ie (Colm Smyth on wsl) writes:
>I've an Atari ST, a Yamaha DX11, and a MIDI cable and I'd like to get them
>together in a meaningful way! If you know where I can get hold of
>
> (a) a PD/ShareWare/cheap seqencer program
> (b) a ditto DX voice librarian
>
>please reply by e-mail.

Me too. I'd like to try out such a program!

--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
internet: ljdickey@watmath.UWaterloo.ca BITNET/EARN: ljdickey@watdcs
obsolescent?: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
```

1221. ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 02:20:55 UTC
From: irons@chinet.chi.il.us
Message-ID: <1991Jul12.022055.11174@chinet.chi.il.us>
Source record: 230432

This is a repost of a previous message with an updated list.

I am giving my Atari to the kids and want to sell most of my ST
software collection. These are all original release diskettes,
most with the original documentation. They are priced to sell
as I need the money to buy a scanner for my 386SX. I have the
following items:

All-Aboard $5 Alt $3
Ansiterm $3 DBMan v. 3.00G $10
Deep Space $5 Disk Doctor $3
Elite $5
Flexcessory $3
Flight Sim & sc.7,11,Er $15
Hrd Dsk Accel $3 High Roller $5
Interlink-ST $5 K-Switch $3
Leviathan $3 M-Disk Plus $3
Major Motion $3
Menace $3 Mi-Term 3.0 $5
Multi-Desk $3
Oids $3 Oscar $3
Personal Pascal $5
Procopy & A-Copier $5 Renegade $3
Rogue $5 Silent Service $3
St-Control $10
StKey $3 STOS & Compiler $15
Sundog $3 Tanglewood $5
Test Drive $5 Tracker $3
Trivia Challenge $3
PC-Ditto I $10

This is an editted list with all items remaining as of 7-6-91.
If interested in any or all of these please call Jim Irons at
708-386-0804. Make me an offer for the whole thing and I'll
come down even further.

1222. PageStream, TT

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 02:25:11 UTC
From: cse0507@desire.wright.edu
Message-ID: <1991Jul11.212511.4209@desire.wright.edu>
Source record: 230352

Yea! PageStream 2.1 is shipping! (Mine was shipped yesterday!)
Now, if I could just persuade somebody (anybody) to sell me a TT, I'd be
cooking with gas. Does anybody know if the memory daughterboard is actually
available? What about 24-bit VME video cards & software?
Alt.Subject: Did you know 105m SCSI Quantum HD's can be gotten for US$330?
Scary thought.
Bob The (nosig) Schulze
try --> cse0507@wsu.bitnet <-- but I doubt it.

1223. Amiga and ST.

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 05:37:39 UTC
From: ykidron@isis.cs.du.edu
Message-ID: <1991Jul12.053739.11020@mnemosyne.cs.du.edu>
Source record: 230441

```
Newsgroups: comp.sys.atari.st
Subject: Atari ST system for sale
Expires:
References:
Sender:
Reply-To: ykidron@isis.cs.du.edu (Yaron kidron)
Followup-To:
Distribution: world
Organization: Nyx, Public Access Unix (sponsored by U. of Denver Math/CS dept.)
Disclaimer1: Nyx is a public access Unix system run by the University of Denver
Disclaimer2: for the Denver community. The University has neither control over
Disclaimer3: nor responsibility for the opinions of users.
Keywords:

Newsgroups: comp.sys.atari.st

Hello There.

This is
Subject: Sale
Expires:
References:
Sender:
Reply-To: ykidron@isis.cs.du.edu (Yaron kidron)
Followup-To:
Distribution: world
Organization: Nyx, Public Access Unix (sponsored by U. of Denver Math/CS
ept.)
Disclaimer1: Nyx is a public access Unix system run by the University of
Disclaimer2: Denver for the Denver community. The University has neither
Disclaimer3: control over nor responsibility for the opinions of users.
Keywords:

Newgroups: comp.sys.atari.st
Subject: Once again, Atari/Amiga
Expires:
References:
Sender:
Reply-To: ykidron@isis.cs.du.edu (Yaron kidron)
Followup-To:
Distribution: world
Organization: Nyx, Public Access Unix (sponsored by U. of Denver Math/CS
ept.)
Disclaimer1: Nyx is a public access Unix system run by the University of
Disclaimer2: Denver for the Denver community. The University has neither
```

Disclaimer3: control over nor responsibility for the opinions of users.
Keywords:

Hello once again!

I'm refereing to my former postage on this newsnet sig. Also as a repl

to one of the Amiga users who replied to me. I believe his name is Mark.
Mark, as I read your letter, I've sensed a lot of tension towards me.
Most of your feedback answers did not make a point. You should re-read my
former letter and within it you'd probablyu find most of your questions
already answered.
I didn't say that a person which compares computers is a dimwit. I sai

that a person that compares computers and then raves at other people is a
dimwit. AAlso, I did not say not to expose yourself to other computer
sigs. I also am very interested in other machines other then mine.
The bottom line of my message was not the fact that anyone who is trul

satisfied with his machine should lock himself in a dark closet and throw
the key. What I meant to say is that anyone who is satisfied with his
machine (i.e. his machine does anything he needs, and he really like
using it for his purposes) does not need to switch to another machine.
If you thought your Timex Sinclair 1000 did the job for you, then you
would stick with it. But if you got to the point where you said "Gosh, I
can't get the work done right!" then you probably bought another machine.
If the Timex did the job and satisfied you, then you would never need to
change it. Thats the point.
My ST couldn't satisfy my needs concerning the developement of Intel
based software for the firm I work for. That is why I changed it. You
might try to ask, "Why didn't you by a 286 then? It's much cheaper then a
386!" - the reason is that my project concluded work on a 386 chip. I
didn't buy a 486 because I didn't need such a machine. a 386 was enough.
As I see it, the strongest factor in a computer is the price, not the
specifics. There is no such thing as a 'Volvo Envy'. I would not eve at m

chief of project for having a 486. My 386 is just fine for me. As I can
see it, I'd never have enough cash to spend on a 486.
Concerning the price. What most of you Amiga users do not know is the
fact that the STe and TT are priced much below the Commodore products.
Just to let you know, a TT costs here (Israel) around $2500 with the
TM194 and a 50 Mb HD, while the A300 costs here a wopping $6000. The STe
is priced just under $900 for a full system, while an A500 costs $1300.
I'd never buy a TT though. I don't need it, since the ST satsifies my
enough.

Ok, enough for this. I hope most of you Amiga/Atari users will
understand that the Amiga and the Atari can not be compared. The Amiga is
nice, but so is the ST. So is the Mac. So is the PC. So is the Sparc...

Good luck dudes, and have a happy life.

1224. Re: Double Click programs

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 06:58:09 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2391@uqcspe.cs.uq.oz.au>
Source record: 230446

(Joe Gaudreau (Dances with PostScript)) writes:

>ralph@laas.fr (Ralph P. Sobek) writes:
>=How about a program that installs the 8x8 font as being the standard
>=GEM font for titles and verbatim (non-icon) directory listings for
>=monochrome monitors. I really do not appreciate the 8x16 fonts.
>=
>=Is this possible? Hope so!

>Probably. How about a mondo-program combining all of the little tiny
>ones (w/user defaults). That would be cute, eh?

On that point: how does one write .cpx extensions for XCONTROL.ACC

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

1225. Re: Zoo 2.1 - archive whole dir structure?

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 07:28:50 UTC
From: slootman@dri.nl
Message-ID: <1148@dri500.dri.nl>
Source record: 230447
Cross-posted to: alt.sources.d,comp.sys.atari.st

Petri.Wessman@hut.fi writes:
>
>Hear hear! I would love to be able to say 'zoo [magicoption] dir_name'
>and have the whole directory structure archived, like tar. Using find
>and the zoo 'I' option is clumsy.

This would be quite useful... Might take more hacking around than first
meets the eye, since readdir() is used to read the *zoo* directory, not
the unix directory. This means those may have to be renamed first before
zoo can independently read directories.

I might at some time try to add this feature, if I get the time, and
nobody beats me to it...
--

:slootman@dri.nl : When you get to the point where you think that nothing
:+ 31 5496 88831 : is impossible, try pushing toothpaste back into a tube
----

1226. Re: XControl Maccel

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 07:29:44 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3394@odin.cs.hw.ac.uk>
Source record: 230354

In article <85538@bu.edu> selick@bucsf.bu.edu (Steven Selick) writes:
>
>I received XCONTROL.ARC from Terminator, and at first got a comlete
>system hangup. After gradually adding .xpc files to the directory xpc, I
>found that the problem was the maccel file. Is it my 1040ste with tos
>1.6?

This probably because your are using MACCEL2 in your AUTO folder instead of
MACCEL3. The meaning of the Cookie changed and the XPD demands MACCEL3.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1227. Re: PageStream VS Calmus

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 07:41:51 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3395@odin.cs.hw.ac.uk>
Source record: 230355

In article <1991Jul9.205549.5488@msb.com> ritz@msb.com (Chris Mauritz) writes:
WRT: Pagestream & Calamus
>Well, I have seen both of these programs. Calamus is by FAR a superior
>product, no ifs ands or buts.

Well Calamus does not support Postscript. That's a *BIG* failing in my opinion
and the main reason we didn't buy it here where Postscript laser printers
abound.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1228. SoundTrackers

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 07:50:26 UTC
From: alanh@logitek.co.uk
Message-ID: <alanh.679305026@krypton>
Source record: 230378

Hi,

Would anybody be willing to produce a Soundtracker that can play through
Microdeal's PLAYBACK cartridge. As I have an STFM with it.

Lars-Erik... has come the closest, with PLAYER. It plays only through
the left port though. So still mono although it does go through the cartridge.

If anybody is willing and needs the sources how to program the cartridge
please get in touch.

Alan Hourihane

email: alanh@logitek.co.uk

1229. Double Click idea

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 07:56:55 UTC
From: schuller@DUTIAA.TUDELFT.NL
Message-ID: <9107120756.AA20844@dutiaa.tudelft.nl>
Source record: 230449

Hi all,
I've got to agree with someone's idea about a DC program of the week:
a program that will make the mouse appear or disappear with a key-combination.
Now I know that hidemouse/showmouse calls are counted, so that one showmouse
call will not undo two hidemouse calls, but it could be done one call at a
time. There are quite a lot of programs still out (although mostly old programs)
that manage to 'lose' the mouse pointer in some way, so I'd like to see a
program doing this. Are you listening Double Click?
Hildo Biersma, schuller@dutiad.tudelft.nl

1230. Re: crabs -- Screen-eating program for MiNT

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 08:49:24 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jul12104924@orion.laas.fr>
Source record: 230091
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

There seems to be a problem with the crabexe.lzh file that was posted.
Neither Unix uudecode or uud or even uud on my ST could decode this
file.

In article <binaries.15.53@twitterpater.eng.sun.com> koreth@twitterpater.eng.sun.com
(Steven Grimm) writes:
| table
| !"#$%&'()*+,-./0123456789:;<=>?
| @ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_
| begin 644 crabexe.lzh
| M'\TM;&@Q+68< !:-0 0E6K%B "4-204)3+E144,*)]FFQF'NG[!@R#==Cz
| M0SK72P UW;UG[MOM>J6TW[!9;2FD7#2FHL$R,!K)<!$Y[P E97YY2AG?OFEZy
...
| M-44-MP8$40/Q)&)FC;N[@]\8+$">_"0G,S-.MNAR!;:^RC0$5AC:LUC.(LF/w
| M<\=+6)+<S:26 N/R[BH+F5;9=W#R>.@[0?,ISZ;SD$2P6N+8TPQ^;:!;@W!v
| M$7Z'5@D@;_%+ZQF0B/:J<OGCD^IW L-IEBM>Q?#DN/07BQRBS(F_0^<'T$C2u
| ..8>OG83<SX LGU[._T "Jt
| s
| end

On the ST uud complained about the sequence letter <J> in the next to
last line. The Unix versions all did a nice `segmentation violation.'
Have others successfully recovered this file?

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Telephone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
THINK: Due to IMF & World Bank policies 100 million Latin American children are
living, eating, and sleeping in the streets -- Le Monde Diplomatique

1231. Re: Mupfel w/Neodesk 3

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 12:57:24 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91193.125333ONM07@DMSWWU1A.BITNET>
Source record: 230351

In article <1889@mwca.UUCP>, bill@mwca.UUCP (Bill Sheppard) says:
>
>I've seen some wierdness when using Neodesk 3 and Mupfel, any help would be
>appreciated:
>
>If I run Mupfel (the CLI portion of Gemini) from Neodesk, upon exiting Mupfel
>I will be returned to the desktop, not back to Neodesk. This is regardless of
>whether I have Neodesk configured to unload itself before executing Mupfel.
>
>Also (and stranger) if I run Mupfel from Neodesk, any program I run from
>Mupfel will run _twice_. If I type "arc -v filename.arc", it will execute
>normally, then execute again! This happens consistently, and I assume is
>related to the above problem. It isn't only arc that does this, it's any
>program (I believe), and I've tried it with PATH set to null and no aliases.
>--
>
Sounds as if Neodesk catches the AES trap and does his own things with
shel_read/shel_write (very bad idea). Can you check whether they changed
the AES trap (do the use XBRA?).

Simplest solution: use Gemini instead.

>##
> # Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
>#
> # Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
>#
> ###### Opinions expressed are my own, though you'd be wise to adopt them!
>######
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

1232. new mgif 3.5 for 1 MB systems

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 13:30:14 UTC
From: rosenkra@convex.com
Message-ID: <1991Jul12.133014.8128@convex.com>
Source record: 230353

well, after numerous requests, i uploaded to atari.archive a new executable for mgif 3.5 to atari.archive. look for file mgif35xx.arc. contained therein is an executable .ttp and a readme.xx file. all source and documentation are in the original files (mgif35s.arc and mgif35b.arc) which were uploaded there some time ago. recall that mgif is a gif viewer for monochrome that displays simulated grayscale using so-called flicker mode. it also does lots of image processing on images and can save the screen images to a file. it can also view these saved screen images (mgif -fl file.fl ...).

this new version *should* work on 1 MB systems tho it was not tested. size mgif.ttp sez 870kB plus 32kB for stack, or about 900kB which i am guessing will fit on a 1 MB system that does not have lots of DAs and TSRs. one of the guys who sent me mail should try it and let me know that it works (or does not work in which case i will make it smaller still).

it will handle .GIF files up to 150000 bytes long. don't even try it on larger files. i don't think it checks while reading the GIF itself for too large file. however, it should fail gracefully if width*height of the image is > 260000. that means you can view 640x400 images but not 640x480 images which are too big (and usually come from VGA/EGA). that's life.

again, this is only for 640x400 monochrome displays on ST/STe (i.e. not TT). it will not work on color, with overscan, and with systems not supporting line A.

enjoy...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

1233. Re: no subject (file transmission)

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 14:56:51 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991Jul12.145651.22367@cs.yale.edu>
Source record: 230359

In article <9107112046.AA29726@cervantes.cc.gatech.edu> dave@cc.gatech.edu (Dave Aylesworth) writes:
>
>
>I am having trouble unpacking HDX301.LZH off of atari.archive.umich.edu.
>I get CRC errors when unpacking it with a couple different programs.
>Could someone please let me know where a more reliable version is
>or mail it to me. I need HDX 3.01 and HINSTALL 3.01.

I ran into this same problem some time ago. The problem seems to be that the archive contains incorrect checksums. The version of lharc I used to unpack it (LHarc for UNIX V1.02 Copyright(C) 1989 Y.Tagawa special Amiga option by S. Becker) complains about the bad checksums but unpacks the files correctly anyway. The three files that give the checksum errors are themselves .lzh files which must be further unpacked.

I have repacked the directory tree as a single .lzh archive and uploaded it to atari.archive.umich.edu as file /atari/new/hdx301.lzh.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

1234. D.T.P. Comparison

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 15:00:21 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <9107121500.AA27874@top.magnus.acs.ohio-state.edu>
Source record: 230360

Recently there was a question posted about Calamus & Pagestream, I answered, and thought it might be nice to post what I wrote as well, so here it is. Some of it answers specific questions, which I have not bothered to retype since the question asked is probably obvious from the answers (or opinions) I wrote.

In answer to your questions about Calamus & PageStream, either one could probably be useful to you. I have used both extensively, and personally prefer Calamus for any number of reasons, but you may have different needs and therefore not agree at all with my conclusions.

1) Both Calamus & Pagestream have extensive (and good) text importing. Also, both programs can have pages inserted wherever necessary, they are pretty comparable in this area.

2) Calamus has many more numbering features, but PageStream 2.1 may change this. Calamus supports things like page, chapter, and section numbering, but I don't think either program has "Auto-numbering" of figures, tables etc., I'm not really even sure what you mean by that since most

of my work is for other people and is in the range of Brochures & Newsletters, not technical papers or manuals, but I have not found reference to a feature resembling this in either program.

3) Calamus can create a Table of Contents, but will not alphabetize, so you wil
l
have to export the text, import it into a program that can sort it, and then bring it back into Calamus, which is actually not as much as a hassle as it seems. I can't remember these features in PageStream, but I have not used it in nearly a year now, so you may want to check directly with SoftLogik, especially now that 2.1 is available. Note than Calamus SL is supposed to be available this month or in August as well, and it sounds like it will be the state-of-the-art D.T.P. program in the world.

4) In terms of image handling, Calamus has the better feature period. It can crop, and even scan images directly into the program. Calamus has special scaling for half-tones, and can optimize graphics for either the screen or your

specific printer. PageStream can import more formats, including PostScript however, which means you can also create with Calamus Outline Art and use Convert2X to convert it to postscript and use it in PageStream. You should use .IMG or some similar format, not DEGAS since DEGAS does not support any resolutions other than screen resolutions.

Other things of importance. Unless you are using a PostScript printer, or Ultrascript, then Calamus as FAR, FAR superior output. If you are using PostScript then Calamus just has FAR superior output. Calamus is fast, provides better character definition and kerning (much better), can be set to

produce finer grey scales or smoother & finer gradients than PostScript. The difference is really amazing. PageStream's normal output is slow and poor, so use PostScript with it or you will not be satisfied with the results.

Learning the programs is also different. PageStream is easier to learn at first
,
but you also have to remember a lot more bugs to avoid than with Calamus (2.1 may change this I hope). Calamus takes more time to learn, but is a joy to

use and really grows on you. The more you use Calamus the more you like it, which is the opposite of most software.
Speed is an important factor. Calamus is several times faster than PageStream (again, this may have changed with 2.1 of PageStream, but I have heard that it too is very ssllooww). Everything Calamus does just flies. Most notable is the way Calamus displays its vector graphics (like PostScript). Most (all I believ e)
other D.T.P. programs just display an empty box with an X through it.
Calamus displays the graphic wonderfully, quickly, and there is literally no difference in speed between scrolling though a Vector Graphic and an Empty Screen (that's fast!)

In terms of comparing these programs to Mac programs, I think you will be pleased with Calamus & PageStream 2.1, but probably not 1.8. Calamus really blows the Mac programs away when it comes to speed and memory management, you can do a lot more with your memory in Calamus than in any of the Mac programs, for example, I have a document done in Calamus with 22 300dpi graphics in it, plus a vector graphic underlay on each page except for the covers, which have 4 original Vector Graphics of their own. The raster graphics are at least 100K or so each, and severaly are more than 400. I Originally tried set this document up in PageMaker 4.0 and hit my memory limit (4 megs) at 7, yep, 7 of those 22 raster graphics, and about 8 of the final 20 pages it became in Calamus. With 4 megs of memory Calamus will load this 2.5 meg file and print in all from memory (no hard drive access during printing).

As for features, the lack of color in the current
version of Calamus is a shame, but in terms of B&W it is great, equaling or surpassing the Mac programs in most ways.

I own a Desktop Publishing Company and started out with all the Mac Programs (u sing the 128 & GCR of course) that I could. Eventually I went with the Atari so ftware because I was dissatified with the Mac software. One of my friends here in town also own a D.T.P. company, and uses the Atari/Spectre combo, a Dos mach ine, and an Amiga for his business. He creates literally some of the best work I have ever seen, period. His software of choice is also Calamus & Pagestream. Neither one of us thought that this would happen, we expected to use the Mac so ftware, but both of us came to the same conclusion. He even said (while examini ng PageMaker) "Compared to the Atari stuff this looks Archiac and Clunky". I t end to agree with this.

1235. Re: XCONTROL & Mouse Accel

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 15:09:12 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991Jul12.150912.22557@cs.yale.edu>
Source record: 230358

In article <2311@tharr.UUCP> steveh@tharr.UUCP (Steve Hebditch) writes:
>You need a copy of MACCEL3 in your AUTO folder. Unfortunately this doesn't
>yet appear to have been made available to non STE and TT purchasers.

It is available (along with a lot of other useful stuff) in the file
/atari/misc/tos_14.lzh on atari.archive.umich.edu.
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

1236. Re: acopy

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 15:45:23 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul12.154523.4419@actrix.gen.nz>
Source record: 230362

In article <1991Jul11.143623.11979@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
> anybody know where i can get the docs for it?
> ----
> ProLine: chuckie@pro-odyssey
> Internet: chuckie@pro-odyssey.cts.com
> UUCP: crash!pro-odyssey!chuckie
> ARPA: crash!pro-odyssey!chuckie@nosc.mil

Why would you need Doc's for it, a 6 year old could drive it, but I have droped using it, had corrupted copies with it, I use Fcopy III, instead..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1237. Re: no subject (file transmission)

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 15:55:56 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul12.155556.4597@actrix.gen.nz>
Source record: 230363

In article <9107112046.AA29726@cervantes.cc.gatech.edu> dave@cc.gatech.edu (Dave Aylesworth) writes:
>
>
>
> I am having trouble unpacking HDX301.LZH off of atari.archive.umich.edu.
> I get CRC errors when unpacking it with a couple different programs.
> Could someone please let me know where a more reliable version is
> or mail it to me. I need HDX 3.01 and HINSTALL 3.01.
> Also from what I was able to extract, the dialogue boxes say it is
> version 3.0 ???
>
> dave@cc.gatech.edu

Version 3.0 should never be used Has Big Bugs, I think the last
Version was 3.02, but Atari brought out there
New 'TT' compatible version of 4.01 , but a stand to be corrected on
that one.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1238. Re: PageStream, TT

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 16:08:17 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul12.160817.4803@actrix.gen.nz>
Source record: 230364

In article <1991Jul11.212511.4209@desire.wright.edu> cse0507@desire.wright.edu writes:
>
> Yea! PageStream 2.1 is shipping! (Mine was shipped yesterday!)
> Now, if I could just persuade somebody (anybody) to sell me a TT, I'd be
> cooking with gas. Does anybody know if the memory daughterboard is actually
> available? What about 24-bit VME video cards & software?
> Alt.Subject: Did you know 105m SCSI Quantum HD's can be gotten for US$330?
> Scary thought.
> Bob The (nosig) Schulze
> try --> cse0507@wsu.bitnet <-- but I doubt it.

Are these the LPS105S Quantum Drives, if so Please post some more details,
ie, where you can get them, and a Phone No.
Note: not a 800 No., they are of no use here in NZ.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1239. running System 7 on ATARI

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 16:19:03 UTC
From: shawl@kuhub.cc.ukans.edu
Message-ID: <1991Jul12.111903.32053@kuhub.cc.ukans.edu>
Source record: 230361

Someone mentioned that perhaps one day, ATARI will run the MAC System 7. I think I am in a unique position to comment on this, since I am the owner of 2 STs, and had a MACII si purchased for me in May; I loaded System 7 last week. I have been using NEODESK for a while, and upgraded 6-9 months ago.

Although I really do like the MAC a lot (and I never thought I would hear myself say that!), NEODESK gives the ST many of the advantages the non-networking MAC user gets with System 7 (but, since I've had it for only a week, I'm certainly not an expert). So, while I have absolutely no affiliation with the NEODESK people, I would recommend looking at it; I have found it very useful.

As to the MAC---YES, it is expensive. But I have been able to PRODUCE quite a bit with it; I am just glad I do not have an MS-DOS machine! The software I have purchased is high class and works very well. The compatibility I have at work is certainly helpful (I've been the only person with ATARI in the office and that has been a bit difficult; it still is, but at least I can bring in a MAC disc and get stuff out on the laser printers). In any case, the ST has been, and continues to be, a very useful machine.
useful machine.

1240. Re: D.T.P. Comparison

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 17:08:16 UTC
From: steve@thelake.mn.org
Message-ID: <A1627920108@thelake.mn.org>
Source record: 230367

[In article <9107121500.AA27874@top.magnus.acs.ohio-state.edu>,
dhbutler@magnus.acs.ohio-state.edu (David H Butler) writes ...]

> Other things of importance. Unless you are using a PostScript printer, or
> Ultrascript, then Calamus as FAR, FAR superior output. If you are using
> PostScript then Calamus just has FAR superior output. Calamus is fast,
> provides better character definition and kerning (much better), can be set to
> produce finer grey scales or smoother & finer gradients than PostScript. The
> difference is really amazing. PageStream's normal output is slow and poor, so
> use PostScript with it or you will not be satisfied with the results.

I have to disagree somewhat.

Calamus' font-scaling output is (obviously) much better than PageStream's
1.8's own font-scaling output.

Calamus is much faster.

Calamus' output of nontextual material on 300dpi laser printers is
superior.

But in my experience, the quality of Calamus' fonts is a notch or two
below the quality of genuine PostScript fonts from reputable type houses.
Maybe this is merely a shortcoming of the fonts that happen to have been
installed on the systems I've seen, but it is a significant difference.

I don't know the details, but I'm under the impression that the Calamus
font- scaling routines and fonts are adapted from CompuGraphic originals.
Historically -- and here I'm talking 1970s and 1980s -- CG has been a step
behind other suppliers in terms of font quality. That pattern seems to be
repeated on the digital desktop platforms. (Note: This has never been true
for the entire type library, but it has been true of enough important
typefaces to be of real concern.)

There is something else worth considering, and that is the portability of
PostScript. If you want higher quality output than desktop laser printers
can provide, it's simple to spool the .PS file to a floppy (or a series of
floppies) and hand-carry the data to a commercial type house for output at
up to 2400dpi or so. While it is true that there is a RIP interface that
will allow Calamus to produce high-resolution output on Linotronic film
recorders, such installations are rare.

Steve Yelvington <steve@thelake.mn.org>
Marine on St. Croix, Minnesota

1241. Re: PageStream VS Calmus

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 17:48:05 UTC
From: malay@sae.com
Message-ID: <1991Jul12.174805.19636@sae.com>
Source record: 230368

```
In article <H9Dw51w164w@cellar.UUCP>, darling@cellar.UUCP (Darling) writes:
|> carter@engr.wisc.edu (Gregory Carter) writes:
|>
|> > Look, when you buy from Atari, you GET what you pay for. Like it
|> > or lump it.
|> > [...]
|> > The ONLY good use for an ATARI Machine is GAMES and MAC Software
|> > Emulation
|> >
|> > PERIOD.
|>
|> and later:
|>
|> > GEM isn't even a viable App platform environment anymore, for christ
|> > sakes, come to your senses and yell for a real operating system
|> > like UNIX and MOTIF/X Windows.
|> >
|> >GEM is a DOG with RABIES that should have been SHOT a long TIME AGO.
|>
|> and later on, the insightful and gramatically brilliant:
|>
|> > Calamus?
|> >
|> > PageStream?
|> >
|> > HAHAHAHAHAHAHAHAHHA.
|> >
|> > Your joking right?
|>
|> Greg, on behalf of c.s.a.st readers, I'd like to thank you for your
|> participation in this newsgroup. I don't know what we'd do without
|> you; we'd probably have to settle for constructive criticism,
|> intelligent input, and quality grammar. Thanks again for granting us
|> an alternative to such horrors.
|>
|> ^~^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~^~
```

1242. Re: lynx games

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 17:52:34 UTC
From: malay@sae.com
Message-ID: <1991Jul12.175234.19695@sae.com>
Source record: 230369

In article <1991Jul11.111616.4708@crash.cts.com>, chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
|> where are the 30 odd new games promissed they are slow to show up!!!
|> ----
|> ProLine: chuckie@pro-odyssey
|> Internet: chuckie@pro-odyssey.cts.com
|> UUCP: crash!pro-odyssey!chuckie
|> ARPA: crash!pro-odyssey!chuckie@nosc.mil

Hey! Warbirds and Chess Challenge just came out, and Ninja Gaiden and Blockout should be out real real soon! So hold your pants on :)

Most of the 30 or so games are scheduled to be released a few at a time over the next year - lucky for me 'cause I really don't want too buy all of them at once!

Bob Malay

1243. DTP for music ?

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 17:54:33 UTC
From: pjj@cs.man.ac.uk
Message-ID: <2894@m1.cs.man.ac.uk>
Source record: 230379

Does anyone know of any packages (preferably PD/shareware/cheap, but anything is better than nothing) that can be used to create a music score (maybe with words) and print it?
Ease of use (initial input, modification) and the ability to cope with long and/or complicated scores (e.g. multiple parts) would be important.

Thanks in advance for any help you can give.

1244. An idea for DC Software?

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 18:07:19 UTC
From: hohr@cernvax.cern.ch
Message-ID: <6142@cernvax.cern.ch>
Source record: 230365

Hi Atarians,

I need a printer spooler I could size by using the same system
as for FOLDERxxx.PRG, called say SPOOLRxxx.PRG, where 'xxx' is the
size of the spooler in Kb.

Of course, if I'm the only one with such a need, just forget me:-).

Roger hohr@cernvax.cern.ch

1245. Spectre v.3 had problem with date/time in WP2.0.1

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 19:07:16 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Jul12.190716.8802@rodan.acs.syr.edu>
Source record: 230313

Well, doing one of those introductory tutorials actually proved useful for once. While doing the Macro tutorial for WordPerfect 2.0.1 on Spectre v.3, I found that Spectre crashes when you try to access auto date/time from the tools menu!

I called Gadgets, and it sounds like they don't even have the new WP version yet, so this was news to the operator (who will pass on the info). She suggested WP may be making a hardware call, which would mess things up....Too bad, since Write Now and MS Word both are able to insert date/time stamps in documents withouth any problems for Spectre!

I called WordPerfect Corp, and the technician I spoke with did not know how the date/time stamp was achieved (nor was he able to find out). He said he did contact the Atari section, where they seemed to have a Spectre, and he said they were able to see the problem.

Well, I haven't noticed any other problems, although I've really only just started to use WP for the Mac recently. Has anybody else noticed any other problems? or is this the only one (I hope)?

I also hope Gadgets and/or WordPerfect can clear this up.
--Gerry
ggreenbe@rodan.acs.syr.edu

1246. Re: MEGA STE problems

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 19:39:44 UTC
From: dougie@cernvax.cern.ch
Message-ID: <6146@cernvax.cern.ch>
Source record: 230366

In article <2983@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>carter@engr.wisc.edu (Gregory Carter) writes:
>>I can confirm the problem of the bad sound/display chip in my MEGA STE.
>>I orginally just thought it was the way it was suppose to be.

>You were wrong.

>>Now that you describe in detail what I experience, lines on screen at 8Mhz,
>>scratchy sound etc..

>...you should assume that you both have Mega STe's which are broken in the
>same way.

>>Look, when you buy from Atari, you GET what you pay for. Like it or lump it.

>No, like it or get it fixed. Your Mega STe is BROKEN and should be FIXED.
>Take it or send it back to your dealer and have it replaced or fixed. Mega
>STe's are NOT supposed to be this way.

>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Can you say if Atari will be repairing machines with this fault
free of charge, regardless of whether they are still covered by the 1 year
guarantee? I have a 520STE from April 1990 which has had the video/sound
problems since new and I too thought this was just how STEs were until other
complaints appeared on the net.

Am I stuck with a 'BROKEN' machine? Or maybe standard STEs ARE supposed
to be this way!

--
+---+
| Dougie McLaggan. ->->-> 'dougie@cernvax.cern.ch', or 'dougie@cs.hw.ac.uk' |
+---+

1247. Re: Need 68000 socket adapter

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 20:11:42 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Jul12.201142.14065@jato.jpl.nasa.gov>
Source record: 230373

Well, just for the record, the 68030 board from CSA previously mentioned in this group will not work in an Atari. The CSA board is designed to run with the 7.14MHz clock on the Amiga, and couldn't run with the 8MHz clock in the STe I tried. Sigh...

(Got bombs in 68030 mode, got blank screen in 68000 mode.) Back to waiting for GBS or FAST Tech, I guess.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

1248. Re: PageStream VS Calmus

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 20:36:33 UTC
From: carter@engr.wisc.edu
Message-ID: <1991Jul12.153634.9131@doug.cae.wisc.edu>
Source record: 230375

I suppose I would agree, I must also say, that with the advent of
half way decent programming PACKAGE, notice SINGULAR HERE, Turbo C
I find my ST a pleasure to use...god EVEN EXCITING.

The package is, well, you have to watch out for the compiler making
naughty assumptions with 32 bit constants, but other than that the
people who designed the compiler and tools are obviously very talented.

I only wish they would invest the time to make English Docs, they have
quite a fan following here in the USA.

--Greg

1249. Re: PageStream VS Calmus

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 20:44:26 UTC
From: carter@engr.wisc.edu
Message-ID: <1991Jul12.154426.9184@doug.cae.wisc.edu>
Source record: 230376

Wiener,

Well, I couldn't control myself. When people actually try to go throught hassle of FONT drivers, pic formats, etc...just to do page layout on the ST I burst into a laugh mode.

It is like using a sledge hammer to straighten a toothpick.

As for my Grammar, I am a computer scientist, not an english major. Just a journalism minor. :)

But still, you can't be serious about doing anything but VERY simple layout on the ST.

DTP would be great if Atari came to thier senses and endorsed a real OS. Not this GEM BS. I however, I do like TOS. And like its layout, for what I have to do.

--Greg

1250. Re: PageStream VS Calmus

Newsgroup: comp.sys.atari.st
Date: 1991-07-12 22:10:49 UTC
From: carter@engr.wisc.edu
Message-ID: <1991Jul12.171050.9758@doug.cae.wisc.edu>
Source record: 230372

Dear Steve,

I may be a jerk, but a jerk that speaks the truth. The only way
you couldn't possibly think that the ST's DTP GEM apps were not junk
is if you never used anything else. Which is like viewing the computing
world through the little Atari hole you own on your desk.

Atari has to seriously rethink its system software. I mean, when people
in the PD go through the very intense trouble of writing thier own UNIX
solutions, like MINT.

Something is SERIOUSLY WRONG in Atari Land.

I would have blown 1500 bucks on a TT, if Atari's system software
was realistic to suit the hardware...but TOS? TOS on a 030?

WHAT A WASTE.

--Greg

1251. DC weekly post - 7/12

Newsgroup: comp.sys.atari.st
Date: 1991-07-13 00:22:08 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Jul13.002208.11694@menudo.uh.edu>
Source record: 230377
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This week's program has been sent to atari.archive.umich.edu (ftp site) and comp.binaries.atari.st.

DC Disk Stat gives you * a lot * of disk structure information about the disk of your choice. Stats include sectors, sectors per track, tracks, clusters, sides, (much more), etc.

DC Disk Stat has an easy-to-use GEM interface and can be run as a desk accessory or a program.

100% assembly. ST, STe and TT compatible. (Not LOW rez).

(This is no joke.)

- mike vederman / double click software

BTW - we are _always_ taking ideas for more weekly programs!
--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

1252. MIDI

Newsgroup: comp.sys.atari.st
Date: 1991-07-13 01:12:15 UTC
From: robart@agora.rain.com
Message-ID: <1991Jul13.011215.7630@agora.rain.com>
Source record: 230382
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The Amiga has six (6) hardware timers.

1253. Re: Multitasking for ST (to sell)

Newsgroup: comp.sys.atari.st
Date: 1991-07-13 04:33:31 UTC
From: zuckerma@aludra.usc.edu
Message-ID: <18356@chaph.usc.edu>
Source record: 230380

In article <679197717.1@therip.FidoNet> Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:
[stuff about nice Atari systems deleted]
>I would rank the OS's for power and ease of use in the following order...
>(For older systems.. The NEWER Systems dont really count cause they are for
>newer machines... Nor have i played with them all.. Note: ALL the computers I
>mention have better OS's out and I will put a () notation beside these with
>the current OS that I know about...)
>From best to worst from a users point of view...
>Mac 6.0.5 (7.0!?)
>Atari Tos 1.6 (3.x!?)
>Amigados 1.3 (2.x!?)
>Msdos 3.3 [sic] (5.0!?)

I beg to differ here. Do you really mean OS, or just GUI/Shell interfaces?

>Note, In my humble opinion ANY of the OS's in the ()'s will beat all the
>others NOT in brackets... Rating the ones in the brackets is a whole new
>ball of wax with new rules etc.. ;-)

Very true.

>Ands the ratings I gave are based on no accelerators whatsoever...
>The ONLY thing allowed are bug fixes...
>However the Mac/Ibm/Amiga (In that order) loose a little since they are mainly
>disk based in most systems.. (All the systems have an extensive amount of OS
>in ROM but have some major portions in ram too.. However I am not sure abouy
>some amigas.. I understand Kickstart is in the ROMS on some machines...)
^^^^
SOME machines? KickStart has been shipping IN ROM since 1987! Every single Amiga 500, 2000, and 2500 have KS on a chip, containing all of the low-level OS routines. KickStart 2 will be available in ROM by the 3rd quarter for ALL Amiga systems. Only the DOS is loaded into RAM. This kind of statement really makes me wonder how much you do know about Amigas. The ST series are good machines... I almost bought one. But Atari's lack of dealers in my area and the performance of a true preemptive multitasking environment led me to Amiga.

NOTE: I am not some Amiga fanatic who thinks Atari users are the scum of the earth. I still have (and occasionally use) an Atari 800 and an Atari 1200XL. I used Macs in school and IBMs in the workforce. I'm not here to convince you that I have a "superior" machine and that you should dump your ST and drive to your local Amiga dealer immediately. It's just that the above KickStart statement really needed correcting.

> * Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

-Dave
--
David Zuckerman | "There's nothing wrong with my sense | Exercise //
zuckerma@aludra.usc.edu | of reality. I have it thoroughly | good \\ //
Univ of Southern CA | serviced every fortnight." | taste...\X/
Floyd the Droid Fan Club | - Zaphod Beeblebrox | Go Amiga...

1254. Re: D.T.P. Comparison

Newsgroup: comp.sys.atari.st
Date: 1991-07-13 04:54:56 UTC
From: kgelner@isis.cs.du.edu
Message-ID: <1991Jul13.045456.26559@mnemosyne.cs.du.edu>
Source record: 230381

I thought that I should mention something about Pagestream 2.1 at this point...

I think that one of the reasons that Calamus output may be better is that Calamus has nice solid Compugrapic fonts, while Pagestream traditionally had it's own font format, and so had inferior fonts.

Luckly, Pagestream 2.1 solves this; not only can it use Pagestream fonts, but also Compugraphic and Adobe Type I postscript fonts, on the screen as well as on paper!! Thus, you should be able to have much better looking output from Pagestream in the future, and be able to get quality fonts.

Even if Pagestream improved on nothing else at all, this would still make it worth getting in my opinion...

---> Kendall Gelner (kendall@rice.edu) OR (kendall@isis.cs.du.edu)

"One of the advantages of being disorderly is constantly making exciting discoveries."
-- A. A. Milne

--

---> Kendall Gelner (kendall@rice.edu) OR (kendall@isis.cs.du.edu)

"One of the advantages of being disorderly is constantly making

1255. More problems with WP2.0.1 with Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-07-13 05:31:26 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Jul13.053126.10033@rodan.acs.syr.edu>
Source record: 230312

Well, I have now done a little more work on the Macro tutorial, and I've had WP crash a few times while working with a macro. I've had three crashes that do not seem to be repeatable. I have found one problem, however:
For the command "EndIf"...when I type it without a space between "End" and "If", Spectre crashes...when I type a space between "End" and "If", Spectre does not crash. Now there are other commands that I've typed with no spaces and there was no problem...so, this seems to be a problem particular to this command (although there may be others, too).

Back in May, before I bought WP, I asked on the net whether or not v.2 worked with Spectre...a couple of people responded that it worked. Now that I've worked with it for a very tiny bit, I've started to come up with problems...
I guess maybe simple typing and formatting do not cause too many problems (I haven't discovered any yet), but more complex things, e.g. inserting auto date/time, or macro usage, do not seem so stable. Anybody else out there using WP2.0.1? with or without problems?

I hope these things can be cleared up...the more I use this program, the better it looks (if it only wouldn't crash!)

--Gerry
ggreenbe@rodan.acs.syr.edu

1256. Re: lynx games mentioned in AE

Newsgroup: comp.sys.atari.st
Date: 1991-07-13 05:36:47 UTC
From: glover@casbah.acns.nwu.edu
Message-ID: <1991Jul13.053647.6688@casbah.acns.nwu.edu>
Source record: 230383

Speaking of the Lynx, Promises and Atari;

Is Atari Explorer Dead, [a pause] Again?

Glover
A man who hasnt seen an issue of AE since Feb.

1257. Re: An idea for DC Software?

Newsgroup: comp.sys.atari.st
Date: 1991-07-13 14:24:20 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul13.142420.15349@actrix.gen.nz>
Source record: 230389

In article <6142@cernvax.cern.ch> hohr@cernvax.cern.ch (roger hoh) writes:
>
> Hi Atarians,
>
> I need a printer spooler I could size by using the same system
> as for FOLDERxxx.PRG, called say SPOOLRxxx.PRG, where 'xxx' is the
> size of the spooler in Kb.
>
> Of course, if I'm the only one with such a need, just forget me:-).
>
> Roger hohr@cernvax.cern.ch

Well here is another one, I use Flash all the time and often save
the Capture Buffer, Well I have lost a Few Captures because you save
a File, there no check that the File Name you are using is allready there,
ie, no check for duplicate file names, so a TSR to work with Flash, when
saving marked blocks would be very useful, ie check for duplicate file name..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1258. Re: PageStream VS Calmus

Newsgroup: comp.sys.atari.st
Date: 1991-07-13 14:51:14 UTC
From: steve@thelake.mn.org
Message-ID: <A1315378925@thelake.mn.org>
Source record: 230387

[In article <1991Jul12.171050.9758@doug.cae.wisc.edu>,
carter@engr.wisc.edu (Gregory Carter) writes ...]

> Dear Steve,
>
> I may be a jerk, but a jerk that speaks the truth.

If you're addressing me, you're talking to the wrong person. I didn't say anything about you; that was someone else. I figure your postings speak for themselves.

> The only way
> you couldn't possibly think that the ST's DTP GEM apps were not junk
> is if you never used anything else. Which is like viewing the computing
> world through the little Atari hole you own on your desk.

The folks who know me are probably doubled up laughing.

I know which side of the type goes up. I'm an editor at the Star Tribune in Minneapolis, the largest newspaper between Chicago and Los Angeles. We were a pioneer in electronic pagination. Paul Brainerd, founder of Aldus, got his start at the Star Tribune working with Atex to implement News Layout. Over the last 20 years or so, I've used everything from handset wooden type to Autologic pagesetters -- and not just by remote control, either; I owned and published weekly newspapers for awhile, and I've gotten my hands dirty.

Calamus and PageStream are not Quark X-Press, but neither are they junk. As far as they go, they do what they're supposed to do, and they are more reliable than a couple of far more expensive systems I've encountered (including PageMaker for Windows).

I've spent more on a hotel room than the street price of PageStream. I've spent more on a single digital font of Times Roman/bold/italic (for a Compugraphic 8600 45-pica CRT typesetter) than the street price of an STE. Certainly I'd like to see more performance for less money, a cheap and easy-to-use turnkey Unix system, and dealers that can get shipments instead of excuses from Atari Corp. But I have enough perspective to recognize reliability and a bargain when I see them.

Steve Yelvington <steve@thelake.mn.org>
Marine on St. Croix, Minnesota

1259. Re: An idea for DC Software?

Newsgroup: comp.sys.atari.st
Date: 1991-07-13 14:54:53 UTC
From: cmedley@wam.umd.edu
Message-ID: <1991Jul13.145453.443@wam.umd.edu>
Source record: 230384

In article <6142@cernvax.cern.ch> hohr@cernvax.cern.ch (roger hoh) writes:
>
> Hi Atarians,
>
> I need a printer spooler I could size by using the same system
>as for FOLDERxxx.PRG, called say SPOOLRxxx.PRG, where 'xxx' is the
>size of the spooler in Kb.
>

DC made a program in DC Desktop that did just that... the DC Spooler.

1260. Re: DTP for music ?

Newsgroup: comp.sys.atari.st
Date: 1991-07-13 15:16:22 UTC
From: darling@cellar.UUCP
Message-ID: <Z04151w164w@cellar.UUCP>
Source record: 230397

pjj@cs.man.ac.uk (Pete Jinks) writes:

> Does anyone know of any packages (preferably PD/shareware/cheap, but anything
> is better than nothing) that can be used to create a music score (maybe with
> words) and print it?
> Ease of use (initial input, modification) and the ability to cope with
> long and/or complicated scores (e.g. multiple parts) would be important.
>
> Thanks in advance for any help you can give.

Hi, Pete.

I use C-Lab's NOTATOR, which is outstanding. The new version, 3.1, finally
incorporates all the font and layout capabilities you'd ever need.

However, it's neither shareware nor cheap (about $500), probably because it
also includes the world's greatest sequencing software.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

1261. Help with UniTerm

Newsgroup: comp.sys.atari.st
Date: 1991-07-13 15:25:37 UTC
From: 72347.2767@CompuServe.COM
Message-ID: <910713152537_72347.2767_EHA52-1@CompuServe.COM>
Source record: 230386

I've been using UniTerm to connect to various Vaxen since 1986. I've had one nagging problem since I first began using the program. Quite often when I use UniTerm with Eve or EDT pressing the Return key causes a Bus Error. The fault looks as though the program references a string as if it were the address of the string. The error has been present in versions 2.0b-2.0e (the highest version I have). It's been present on my ST with TOS 1.0-1.4. (I have a color system.) And the VMS versions range from 4-the latest for 8650s (forget the revision number).

I'd be interested to know whether anyone else has experienced it and whether there is a known reason for the failure. It causes some real problems because UniTerm takes over a number of system vectors and doesn't reassign them on error exits (ever heard of safe signal processing?).

Please respond directly as I don't often get to read the news group. I never get to read comp.sys.atari.st in fact.

Robert Royar
Department of English
New York Institute of Technology
Old Westbury, New York 11568

BITNET: R0MILL01@ULKYVX
CIS: 72347,2767
Internet: 72347.2767@CompuServe.Com

"Io venni in luogo d'ogni luce muto;"
Dante Alighieri

1262. Re: MEGA STE problems

Newsgroup: comp.sys.atari.st
Date: 1991-07-13 15:33:40 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.679419220.larserio@kvart.ifi.uio.no>
Source record: 230385

In Norway there is between 2 and 5 years warranty BY LAW !!!

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
_____/ _____/ _____/ ____/ /

1263. Re: Zoo 2.1 - first impressions

Newsgroup: comp.sys.atari.st
Date: 1991-07-13 17:03:33 UTC
From: bjsjr@NCoast.ORG
Message-ID: <1991Jul13.170333.16988@NCoast.ORG>
Source record: 230396

In article <1507@grapevine.EBay.Sun.COM> koreth@twitterpater.eng.sun.com (Steven Grimm) writes:
>
>Zoo 2.1 is pretty impressive, all right. As soon as someone submits a working
>ST version to both the sources and binaries groups, I'll start accepting
>submissions in zoo 2.1 format. It'll be nice to get away from the lharc
>controversy once and for all. (I have no special attachment to the program,
>as some have claimed; it just gave the best compression at the time.)
>

I should have a version out to you within a week. I presently have a
"vanilla" version out to some beta-testers now and there doesn't seem to
be any major problems.

--

Bill Shroka
bjsjr@NCoast.ORG
ncoast!bjsjr@usenet.INS.CWRU.Edu

1264. RS232 port

Newsgroup: comp.sys.atari.st
Date: 1991-07-13 17:41:56 UTC
From: dscheidt@wimsey.bc.ca
Message-ID: <1991Jul13.174156.16320@wimsey.bc.ca>
Source record: 230393

I'm having trouble reading from and writing to the RS232 port on
my 1040st (1985 roms). Internals tells me that there is some problem
with TOS and the Clear To Send interrupt line on the MFP. Can anyone
give me a hand with the work-around for this problem?

Please reply to the address below. Thanks.

- Daniel Scheidt
djs@scheidt.wimsey.bc.ca

1265. ZOO problems

Newsgroup: comp.sys.atari.st
Date: 1991-07-13 17:46:49 UTC
From: silvert@cs.dal.ca
Message-ID: <1991Jul13.174649.18243@cs.dal.ca>
Source record: 230392

I recently ran into a problem trying to archive a set of files, one of which was over 260KB. ZOO gave me a read error on the file. So I ported the rest of my archive over to a Unix system along with the problem file, extracted all the files from the archive and re-archived them all. The problem file archived without any difficulty.

Comparing the two archives I noted that both the ST and the Unix ZOO archives show the same file lengths before and after archiving, but the ST archive is roughly twice the size of the Unix archive. There must be a lot of dead space in it. Anyone able to shed light on this?

The ZOO used on the ST is version 2.01STe, ported to the ST 89/3/30.
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
New InterNet Address: silvert@biome.bio.ns.ca (as of 10 July 1991)

1266. Re: software QDOS emulators on the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-07-13 17:54:16 UTC
From: adamd@rhi.hi.is
Message-ID: <3377@krafla.rhi.hi.is>
Source record: 230394

ford@tardis.computer-science.edinburgh.ac.uk writes:

>From what I've heard, the only ST QL emulator so far (unless Tony Tebby's
>managed to get his QDOS compatable OS on the market) is the hardware/software
>emulator from some german company, and I don't even know if that exists any
>more. (The last QL World I got was March last year).

This software is written by Tony Tebby and Jochen Merz. The hardware is made in Germany and the complete emulator package is sold by Jochen Merz Software. Full device support is included, also for removeable hard disks. The hardware also provides overscan for the ST which can be used by GEM. The latest QDOS version which I have still needs the extra hardware. Later on the hardware should become optional. There ought to be support for other screen-enhancing hardware.

There is also a software only emulator made in Sweden. It is a PD patch for QDOS, so it is necessary to have a QL computer with the Trumpcard disk interface in order to set it up. The only device support is for keyboard and floppy disk, with a software screen emulator for the 512*256 4-colour screen mode. It works with either a colour or mono monitor. If you're out there listening Johan, maybe you can post a message about it.

I have both emulators but have not had time/facilities to set up the PD one yet for comparison. When I have done this I will post a review of them both.

For the sake of completeness, I am mentioning that there is also an earlier hardware-based emulator which was made by Futura Datasystems in Norway. This required the original QL video chip which can be hard to obtain. The advantage is that the video system is 100% QL but there are no extra modes provided by the hardware. Less than a year ago, Jochen Merz was offering a choice between the Norwegian and the German QL video board with the QL emulator. The emulator itself is essentially a software product.

--
Adam David.
(adamd@rhi.hi.is)

1267. GNU C++

Newsgroup: comp.sys.atari.st
Date: 1991-07-13 17:55:17 UTC
From: sinner@csd4.csd.uwm.edu
Message-ID: <14041@uwm.edu>
Source record: 230391

If you are using GNU C++ on your Atari ST, I would appreciate
hearing how you have your system configured.

Thanks much.

ken

sinner@csd4.csd.uwm.edu

1268. Re: An idea for DC Software?

Newsgroup: comp.sys.atari.st
Date: 1991-07-13 18:46:29 UTC
From: lch3e@holmes.acc.Virginia.EDU
Message-ID: <1991Jul13.184629.16508@murdoch.acc.Virginia.EDU>
Source record: 230395

I encourage folks who can't afford other computers to buy the ST. Most
of them end up with one floppy drive, no HDD.
We'd like to be able to boot a disk, copying everything on it to a RAM
disk it creates, all done automatically on bootup. Then we could run that
program from RAM. RAMSTART for the Mac does this. It takes just as long
to load it to the RAM disk and then run it, as it does to run it from the
floppy; but then in using the program you have the extra speed.
Having a user-selectable drive name, or else defaulting to drive A:,
would make it useable with fussy programs like Timeworks DTP.

Please don't comment with "why dont you buy a hard drive/pagestream/etc."
There are a lot of people in the world who can't afford a small fortune
for a computer, much less adding harddrives. The ST is ideal for them;
excellent service from 1 disk drive, even with a TV set.

Thanx for your time and consideration.

Lauren Howard, Chief Potentate
ACCCHU!
Atari Computer Club CHarlottesville Users !

1269. Re: Need 68000 socket adapter

Newsgroup: comp.sys.atari.st
Date: 1991-07-13 18:56:18 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Jul13205618@acae127.cadence.com>
Source record: 230399
Cross-posted to: sci.electronics,comp.sys.atari.st

In article <1991Jul11.054253.20568@jato.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

> If anyone else is interested, I was just told of another source, a company
> called FAST Technology, based in Massachuetts. (Sorry I don't have their
> address/ph# handy right now.) At any rate, they are said to sell an adapter
> for a mere $45. A pittance compared to the $240 charged above.

FASt tech is in my neighbourhood:
FaST Technologies
14 Lovejoy Road
Andover, MA 01810
(508) 475-3810

I am currently using their T20 a 20Mhz 68K accelerator. I also go over to play with their 68030 accelerator, which is coming along nicely.

Before everyone tells me that moto does'nt make a 20Mhz 68k, what FaST Tech is doing is running specially selected 16Mhz chips at 20Mhz.

Give jim a call. he also has other neat toys in the works ...

cheers,

--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

1270. Re: PageStream VS Calmus

Newsgroup: comp.sys.atari.st
Date: 1991-07-13 22:42:32 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b8i8uw@jonh.wimsey.bc.ca>
Source record: 230398

In <A1315378925@thelake.mn.org>, Steve Yelvington writes:

>If you're addressing me, you're talking to the wrong person. I didn't
>say anything about you; that was someone else. I figure your postings
>speak for themselves.
>
>The folks who know me are probably doubled up laughing.
>
>I know which side of the type goes up. I'm an editor at the Star Tribune
>in Minneapolis, the largest newspaper between Chicago and Los Angeles.
<stuff deleted>

Steve, please. How many times do we have to tell you. Facts have no
place in this newsgroup. Please take it to .tech.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

1271. Gregory Carter

Newsgroup: comp.sys.atari.st
Date: 1991-07-14 04:26:15 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <IcTx9bS00WAxA7r2Yb@andrew.cmu.edu>
Source record: 230315

> Excerpts from netnews.comp.sys.atari.st: 12-Jul-91 Re: PageStream VS
> Calmus Gregory Carter@engr.wisc (626)

> As for my Grammar, I am a computer scientist, not an english major.
> Just a journalism minor. :)

Sorry, I could not resist.
Although I could not care less for most of the subject matter on the net recently, with all the Amiga/Atari wars going on and such, I just had to advise Greg here that he had better get a new minor. If he thinks he can get a job at any publisher, either newspaper or magazine or whatever, with his gawd-awful grammar (and spelling), he is sadly mistaken. I have read most of his posts from the day I first started reading this newsgroup some time ago, and NOT ONE had proper English. I am sorry, but not being an English major is no excuse. IT IS YOUR NATIVE LANGUAGE FOR GOD'S SAKE. Do you speak like you write? Does anyone understand you? What the hell?

1272. PORTABLE ADDICTION

Newsgroup: comp.sys.atari.st
Date: 1991-07-14 10:38:13 UTC
From: a15@nikhefh.nikhef.nl
Message-ID: <1273@nikhefh.nikhef.nl>
Source record: 230301
Cross-posted to: rec.games.video,comp.sys.atari.st,comp.sys.handhelds

PORTABLE ADDICTION !!!

Issue 03 of Portable Addiction is out !
It will be spread by mailing list only. If you want to be added to the
mailing list please e-mail to :
a15@nikhefh.nikhef.nl or to :
gl8f@fermi.clas.Virginia.EDU
If you want 1 copy only please e-mail to the nikhef address.
Here follows a contentce of Issue 03.

Lynx: Reviews: Zarlor Mercenary
Electro-Cop
Warbirds (Comlynx)
Previews: Ninja Gaiden
+ Screen Scene Europe + Lynx Technics + Software Hit List

Game Gear: Review: Castle of Illusion

Portfolio: *HUGE* software list
And reviews from Mr. Portfolio

a15@nikhefh.nikhef.nl
Tjerk Heijmens Visser
c/o Peter Heijmens Visser
National Institute for Nuclear Physics
and High Energy Physics (NIKHEF-H)
Computer Department
Postbox 41882
1009 DB Amsterdam - Netherlands.
.

1273. Re: bug or virus ?

Newsgroup: comp.sys.atari.st
Date: 1991-07-14 11:28:26 UTC
From: Robert.Elsinga@p10.f301.n282.z2.fidonet.org
Message-ID: <fido_2_282/301.10_288035fd@linn.fidonet.org>
Source record: 230211

In a message of <04 Jul 91 13:22:57>, Frank.Moehle@arbi.informatik.uni-ol
(2:320/100.1) writes:

F> -MSGID: 2:320/100.1 287f6bf9
F> From: Frank.Moehle@arbi.informatik.uni-oldenburg.de (Frank Moehle)
F> Organization: University of Oldenburg, Germany
F>
F> I am using an ST with 2.5 MB, TOS1.4, Seagate ST157N with an ICD-
F> hostadapter
F> and a lot of stuff on it. I have been using my harddisk for a very
F> long time now, but recently my ST started behaving strage :
F>
F> I can boot from my HD, open windows and so on.
F>
F> But sometimes, after leaving a program, IT happens :
F> I return to desktop with NO open windows (I had some opened berfore
F> entering the program). As I try to open a window, the alart-box "4
F> Windows already open, please close winsdows before opening new ones"
F> (roughly translated) apears. WHY ????
F> When I select "close.." or "close window" from the menue bar, my ST
F> starts playing "dead man".
F>
F> Did I catch a virus (if so : how can I get rid of it) or is this
F> just a strage GEMDOS bug??????

I had the same 'problem', still don't know where it came from, but I have the
feeling it's a program (Tempus, Wordplus ?) that's messing things up. Does
this happen *after* using some program's, have you got new AUTO-programs
installed or ACC's? Check that out, I don't think it's a virus (all my virus
scanners couldn't find one, and I *always* boot from a clean boot-disk).

Robert Elsinga =8-)

Co-sysop * Atari BBS Connection * Leeuwarden NL
Robert.Elsinga@p10.f301.n282.z2.fidonet.org
or tfd.com!afp!gna!linn!p10.f301.n282.z2.fido!Robert.Elsinga

1274. Re: MEGA STE problems

Newsgroup: comp.sys.atari.st
Date: 1991-07-14 14:44:02 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <679502671.0@therip.FidoNet>
Source record: 230303

Oh yea?
Didn't you know AtariExtended their warrenties to a full year?
Get it fixed.. You have no excuses.. ;-)

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

1275. Corrupted GPLOT.ARC file ..

Newsgroup: comp.sys.atari.st
Date: 1991-07-14 15:01:09 UTC
From: M.A.Rahin@lut.ac.uk
Message-ID: <1991Jul14.150109.11886@lut.ac.uk>
Source record: 230253

It seems that the file gplot.arc recently sent to atari.archive is corrupted. I've tried to unarchive this under UNIX as well as under ST. In both cases the attempt failed with CRC error check. My file transfer is quite ok and I've been doing this for some time. Would the original sender please send the file once again to atari.archive.

Thanks in advance.

- Rahin

1276. Re: Lattice C

Newsgroup: comp.sys.atari.st
Date: 1991-07-14 16:50:18 UTC
From: AlexK@tharr.UUCP
Message-ID: <2327@tharr.UUCP>
Source record: 230304

n article <1991Jul11.233335.8445@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
% I have just received word that there is a 2nd edition manual that
%is coming with newer versions of Lattice C version 5 that has better
%documentation on assembly language. My manual is the 1st edition, dated
%March 1990. People buying the very latest packages should be getting
%the new manual

As of the next release much of the updated assembler documentation will be included on disk/as an addendum manual (I say it like because we haven't made the decision yet). The next version will be a major upgrade on the current version, although so long as you are registered you will be notified of the new release when its available.

% Anyway, I'm already stuck trying to port my program from Sozobon C
%to Lattice C. The compiler seems fussier than I like. Still, assuming
%I haven't hit a compiler glitch, I suppose it will result in better
%code in the long run

BTW I notice you have a BIX account; hisoft are on BIX and we can give much better support there. If you don't manage to sort out your problem drop us a line on BIX and I'll try and help out.

Alex Kiernan, HiSoft.

1277. Re: PageStream VS Calmus

Newsgroup: comp.sys.atari.st
Date: 1991-07-14 17:31:20 UTC
From: steve@thelake.mn.org
Message-ID: <A1676285678@thelake.mn.org>
Source record: 230305

[jhenders@jonh.wimsey.bc.ca (John Henders) writes ...]

> Steve, please. How many times do we have to tell you. Facts have no
> place in this newsgroup. Please take it to .tech.

<<Plonk>> (or, in Quebec, <<Plonque>>)

Silly me. :-)

By the way, has anybody actually seen the hotshot new prepress software from France that was displayed at the CEPS show a few months ago? If I'd known what was going to be there, I'd have driven down for the weekend.

Isn't somebody from Goldleaf on this network?

Steve Yelvington <steve@thelake.mn.org>
Marine on St. Croix, Minnesota

1278. Re: What's a STE anyway?

Newsgroup: comp.sys.atari.st
Date: 1991-07-14 17:35:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <19868@ms.maus.de>
Source record: 230279

Jan Willekens wrote:

JW>- TOS 1.06 or the newer 1.62. (which should be 1.062, actually)

No, TOS 1.06 and 1.62 are the correct designations (although it doesn't seem to be logical). :-)

Greetings,
Patrick

1279. Re: Need 68000 socket adapter

Newsgroup: comp.sys.atari.st
Date: 1991-07-14 18:05:15 UTC
From: carter@engr.wisc.edu
Message-ID: <1991Jul14.130515.20316@doug.cae.wisc.edu>
Source record: 230306
Cross-posted to: comp.sys.atari.st,sci.electronics

I have been making comments about FaST Tech's 68K 20Mhz board, and
mainly they have been very critical.

I still maintain the position that running a board or encouraging
this kind of practice of under design.

Especially since the ST is NOT at any point a stable hardware design.
Even during periods of manufacturing the boards electrical chracteristics
change often enough to make such a upgrade dubious.

I could be wrong...but I am such a know it all, that seldom occurs. :)

--Greg

1280. Re: Portfolio in Terminator 2?

Newsgroup: comp.sys.atari.st
Date: 1991-07-14 20:13:54 UTC
From: dt@coyote.datalog.com
Message-ID: <JPc454w163w@coyote.datalog.com>
Source record: 230316

mc4c+@andrew.cmu.edu (Mark Choi) writes:

>
> Hey:
> > Excerpts from netnews.comp.sys.atari.st: 7-Jul-91 Portfolio in
> > Terminator 2? Corey Liu@jarthur.clarem (876)
>
> > Did not look like Atari had a hand in the appearance though. I could not
> > find any listing in the credits and it seemed the filmakers tried to
> > avoid
> > showing the product label (i.e. the Fuji).
>
>
> I doubt Atari had a hand in it, but they DID show the Atari logo and
> fuji for a brief shot at the beginning.
>
>
> -MARK-

Actually, Atari Games was in the list of THANKS GO TO... at the end of the credits for the movie. I didn't notice if Atari, Corp. was in there, though...

|
Oscar Fowler | dt@coyote.datalog.com
|
Deep Thought | Tucson, Arizona
|

1281. Re: Need 68000 socket adapter

Newsgroup: comp.sys.atari.st
Date: 1991-07-14 21:08:56 UTC
From: whitehe@cb.ecn.purdue.edu
Message-ID: <1991Jul14.210856.3850@noose.ecn.purdue.edu>
Source record: 230307
Cross-posted to: comp.sys.atari.st,sci.electronics

I am wondering if anybody has a vector graphic of the Atari Logo that can be used with Calamus. If you do, could you please mail it to me.

Also, I am wondering if everyone knows about the AtariFest III coming up on July 27th in Indianapolis, IN. If you need any info about it, please feel free to mail me. I have all the details, maps, etc.

Thanks,

Drew Whitehead

1282. NROFF

Newsgroup: comp.sys.atari.st
Date: 1991-07-14 22:42:36 UTC
From: seitz@netcom.COM
Message-ID: <1991Jul14.224236.11159@netcom.COM>
Source record: 230310

Is there a utility available to print out nroff files?
--
Matthew Seitz
seitz@netcom.com

1283. Cartridge port connectors

Newsgroup: comp.sys.atari.st
Date: 1991-07-14 22:45:06 UTC
From: swanee@megadata.mega.oz.au
Message-ID: <1991Jul14.224506.12401@megadata.mega.oz.au>
Source record: 230309

Hello All,
I'm currently looking for a reliable source of the 40 pin
right angle 2mm pitch edge connector sockets used for the cartridge
ports in the Atari computers. Does anyone know of a good source with
a good price? I think Atari get theirs from Taiwan through Japan but
I'm not sure of the manufacturer or the part number.
Any help would be much appreciated,
Geoff Swan.

1284. Re: NROFF

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 01:23:23 UTC
From: gordon@osiris
Message-ID: <1991Jul15.012323.533@ux1.cso.uiuc.edu>
Source record: 230311

seitz@netcom.COM (Matthew Seitz) writes:

>Is there a utility available to print out nroff files?

Err...how about "nroff"?

(sorry...couldn't resist. :-)

1285. Re: Need 68000 socket adapter

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 02:18:31 UTC
From: adamd@rhi.hi.is
Message-ID: <3381@krafla.rhi.hi.is>
Source record: 230319
Cross-posted to: comp.sys.atari.st,sci.electronics

In <1991Jul14.130515.20316@doug.cae.wisc.edu> carter@engr.wisc.edu (Gregory Carter) writes:

>I have been making comments about FaST Tech's 68K 20Mhz board, and
>mainly they have been very critical.

It should at least not be allowed to overheat. 20 MHz from a 16 MHz part can be reliable, but only under the right conditions.

>Especially since the ST is NOT at any point a stable hardware design.
>Even during periods of manufacturing the boards electrical chracteristics
>change often enough to make such a upgrade dubious.

I shall not argue whether your statement is true or not, it is simply irrelevant. AFAIK all ST accelerator boards have one thing in common, they communicate with the ST hardware at 8 MHz over the ST's 8 MHz CPU bus. The ST with the upgrade will therefore be exactly as reliable as it was before the upgrade. Of course if the upgrade itself is unreliable then that's entirely a different story.

>I could be wrong...but I am such a know it all, that seldom occurs. :)

More often than you like to think, or does :) indicate sarcasm?
(no personal attack intended)

--
Adam David.
adamd@rhi.hi.is

1286. Re: An idea for DC Software?

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 02:54:04 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2419@uqcspe.cs.uq.oz.au>
Source record: 230314

(Lauren C. Howard) writes:

> We'd like to be able to boot a disk, copying everything on it to a RAM
>disk it creates, all done automatically on bootup.

Simplest solution:

Put a shell in the auto folder, and have the startup script
create the ramdisk, then do the copying. I'm not sure what would
be the best shell for this. A tos equivalent of init.prg that
comes with MiNT is what you need.

Warwick
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

1287. Re: Supra vs. ICD controllers

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 04:07:51 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jul15.040751.4163@mailer.cc.fsu.edu>
Source record: 230317

In article <1991Jul10.060403.8376@netcom.COM>, yonder@netcom.COM (Christopher Russell) writes:
>I'm about to emabark on the fun project of setting up a homebrew
>harddrive system for my ST (SyQuest 44). Anyways, lots of folks have
>suggested the ICD Advantage adapters. ICD's seem to be reliable, have
>good tech support and very good software. Supra adapters can be
>gotten for less though. The Supra adapters have everything the ICD
>has as far as basic features. Both have clocks. Are the ICD adapters
>worth the extra money. Should I avoid Supra? I haven't heard anything
>good or bad about the Supra controllers. BTW, I'm going by what I have
>seen in my new BEST Electronics catalog:
>
> ICD Advantage w/clock --- $105.95
> "The New" Supra w/clock - $ 77.00

The ICD price looks high. I got my adaptor for about $80 from D&P Computer Supply (1-800-535-4290). ICD software is far better than Supra's. ICD's adaptor definitely works with the Syquest (and it reports a media change in the corner of the screen). Also, I see more ICD ads than Supra ads. If I were you, I would get the ICD adaptor.

One advantage that the ICD has over the Supra is the corner report of any sense codes from the drive (the above mentioned media change is one of them). I have only seen such a code a couple of times (they were both "recovered read error", and occured due to a bump of the desk).

>
>Both seem to come with software, cables, etc. Anybody know what the
>significance of "The New" is above. Was there an "old" Supra adapter?
>Can anybody comment on Supra's support, reliability? How about will
>a Supra work with a SyQuest (obviously very important).

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-------------------------------------

1288. Re: Spectre v.3 had problem with date/time in WP2.0.1

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 04:27:02 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <16202@ccncsu.ColoState.EDU>
Source record: 230318

No, I don't have answer just have some thoughts about the 2.0 version after using it both on the Spectre and Mac (Classic and SE). While WP addes some new stuffs and improve the function, they also make it run very slow on the lower end of Mac. (Try to let it scroll a page of Mathematical equations with Greek , integration, etc) On the MacII and 030 family it runs reasonable well but on the basic Mac it's not like the 1.* version.
Althought it soppose to be like PC5.1 version, it's missing some of the 5.1 functions.
Tang
sytang@lamar.colostate.edu

1289. LZH/Musedt/Trak_st

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 05:37:32 UTC
From: gkessells@cc.curtin.edu.au
Message-ID: <1991Jul15.133733.8928@cc.curtin.edu.au>
Source record: 230308

Well it seems the famous LZH problems have finally struck me, just when I find a program I really want. I cannot extract MUSEDT.LZH (from atari. archive) for love nor money, using any of my multitude of lzh programs. Could some kind soul please send me the executable (Only this and the source wont extracvt) or point me to an archiver that handles this file?

Also does the archive of TRAK_STE recently posted to .binaries contain any docs, I didnt get any but I seem to have seen reference to them.

Thanks, Rob (In a lecturers/bosses account)

1290. Re: Amiga is better then [sic] what???

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 08:27:32 UTC
From: mathew@mwowm.mantis.co.uk
Message-ID: <A0b8i9vk@mwowm.mantis.co.uk>
Source record: 230330

In <1991Jul10.140524.19334@msb.com>, Chris Mauritz writes:
> Also, with the ST you have
> to buy a lot of third party stuff to get this type of multitasking
> ability whereas machines that were designed to multitask already do it
> without any additional investment on your part.

You seem to be under some sort of misapprehension here. The Amiga and ST have very similar hardware, at least from the point of view of multi-tasking.

The fact that the Amiga has multi-tasking whereas the ST does not is purely down to the Atari's TOS not providing software support for the sort of multi-tasking which AmigaDOS supports.

If you doubt this, look at MINIX, which provides exactly the same sort of multi-tasking on both Amiga and ST, with no extra hardware.

There are things you need in order to manage multi-tasking; a restartable instruction stream helps a lot, as does a sensible interrupt system. The 68000 is (just about) suitable.

There *are* things you can build into the hardware to make multi-tasking better. Memory protection and virtual memory are the most important; for those you need a 68030, as found in the A3000 or TT.

mathew
--
<< baby mother hospital scissors creature judgement butcher engineer >>

1291. Re: atari amiga inc.

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 08:27:32 UTC
From: mathew@mwowm.mantis.co.uk
Message-ID: <A0b8ia7i@mwowm.mantis.co.uk>
Source record: 230331

In <1991Jul11.111620.4736@crash.cts.com>, Chuck Schul writes:
> apple and ibm,soon atari and commodore will see eye to eye,cdtv a step
> forward what a concept!@

Atari have already announced that they will be following the CD-I standard,
not Commodore's proprietary CDTV standard.

CDTV is very much a case of "What can we throw together quickly in order to
grab some market share before everyone else?" And that's the sort of
attitude which has killed countless products in the past, the one real
counterexample being the IBM PC which has staggered on regardless of its
fundamental design flaws and incompatabilities with the standards of the
time.

But Commodore aren't IBM. They can't hope to push CDTV into being a de facto
standard when they're faced with companies like Sony and Philips.

mathew
--
<< baby mother hospital scissors creature judgement butcher engineer >>

1292. Re: Multitasking for ST (to sell)

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 08:32:04 UTC
From: ford@tardis.computer-science.edinburgh.ac.uk
Message-ID: <9107150828.AA07133@ucbvax.berkeley.edu>
Source record: 230320

For the record.. TTs use the same technique to change between the five lower resolutions as the ST does between low res and medium res.

Stephen Usher

Addresses:-
Janet:- ucacmsu@uk.ac.ucl or ford@uk.ac.ed.cs.tardis
Internet:- ucacmsu@ucl.ac.uk or ford@tardis.cs.ed.ac.uk

1293. TT compatability...

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 09:03:39 UTC
From: ford@tardis.computer-science.edinburgh.ac.uk
Message-ID: <9107150906.AA07661@ucbvax.berkeley.edu>
Source record: 230321

I recieved my new TT on Saturday :-)

The first thing I did was to do a quick check of all the ST software I could get hold of and see what was and wasn't compatable.. here is a list of the results:-

Calamus Works sometimes, when the program doesn't think it can't work under TOS version 3.
1st Word+ Works in ST high, except for having the wrong text font size.
Spectre GCR Well... I've got version 3.0, but I canne get it to work.. it locks up (as does GCRTEST) at the first try at accessing the floppies in GCR mode.
Neodesk 2 Works fine.
MiNT 0.8 Works fine (except for the exception handling).
GNU CC 1.37.1 Everything works except the preprocessor, which doesn't parse #if blocks properly.
Starglider 2 Works fine! (and incredibly smoothly :-)) But no sound effects :-(
Starglider 1 Starts ok, but seems to crash after startup screen (though this may be just my copy as it's a bit dodgy on the ST)
Jinxter Works fine.
Hard Drivin' Works fine. (If a little fast)
Populous Starts ok (thoug the demo don't work), but falls over after about a minute.
Elite Gives up on booting, as in it says there's not enough memory and locks up the machine. It give the same symptoms on the ST when you try to run it with the hard disk driver installed.
Psion Chess Works fine.
F-15 Combat Pilot
(Digital Integration)
Crashes out during booting.
Marble Madness Works great.

All these tests were done with and without the processor cache on. Those programs which could be booted from floppy were.

Well.. it seems the compatibility of the TT is patchy at best, though this might just be that I've just been unlucky with the programs I've tried.

Stephen Usher

PS. Should the TTs internal speaker sound as if it's blown?

Addresses:-
Janet:- ucacmsu@uk.ac.ucl or ford@uk.ac.ed.cs.tardis
Internet:- ucacmsu@ucl.ac.uk or ford@tardis.cs.ed.ac.uk

1294. Re: MIDI

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 10:51:43 UTC
From: Trevor.Kirby@newcastle.ac.uk
Message-ID: <1991Jul15.105143.389@newcastle.ac.uk>
Source record: 230322
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jul13.011215.7630@agora.rain.com>, robart@agora.rain.com (Robert Barton) writes:
>
> The Amiga has six (6) hardware timers.

It also has a user community of 2 year olds judging by the number of fuckwits posting amiga messages here.

Trev

1295. Re: Turbo-C

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 11:02:30 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Jul15.110230.653@newcastle.ac.uk>
Source record: 230333

In article <1991Jul11.125023.1374@minyos.xx.rmit.oz.au>,
s882854@minyos.xx.rmit.oz.au (Tehn Chin) writes:
|>
|>Martin_Gaeckler@m.maus.de (Martin Gaeckler) writes:
|>
|>
|>
|>
|>>Hello Jim,
|>
|>>Turbo C for the Atari ST/TT is no longer supported by Borland. Borland gave
|>>up the Atari ST product.
|>>There will be a new version called >Pure C<. The Distributor is Application
|>>Systems in Heidelberg, Germany.
|>
|>>Martin Gaeckler
|>
|>Did Borland give a reason for stopping to support the Atari ST product?
|>
|>Tehn Yit Chin
|>s882854@minyos.xx.rmit..oz.au

Who cares, at least we may now see English documentation and perhaps
even C++. I
think it is better to have a small company dedicated to a growing
product rather
than a large company tending a static product.

Dave Halliday

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

1296. Re: TT compatability...

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 12:19:33 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul15.121933.26789@informatik.uni-erlangen.de>
Source record: 230323

ford@tardis.computer-science.edinburgh.ac.uk writes:

>1st Word+ Works in ST high, except for having the wrong text font size.

This is a real bug in 1WP which the TT TOS reveals. You can get an
updated version, V3.15a, from Atari/GST.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

1297. welcome to comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 13:42:30 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Jul15.134230.1@simvax.labmed.umn.edu>
Source record: 230336

```
Last update: 17 June 1991 (no changes this issue)
Author: David Paschall-Zimbel (davidli@simvax.labmed.umn.edu)
Comments and suggestions welcome.

DIRECTORY (new articles and articles with changes are marked with an '*'):
You may search for the capitalized keywords to find the related article.

WEL Welcome to comp.sys.atari.st
CSAST What sort of articles would interest people reading comp.sys.atari.st?
PD Where can I get Public Domain/Shareware software?
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
ERR What does TOS ERROR nn mean? What do the bombs on my screen mean?
PAINT What is the format for [x] paint program data?
GDOS What is GDOS, and where can I get it?
CLI What Command Line Interpreters are available?
TEX Is TeX/LaTeX available on the Atari ST?
LANG Public Domain/Shareware languages...
GNUC Is GNU C available on the Atari ST? How do I set it up once I get it?
FREE What is Free-Net and how can I get access?
MINIX Is MINIX available on the Atari ST?
DEV How do I become a developer for the Atari ST?
ZNET Where can I get copies of ZNET?
PALS ST Pen Pals list
MAGS What ST-oriented magazines are available for the Atari ST?
BOOKS What books are available for the Atari ST?
TIPS TIPS AND HINTS from other users

WEL
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources
```

CSAST
What sort of articles would interest people reading comp.sys.atari.st?
==========

The most interesting articles are technical articles, impressions of
software/hardware, information on Atari user-groups and shows, or helpful
hints on how to make better use of the machine and its software.

The least interesting articles are in the form of 'my computer is better
than...', especially when cross-posted outside of comp.sys.atari.st. If
you don't know how to eliminate other newsgroups from a reply to an article
which is cross-posted, ask your systems administrator.

'FOR-SALE' articles should be posted to misc.forsale, and ONLY local
distribution of comp.sys.atari.st. Those outside the United States have
little desire to read about that neat bit of [hard/soft]ware you're selling
when you live in the U.S.A. If you don't know how to restrict distribution of
a posting, ask your systems administrator.

Many articles are in the form of "How do I...?" or "Where do I...?" In this
article, I will try to answer some of the most-often asked questions.

PD
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

For Mail Service:

archive-server@twitterpater.Eng.Sun.COM:

(Panarthea has been moved to a new system called Twitterpater.)

Twitterpater holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@twitterpater.eng.sun.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

Bart help may be attained by mailing atari@atari.archive.umich.edu and
enclosing the word 'help' in the body of the message. If
you are from a uucp site, please enclose this statement also

'path host1!host2!....', where host1!host2!... is your path.
Please read the help file completely before you ask questions,
and then send any you may have to jon@atari.archive.umich.edu. Jeff
Weiner will only forward them to Jon, so please save him the time.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu

For anonymous FTP: atari.archive.umich.edu [141.211.164.8]

User anonymous
<enter password>
cd /atari

For anonymous FTP in the UK: uk.ac.lancs.pdsoft

User pdsoft
Password pdsoft

This is a national public domain archive, available to sites in the UK only
via JANET. Mail access is available from within the UK - send mail to
archive-server@lancs.pdsoft for information.

For anonymous FTP in Europe: ftp.Informatik.Uni-dortmund.DE
[129.217.64.63]

Some selected Atari ST software is in the directory pub/comp/atari-st.

NOTE: The server has moved from unido.informatik.uni-dortmund.de. FTP
requests to the old address direct you to the address given above. I do
not know the current status of the old mailserver, but would appreciate
learning if it still exists.

For anonymous FTP in Europe: cs.uni-sb.de [134.96.7.254]

Contains the most interesting tools of the german PD-scene, most of the GNU
programs ported to the ST (including ports of emacs and bash and an extended
version of bammis library for gcc) and also ports of software posted to
comp.sources.unix, alt.sources and comp.sources.misc.

For anonymous FTP in Europe: archive.cs.ruu.nl
[131.211.80.5]

How to get ATARI-ST/index from the archive at
Dept. of Computer Science, Utrecht University:

NOTE: In the following I have assumed your mail address is john@highbrow.edu.

Of course you must substitute your own address for this. This should be
a valid internet or uucp address. For bitnet users name@host.BITNET
usually works.

by FTP: (please restrict access to weekends or evening/night (i.e. between
about 20.00 and 0900 UTC).

ftp archive.cs.ruu.nl [131.211.80.5]
user name: anonymous or ftp
password: your own email address (e.g. john@highbrow.edu)
cd /pub
don't forget to set binary mode if the file is a tar/arc/zoo archive,
compressed or in any other way contains binary data.
get ATARI-ST/index

by mail-server:

send the following message to
mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

BITNET users:

LISTSERV@UOGUELPH.BITNET

Mail messages with the contents HELP will bring you some usage information
and GET INDEX PROG-A16 will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

ARCS
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are
binary files which may contain one or more other files in a compressed format.
Archive files usually take up less disk space, and for this reason have
become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive
program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

These programs are all available via FTP from the atari.archive server, in the
/atari/archivers directory. Recommended files are:

arc.ttp - needed to extract the other archivers, once.
arc_602.arc - latest version of ARC, with the most fancy features

and quite a lot of documentation
lharc.arc
zoo_bin.arc

Julian Coleman recently (December 1990) uploaded an archive starter pack to the atari.archive server. His announcement reads:

" I have just uploaded an archive starter pack to Atari.Archive. It contains the following :

arc / lharc / uud / uue / zoo
U. Michigan monthly posting (05 Dec 90)

The file is 'starter.tos' and is in the form of a self-extracting lzh archive, so only needs to be downloaded (in binary mode !) and run. The archive contains sudirectories and needs about 350k when extracted."

This is probably the easiest way to get hold of the various archiving programs if you have access via FTP and can transfer the binary file to your Atari ST. The program is located in the main directory (ie. /atari/starter.tos)

There are also several GEM programs which act as 'shells' for the archive programs. The most popular are Shareware offerings, also available on atari.archive server. They are:

arcgsh35.zoo - written by Rainer Klute. e-mail will reach him
at klute@irb.informatik.uni-dortmund.de or
klute@unido.uucp, or klute@unido.bitnet

arcshl25.arc - written by Charles Johnson

Both are located in /atari/archivers

The GEM shells are recommended for inexperienced users (and appear to be quite handy for the experienced user as well!) They require a copy of the archive program -- in other words you need BOTH the GEM shell *AND* the archive program in order to use the GEM shell.

Documentation on the use of the archive programs should accompany the archive files mentioned above. To use ARC.TTP in order to extract these files, use the command line:

xh xxxx.ARC *.*

where 'xxxx' is replaced by 'arc_602', 'zoo_bin', etc. For example

xh arc_602.arc *.*

will place all files within the arc_602.arc into the current directory. It assumes you've clicked on the ARC.TTP program from the Desktop and have the parameter dialogue box on your screen.

In many cases, simply typing a '?' or 'h' will provide an extensive list of available options.

Source and binary code for archive programs have also been posted to comp.sources.atari.st and comp.binaries.atari.st. They are available via e-mail through the panarthea archive server. See Steven Grimm's posting for more information on how to obtain files from panarthea.

ERR
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4
Access denied.....-36.....5

```
Invalid handle.................-37.............6
Insufficient memory............-39.............8
Invalid memory block address...-40.............9
Invalid drive specified.........-46............15

No more files..................-49............18
Range error....................-64............33
Internal error.................-65............34
Invalid program load format....-66............35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

PAINT
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is on the atari.archive server under /atari/graphics/picfmts.doc.

GDOS
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of
STart, volume 1 number 1 said...)

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and
more)" by Douglas N. Wheeler from the atari.archive server. The file is
/atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server.
The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files
or font files (at least those supplied by Atari). You can get these files
with many commercial programs, such as Degas Elite, WordFlair, etc. You might
also want to check your local user group to see if they received a copy of the
WordFlair demo program (also available on GEnie). The demo program appears to
have the GDOS system and font files.

CLI
What Command Line Interpreters are available?
==========

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor
BASH GNU Bourne Again Shell - available under MINT
ksh Korn Shell - available under MINT
gemini MUPFEL is the shell used by the gemini environment
okami a German shell with many useful utilities built in
pcommand an MS-DOS-like shell

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

TEX
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.0) has recently been made available on the atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the minimum files needed to get a working TeX/LaTeX system up and running on the Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

LANG
Public Domain/Shareware languages...
==========

Check the atari.archive server under /atari/languages. Currently included:

abc
apl Demo and 'J' j_29.arc,apl68000.arc
forth Don't know which, I prefer BRADLEY FORTH
FORTRAN77 BC-FORTRAN version 'C' bcf.lzh
icon ICON icon2.arc,icon_bin.arc
modula-2 From Germany modula2.zoo
Sozobon C Most excellant
Elan
xlisp
xprolog
xscheme

GNUC
Is GNU C available on the Atari ST?
==========

You can also get the GNU C program, which runs on 1 megabyte Atari ST systems. For more than minor programming, you may need to upgrade to 2 or more megabytes, as the GNU programs generally assume you've got plenty memory.

GNU C for TOS is available via anonymous FTP on atari.archive. It is also available via anonymous FTP on cs.uni-sb.de [134.96.7.254] and most of the other European FTP sites.

How do I set it up once I get it?
==========

I just spent a bit of time putting the gcc compiler on my hard drive. I tested it using the good old reliable 'hello.c' program. Here are the notes I made with regard to installation:

The following files were FTP'd from the atari.archive server:

/atari/gnustuff/tos/gcc139b.lzh

(current file [as of 7 May 91] on atari.archive has a corrupt GCC-CC1.TTP)

/atari/gnustuff/cc1-139.zoo

(good copy of GCC-CC1.TTP)

/atari/mint/mntolb8.zoo
/atari/mint/mntinc8.zoo

(you -might- want to use it with MINT, so why not?)

1. Extract all files EXCEPT 'gcc-cc1.ttp' from GCC139B.LZH (the file is corrupted in the current version on atari.archive). Place the files in \EXEC and set the environmental variable GCCEXEC to point to the directory.

2. Extract 'gcc-cc1.ttp' from CC1-139.ZOO and place the file into \EXEC.

3. Extract all files from MNTOLB8.ZOO. Place the files in \LIB and set the environmental variable GNULIB to point to the directory.

4. Extract all files from MNTINC8.ZOO (including subdirectories!). Place the files in \INCLUDE and set the environmental variable GNUINC to point to the directory.

Add the following aliases to your CLI's autoexec file. The following lines come from a slightly modified 'gnu.g' which came with my release of the Gulam shell. Check your CLI docs for differences in how environmental variables, etc. are set!

gnu.g
```
----- cut here ------
unalias cc
unsetenv TEMP
#
# set up commands for gcc and gas
#
alias cpp d:\exec\gcc-cpp
setenv cpp d:\exec\gcc-cpp.ttp
alias cc1 d:\exec\gcc-cc1
setenv cc1 d:\exec\gcc-cc1.ttp
alias gas d:\exec\gcc-as
setenv gas d:\exec\gcc-as.ttp
alias as d:\exec\gcc-as
setenv as d:\exec\gcc-as.ttp
alias link d:\exec\link
setenv link d:\exec\link.ttp
alias ar d:\exec\gcc-ar
setenv ar d:\exec\gcc-ar.ttp
alias ld d:\exec\gcc-ld
setenv ld d:\exec\gcc-ld.ttp
alias gcc d:\exec\gcc
setenv gcc d:\exec\gcc.ttp
#
```

```
alias cc d:\exec\gcc
setenv cc d:\exec\gcc.ttp
alias xcc d:\exec\gcc -Bd:\exec\x
setenv xcc d:\exec\gcc.ttp -Bd:\exec\x
#
alias make d:\util\xmake.ttp
setenv make d:\util\xmake.ttp
#
# bison...
#
alias bison d:\bison\bison.ttp
setenv bison d:\bison\bison.ttp
setenv BISON_SIMPLE d:\bison\bison.sim
setenv BISON_HAIRY d:\bison\bison.hai
#
#
# nm
#
alias nm d:\util\nm.ttp
#
# Flex
#
alias flex d:\flex\flex.ttp
setenv flex d:\flex\flex.ttp
setenv FLEX_DEF d:\flex\flexdef.skl
setenv FLEX_FAST d:\flex\flexfast.skl
#
# General
#
setenv GNULIB d:\lib
setenv GCCEXEC d:\exec\gcc-
setenv GNUINC d:\include
setenv TEMP g:
------ cut here --------
```

OTHER FILES YOU MIGHT WANT/NEED:

FLEX.ZOO - lexical analyzer
BISON.ZOO -
DOCUMENTATION.ZOO - some nice-to-have documents in TeX format
DIFF115.LZH - can handle binary files as well as ASCII files
RCS5AP1B.LZH and RCS5AP1M.LZH - Revision Control System
GULAM.ARC - one of many CLIs which will work with gcc

Like I said, I successfully compiled a program using the above procedure (and I didn't have bison or flex or the documentation or RCS or diff...) so it is the minimum you need to do to get going.

If anyone has corrections, additions, suggestions about these directions, please send me e-mail so I can incorporate them into the next 'welcome to comp.sys.atari.st' ... I'll be working on minimal TeX / LaTeX instructions

next.

FREE
What is Free-Net and how can I get access?
==========

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu" or by calling (216) 368-3888 300/1200/2400 bps. Once on the system, a user can apply for an account application and logon as a visitor.

Once here, simply type "Go Atari" to get to the Atari SIG. A visitor can go anywhere on the Freenet and can read anything. They can't post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to myself via the e-mail addresses above or by writing the SIG at its US mail address:
The Atari SIG
P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout the world. We look forward to seeing you all real soon! Remember the staff of the Atari SIG are volunteering their time for no pay and the Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

MINIX
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386, and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and later in 1991, Sun SPARC. It is available with all the source code for the entire operating system, the libraries, and nearly 200 UNIX-like utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free via anonymous FTP for people on the Internet. A Macintosh version will be online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME file describes the contents of the directory and how to use it. Be sure to fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T ask me to send it by email. I have quite enough work already thank you. The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)

- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line, MINIX itself is copyrighted software and is not available on line. The demo disks are also copyrighted, but permission is hereby granted to upload and use them for evaluation purposes. The READ_ME file tells how MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.

If you want to follow the MINIX discussion, read the comp.os.minix newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

DEV
How do I become a developer for the Atari ST?
==========

Contact Gail Johnson, Atari Rep Person, (408)745-2568

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Gail can explain the program to you, and send an information packet if you desire.

Atari has gone to a 2-tier developer membership. The 'higher quality' developer support goes to commercial developers, and costs $250. The 'no-hand-holding, no announcement of company future products, no access to discounted hardware' goes to noncommercial developers, at an initial cost of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill in an application form and a non-disclosure agreement. Contact Gail for more information.

ZNET
Where can I get copies of ZNET?
==========

ZNET on-line magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

ZNET and some information from the Current Notes user magazine are also
available from the atari.archive server under /atari/magazines.

PALS
ST Pen Pals list
================

Simon Chappell is compiling a list of people interested in exchanging
paper-based mail "of interested parties who could then
keep in touch and prevent themselves losing touch with the ST community
at large (this would be especially easy if someone who still had net
access could summarise current topics or forward news and advice!)"

He is accepting entries in this format:

eg Simon Chappell.
s61304@uk.ac.psw.pa (NOTE: NO LONGER VALID ADDRESS...)
51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ. UK.
C, operating systems (UNIX, VMS) & relational databases.

Contact Simon at his paper mail address if you are interested.

MAGS
What magazines are available for the Atari ST?
==

The information here is preliminary. If you've got updates, mini-reviews,
or more information on other magazines, please send them to me via e-mail.
As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free
[$6.00/50 magazine shipping charge] from participating computer dealers,
bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class (there is
currently a $15.00 introductory subscription available for a limited time).

Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

Subscription costs: UK - 15 pounds; Europe - 18 pounds (Air Mail); worldwide - 28 pounds (Air Mail)

Address: ST Club, 49 Stoney Street, Nottingham, NG1 1LX ENGLAND

ST World:
---

formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90. Now, allegedly, about to be revived as a monthly (under the stewardship of Jean Gollner, mother of ex-editor Hugh) in the wake of Atari UK's new push into the 'serious' market.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people. Lively, but of uneven quality. Big leisure section, but other areas covered too. Includes cover disk - mix of games demos and (usually out of date) PD utilities. Probably the biggest-selling UK ST mag. Has had several public rows with Atari UK.

Atari ST User:
---

like ST Format. Generally (amongst online users) thought to be not quite as good.

ST Action:
---

games, games and more games. And games.

There are ST sections in New Computer Express (weekly), Computer Shopper (monthly) and some general-purpose games mags whose names I forget.

There are also, I think, some MIDI mags with strong ST content. I don't have their names.

German Mags:

Atari PD Journal:

Reviewed in the May '91 issue of Current Notes [from which I'm cribbing this information, DP-Z]. Hardware and Software reviews, some commercial software reviewed. Typical issue runs around 90 pages. Special "Katalog" section.

Subscription: DM 70 (normal mail), DM 100 (air mail). Prices may be for domestic distribution -- write first!

Address: Heim Verlag, PD Abonnement, Heidleberger Landstrasse 194, 6100 Darmstadt 13 GERMANY

ST-Magazin (formerly 68000er):

(monthly) Typical issue: around 150 pages. Includes DTP-magazine CICERO.

Subscription: DM 77 (domestic distribution); foreign - write for information

Address: ST-Magazin, Markt & Technik Verlag AG, Hans-Pinsel-Strasse 2, D-8013 Haar bei Muenchen GERMANY

ST Computer:
---

11 issues/year, typical around 180 pages

Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)

Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

BOOKS
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman

ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa
(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is
based on the 31 articles that Clayton Walnum wrote for Analog. It was written
on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in
the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very
large and takes quite a while to make a hard copy if you desire to do so.
The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar
(.img files to go along with the text)."

```
*****************************************************************
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*
```

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
*****************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
```

* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]

TIPS
TIPS AND HINTS from other users
==============================

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to drive B. Handy when a program 'hard-codes' the data drive, and you wish to use your hard drive instead. (It is available on the atari.archive server.)

==========

I would appreciate feedback, comments, suggestions for more TIPS AND HINTS, etc. E-mail can reach me at the following:

davidli@simvax.labmed.umn.edu Internet
davidli@simvax BITnet

-- David Paschall-Zimbel

1298. TT memory (was allocation)

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 13:56:49 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jul15155649@orion.laas.fr>
Source record: 230094
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am considering upgrading to an Atari TT. As I understand it TT's
only come in two models: the TT/2 and the TT/8. Is the ST RAM *only*
on the mother board, or is half of it on the extra TT RAM card?

Also what kind of RAM is in the two types of RAM for the TT: SIMMs,
SIPs, chips, or some mixture of the above? I would prefer getting a
TT/2 and upgrading the ST RAM to 4 Mb in the case that SIMMs are
involved. I would probably later on, sometime next year when the
European plant for 16 Mb chips starts operation, get the faster TT RAM
when prices would fall.
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

1299. comp.sys.ibm.pc

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 14:04:55 UTC
From: messina@king.ico.olivetti.com
Message-ID: <50966@olivea.atc.olivetti.com>
Source record: 230324

Hi guys!

I need to convert an Atari ST graphics file (IMG or PI3 format) to a
PC IBM Windows 3 (TIF, BMP or GIF format).

Is there someone that have a PD available program for ATARI ST or
IBM PC that can send me?

Thanks in advance!

Gianni Messina

king@messina

1300. GRC or Mac ROMs wanted

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 14:36:52 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <31252@know.pws.bull.com>
Source record: 230297

Someone in the US was going to sell me his ROMs then said that he changed his mi
he prefers to sell them in the US because he's worried about losing his money. C
however, there's nothing I can do other than ask netters if anyone else has or k
for sale!

1301. Re: PageStream VS Calmus

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 14:41:04 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Jul15.144104.13030@magnus.acs.ohio-state.edu>
Source record: 230325

In article <1991Jul12.154426.9184@doug.cae.wisc.edu> carter@engr.wisc.edu (Greg
ory Carter) writes:
>Wiener,
>
> Well, I couldn't control myself. When people actually try to go
>throught hassle of FONT drivers, pic formats, etc...just to do
>page layout on the ST I burst into a laugh mode.
>
> It is like using a sledge hammer to straighten a toothpick.
>
> As for my Grammar, I am a computer scientist, not an english major.
>Just a journalism minor. :)
>
> But still, you can't be serious about doing anything but VERY simple
>layout on the ST.
>
> DTP would be great if Atari came to thier senses and endorsed a
>real OS. Not this GEM BS. I however, I do like TOS. And like its
>layout, for what I have to do.
>
>--Greg

Really Greg, you should not use this newsgroup to slam Atari, especially when you don't know what you are talking about. The GEM desktop may not be great, the the interface works great in programs. It is fast and has a nice menu system. As for you comments on Atari D.T.P. programs, from you posting it looks as if you have never used them. I OWN A DTP COMPANY, I STARTED WITH MAC SOFTWARE. You probably have not had this experience, if you have I would like to hear about it. As for complex documents, I just described one of them. I do good work, I like it and it satisfies my customers. Paul, owner of the other ATARI based DTP here Columbus does absolutely wonderful stuff, it is honestly just about the best work I have ever seen done on any system, far better than mine really. I just can't do his work justice, you would have to see it to believe it. Both of us do lots of work, our customers are professionals who demand good work, we do complex work, we do long and extensive documents, etc., just like Mac users do. Sure, we have different font formats than does the Mac, and different printer dirvers etc., but show me output from a Mac to a 300dpi printer anywhere close as good to what I get from Calamus (by the way, you can't, like I said, I've used the software and I know). If you want to read the advantages of some of the Atari Software, go back and read my original post, but actually pay attention. I don't think the users of this Newsgroup mind constructive comments, comparisons etc., but you have not offered that, just a few opinions about something you seem to know absolutely nothing about. Please post a follow up describing the process by which you arrived at the conclusion

that Paul & I can't be doing what we're doing with the system we are using. If you know some good features the Mac software offers that the Atari Software does not, please let me know, you may even talk me into changing, I'll do what's best for my company, but you will have to use real FACTS and experience , not just unsubstantiated opinions.

- David (General parter in High Resolution Desktop Publishing)

1302. Re: PageStream VS Calmus

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 14:46:26 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Jul15.144626.13256@magnus.acs.ohio-state.edu>
Source record: 230326

Wow, you again, well, all I can say is, I've used it all. I also work as a computer consustant for ACS here on the OSU campus, and I have to know all the systems, we even had two Amigas until a few weeks ago when the went to the Graphics lab. I'm perfectly satisfied with the GEM interface and I still have TOS 1.2 in my Mega. GEM has advantages and disadvantages, but so do all the systems. I honestly like using them all, and don't really dislike any of them all that much. None of them are perfect, and you can't expect them to be. By the way, if you don't own an ATARI, what are you doing here?

1303. Re: comp.sys.ibm.pc

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 14:46:52 UTC
From: rosenkra@convex.com
Message-ID: <1991Jul15.144652.9009@convex.com>
Source record: 230327

In article <50966@olivea.atc.olivetti.com> messina@king.ico.olivetti.com (Gianni Messina) writes:
>Hi guys!
>
>I need to convert an Atari ST graphics file (IMG or PI3 format) to a
>PC IBM Windows 3 (TIF, BMP or GIF format).
>
>Is there someone that have a PD available program for ATARI ST or
>IBM PC that can send me?

the PBM plus system has been ported to the ST. available from atari.archive (in printing/pbm, as i recall, a rather odd place for it). it should convert PI3 -> internal format -> GIF with relative ease. here relative is the operative word: i just started using it yesterday on the ST. unfortunately, unless you have a shell which makes stdout a binary file (meaning don't convert newline to cr-linefeed), you may run into problems. i did. however, if you make a utility to change all cr-lf into just lf, you will be ok, most of the time.

pbm is too big to send. get it on your own from a.a. it is not a single program, more like a library of general purpose utilities (lots of them) to manipulate images of various formats. as far as i know there is no support for TIFF, however, which is somewhat suprising.

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1304. Re: atari amiga inc.

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 15:26:30 UTC
From: ritz@msb.com
Message-ID: <1991Jul15.152630.10645@msb.com>
Source record: 230256

In article <1991Jul11.111620.4736@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>apple and ibm,soon atari and commodore will see eye to eye,cdtv a step
>forward what a concept!@

What would Commodore gain from this? In all seriousness, I think getting involved with Atari in the same manner as IBM-Apple wouldn't gain them anything except increased debt. Commodore seems to be getting on its feet, both financially and technology-wise, all by itself. In short, I think the vast majority of the benefits for such a union would go in one direction Commodore >>> Atari so Commodore would have no incentive to seek such a union.

Cheers,

Chris
--
-----------------------------------+--
Chris Mauritz |People are strange
ritz@msb.com |when you're a stranger.
Copyright (C) 1991 |The Doors-

1305. Running a dual TOS system

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 15:28:13 UTC
From: steveg@cseic.saic.com
Message-ID: <3096007@MVB.SAIC.COM>
Source record: 230328
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just installed Wizztronic's compatibility plus board in my Mega 4, and
now have both TOS 1.0 and 1.4 available at the flick of a switch.
Installation was straight forward (only 1 wire to solder), but now I have
the following problem:

TOS 1.0 can only handle hard disk partitions up to 16MB, but since
I've been running 1.4 for some time now, I've got a number of 20+ MB
partitions. 1.0 seems to be able to READ data from these partitions
ok, so long as it resides below 16MB. Anything above the 16MB level
on the partition appears scrambled. I don't dare WRITE to such a
partition under 1.0. I'm thinking about repartitioning my drive using the 'new'
BGM scheme (larger cluster sizes), but otherwise keeping my partition
sizes the same.

Does TOS 1.0 support BGM partitions?
Will this let me get past the 16MB limit?
What problems might occur by using larger clusters?

(I've got an ICD Advantage host adapter with version 4.x.x software,
though I just downloaded the 'latest' v5.x.x)
--

Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

1306. Re: APPLE + IBM Agreement

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 15:29:28 UTC
From: ritz@msb.com
Message-ID: <1991Jul15.152928.10727@msb.com>
Source record: 230255

In article <1991Jul11.143617.11866@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>In-Reply-To: message from shawl@kuhub.cc.ukans.edu
>
>it is the best thing to happen ever!ibm running apple o/s ,apple using
>advanced ibm technology!next year should be interesting now suddenly
>nothing else compares!the end of windows is near!!!and now we can have the
>power to be our best!(maybe specture will even run system 7 one day!!!

I think the technology sharing aspect of this deal was secondary. IBM
is probably doing this to avoid wasting time/money on litigation with
Apple over their "Maclike" GUI in OS/2.

Cheers,

Chris
--
-----------------------------------+--
Chris Mauritz |People are strange
ritz@msb.com |when you're a stranger.
Copyright (C) 1991 |The Doors-

1307. Jef Pozkanzer's PBMPLUS Package (was Re: comp.sys.ibm.pc)

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 15:46:27 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Jul15.154627.865@wam.umd.edu>
Source record: 230329

In article <1991Jul15.144652.9009@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
>In article <50966@olivea.atc.olivetti.com> messina@king.ico.olivetti.com (Gianni Messina) writes:
>>Is there someone that have a PD available program for ATARI ST or
>>IBM PC that can send me?
>
>pbm is too big to send. get it on your own from a.a. it is not a single
>program, more like a library of general purpose utilities (lots of them)
>to manipulate images of various formats. as far as i know there is no
>support for TIFF, however, which is somewhat suprising.
>
>Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
>Convex Computer Corp. |ARPA: rosenkra@convex.com

The "real" PBMPLUS distribution does support TIFF in all its glory. If the version on atari.archive doesn't, it's either abridged or old.
Wish I could remember where to FTP the latest version, but I can't. :-)
Anyone interested in getting the latest version should read the FAQ for comp.graphics or read alt.graphics.pixutils.

Dave Baggett
dmb@wam.umd.edu

1308. Re: XCONTROL & Mouse Accel

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 16:02:31 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jul15180231@orion.laas.fr>
Source record: 230089

I have had *NO* troubles using MACCEL3.PRG with XCONTROL on my Mega 4 ST. It even puts some gibberish (non-ASCII) in the cookie jar. I have upgraded from MOUSTRIP.PRG, to MACCEL2.PRG, to MACCEL3.PRG. I believe that MACCEL3 is just MACCEL2 with some XCONTROL, cookie jar stuff added on, right Allan? With MACCEL3, SYSINFO tells me that MACCEL2 is installed. In order to use MACCEL3.PRG you also need MACCEL.CPX. When I first installed XCONTROL I left MACCEL2 lying around and that caused the system to freeze up!

Good luck to all,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

1309. Re: An idea for DC Software? (wish list)

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 16:36:33 UTC
From: timothyg@ncsa.uiuc.edu
Message-ID: <1991Jul15.163633.26800@ux1.cso.uiuc.edu>
Source record: 230332

In article <6142@cernvax.cern.ch> hohr@cernvax.cern.ch (roger hoh) writes:
>
> Hi Atarians,
>
> I need a printer spooler I could size by using the same system
>as for FOLDERxxx.PRG, called say SPOOLRxxx.PRG, where 'xxx' is the
>size of the spooler in Kb.
>

While everyone is presenting wish lists, how about a spooler that tests the size of a spooled file, mallocs enough memory, then shrinks itself when the file has been printed. Is this possible? Frankly, I would be happy if I can find a spooler that can simply handle binary files.

Here is some more stuff on my wish list, but I doubt that anyone can produce these in a week. Maybe some adventurous soul with lots of free time is looking for an interesting project. I doubt that any of these wishes will ever come true, but ...

1) Some kind of flow-chart generator. When porting software to the ST, it would be nice to be able to have a program produce a flow-chart which reveals the general structure of the software to be ported. This would also help programmers examine the structure of their own programs. Graphical output and ability to dump to a printer would be nice. Even a subroutine calling tree would be useful.

2) A really neat project would be a clone of the Sunview libraries (say for GCC and MiNT) based on GEM (or maybe MGR). Then lots of PD Sunview programs could be ported to the Atari with little effort. This would add lots of nice graphical programs to the ST domain. Also, Sunview seems easier to program than GEM, so it could be used as an alternate ST programming environment.

3) A GEM version of Tooltool would also be really neat. Tooltool is a PD Sunview program that allows ordinary code to be embedded in the Sunview GUI WITHOUT having to modify the program or know anything about Sunview. (I suppose everyone can tell I use a Sun at work).

4) A graphical interface to one of the PD debuggers would also be nice, something like dbxtool on Suns. One window has the source listing with an arrow pointing to the current line. Break points can be selected with the mouse, etc. By the way, do any of the commercial C packages have anything like this?

5) A WYSIWYG postscript editor is the last (and most unlikely) item on my list. I don't think one of these exists on any platform.

-Tim Gallivan
timothyg@ncsa.uiuc.edu

1310. ST version of FRACTINT please?

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 17:05:10 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91196.130510JJL101@psuvm.psu.edu>
Source record: 230335

Has anyone compiled the latest version of Fractint for the ST's? As it is,
I switch to an IBM to use this program, but would love to see a version out
that is mostly complete on the ST (unlike the one currently on the umich
FTP site). If anyone out there is willing to port it over, please
let me know!

Thanks in advance,
'

```
*************************************************************************
* J.J. * Internet: JJL101@PSUVM.PSU.EDU * Penn State *
* * * Center for *
* John Lehett * Bitnet: JJL101@PSUVM * Academic Computing *
*************************************************************************
* Atari ST's!, Puzzles, Cryptos, Games, Diplomacy, Synths + Midi *
*************************************************************************
```

1311. Atari Portfolio question...

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 17:21:34 UTC
From: tzeng@sunland.gsfc.nasa.gov
Message-ID: <TZENG.91Jul15132134@sunland.gsfc.nasa.gov>
Source record: 230334

I know this isn't the "correct" newsgroup but I figure st users to be pretty up to date on Atari products.

I need a pointer to a magazine that sells Portfolios mail order to get an idea of how much they cost. Which Atari mag should I take a peek at?

Any additional info on the Portfolio and any quirks would be much appreciated.

For the Amiga vs Atari flamefest I'll add that I'm considering selling my Amiga for rent and a Portfolio ;-).

NT

1312. Re: Running a dual TOS system

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 18:19:06 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul15.181906.20274@informatik.uni-erlangen.de>
Source record: 230345
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

steveg@cseic.saic.com (Stephen Harold Goldstein) writes:

>Does TOS 1.0 support BGM partitions?

Yes.

>Will this let me get past the 16MB limit?

Yes. You can have up to 256 MB per partition.

>What problems might occur by using larger clusters?

Creating files with 1 byte length will cost you 2048, 4096... bytes instead
of 1024, for example.

>(I've got an ICD Advantage host adapter with version 4.x.x software,
>though I just downloaded the 'latest' v5.x.x)

Note: Do not use ICD's option to create 32 MB partitions with 512
bytes per logical sector. This will not work under TOS 1.0.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

1313. Re: An idea for DC Software?

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 19:49:40 UTC
From: scale@abode.ttank.com
Message-ID: <1991Jul15.194940.6004@abode.ttank.com>
Source record: 230338

In article <1991Jul13.184629.16508@murdoch.acc.Virginia.EDU> lch3e@holmes.acc.Virginia.EDU (Lauren C. Howard) writes:
>
> I encourage folks who can't afford other computers to buy the ST. Most
>of them end up with one floppy drive, no HDD.
> We'd like to be able to boot a disk, copying everything on it to a RAM
>disk it creates, all done automatically on bootup. Then we could run that
>program from RAM. RAMSTART for the Mac does this. It takes just as long
>to load it to the RAM disk and then run it, as it does to run it from the
>floppy; but then in using the program you have the extra speed.
> Having a user-selectable drive name, or else defaulting to drive A:,
>would make it useable with fussy programs like Timeworks DTP.
>
>Please don't comment with "why dont you buy a hard drive/pagestream/etc."
>There are a lot of people in the world who can't afford a small fortune
>for a computer, much less adding harddrives. The ST is ideal for them;
>excellent service from 1 disk drive, even with a TV set.
>
>Thanx for your time and consideration.
>
>Lauren Howard, Chief Potentate
> ACCCHU!
>Atari Computer Club CHarlottesville Users !

Hi Lauren,
Being able to create a RAMdisk at bootup, copying files to
the RAMdisk, then continuing to boot from the RAMdisk; is a great idea!
Although the solution is already commercially available on the CodeHead
Utilities disk from CodeHead Software. CodeHead has just released Version
4.0 of this disk. It has a list price of $34.95, although street price is
around $25 - $30; it is available from your local dealer (if you have one!),
your favorite mail-order or from CodeHead Software directly.
The CodeHead Utilities 4 has lots of new versions of previous
programs and lots of brand new programs (it comes on two floppy disks now).
It also includes the latest versions of the Codehead's collective public
domain and shareware programs; and the updated demos of thier other
commercial works (all of which support the ST/STe/TT's).
No... I don't work for CodeHead Software, but I am a satisfied
CodeHeadian customer! Bye.....

Luis

1314. Re: lynx games mentioned in AE

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 19:56:17 UTC
From: scale@abode.ttank.com
Message-ID: <1991Jul15.195617.6086@abode.ttank.com>
Source record: 230343

In article <1991Jul13.053647.6688@casbah.acns.nwu.edu> glover@casbah.acns.nwu.edu (Eric Glover) writes:
>Speaking of the Lynx, Promises and Atari;
>
>Is Atari Explorer Dead, [a pause] Again?
>
>Glover
>A man who hasnt seen an issue of AE since Feb.

Hi Eric,
From what I have heard Atari Explorer is on hiatus again. I
have not heard anything about when that status may or may not change. Bye...

Luis

1315. Re: An idea for DC Software? (wish list)

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 20:15:38 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <Rg8552w164w@ersys.edmonton.ab.ca>
Source record: 230339

timothyg@ncsa.uiuc.edu (Timothy Gallivan) writes:
>
> While everyone is presenting wish lists, how about a spooler that tests
> the size of a spooled file, mallocs enough memory, then shrinks itself
> when the file has been printed. Is this possible? Frankly, I would be
> happy if I can find a spooler that can simply handle binary files.

Now this is a really good idea. A printer spooler that shrinks itself to match the size of the file (or expands to a maximum limit) would be really great. Sometimes I want to print something that is only two or three kilobytes, and it seems like such a waste to keep a thirty-two kilobyte buffer. The spooler itself would be a little larger, but the benefits would be fantastic.

Good idea, Timothy! I just hope DC read it and like it...:)

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>

<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

1316. Starving Developers Sale

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 20:17:13 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <8034@tekgen.BV.TEK.COM>
Source record: 230337

**** Newsflash **** Atari Developers Starving ****** Details at 11

Have you heard of starving artists sales? Well this is a starving
developers sale. In order to generate cash to continue operations
I am forced to liquidate some of my excess hardware and software.

Hard disk stuff:

CDC Wren 86 Meg 15ms $400
Seagate 157N-1 49Meg 28ms $225
ICD Advantage Plus SCSI Host adapter w/clock $75
Supra SCSI Host adapter w/clock $65
External case w/power supply & fan $75
If you also get one of the drives only $50
I'll put together any combinations of above in a system loaded with
PD software plus a copy of the latest version of Diamond Back II

Miscellaneous hardware:

External DreamPark PowerDrive 1.44 meg Floppy $200
Includes 60 free HD disks
520ST w/1 meg upgrade $200
Epson DX-10 Daisy Wheel printer $75
Epson MX-80 9 pin Dot Matrix printer $50
Supra 2400 Baud modem w/cable $75
JoppaFAX 2400 modem with 9600 baud FAX w/cable $150

I also have the following software items that I no longer need for sale:

Productivity:
Wordup 3.0 $25
Degas Elite $20
Revolver $15
MiGraph Labelmaker Elite $20
Megamax C $40
G+Plus $10
Neodesk 2.05 $15

Play:
Hero's of the Lance SSI $10
Rings of Zilphin SSI $5
Star Command SSI $8
Warship SSI $10
Red Lightening SSI $10
Storm Accross Europe SSI $10
Wargame Construction Set SSI $10
SuperStar Ice Hockey $8

F40 Pursuit $5
Silent Service $8
Dive Bomber $8
Fire Brigade $10
Spitfire 40 $10
Lombard Ralley $8

All hardware and software items have the original box and documentation.

Terms: First full price offer gets it. I will consider offers through August 1 (I may be starving, but I won't give it away. Listed prices are already at the low end of fair market value). You pay UPS ground shipping and payment is UPS COD cash.

---- ----
/\/\/\ Bob Luneski Diamond Back II Support: boblu@tekgen.BV.TEK.COM /\/\/\
\/\/\/ Oregon Research Associates Genie: B.LUNESKI1 \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Phone: (503) 620-4919 \/\/
\/ Tigard, OR 97224 FAX: (503) 639-6182 \/

1317. Re: TOS 1.4 question(s)

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 20:28:04 UTC
From: Robert.Elsinga@p10.f301.n282.z2.fidonet.org
Message-ID: <fido_2_282/301.10_288205e7@linn.fidonet.org>
Source record: 230114

In a message of <04 Jul 91 02:15:14>, ggreenbe@rodan.acs.syr.edu
(2:320/100.1) writes:

g> From: ggreenbe@rodan.acs.syr.edu (Gerald Greenberg)
g> Organization: Syracuse University, Syracuse, NY
g> Keywords: tos, speed
g> Summary: Is it really faster than tos 1.0?
g>
g> Much to my surprise, not every one of the
g> benchmarks increased! And some decreased! Here are the
g> results:
g> CPU memory, register, divide, and shifts all stayed the same
g> at 99%.
g>
g> Can somebody explain why more of the numbers get worse than
g> get better?

Which version of QuickIndex do you use? QuickIndex compares the result of your
Atari to a 'standard' one running with the *same* TOS. If you can get
QuickIndex 2.x, you can comapare the results to any of the TOS-versions...
But... comparing TOS 1.4 to a TT is frightening... =8-)

Robert Elsinga =8-)

Co-sysop * Atari BBS Connection * Leeuwarden NL
Robert.Elsinga@p10.f301.n282.z2.fidonet.org
or tfd.com!afp!gna!linn!p10.f301.n282.z2.fido!Robert.Elsinga

1318. Re: Mupfel w/Neodesk 3

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 21:34:06 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Jul15233406@acae127.cadence.com>
Source record: 230348

> >
> >I've seen some wierdness when using Neodesk 3 and Mupfel, any help would be
> >appreciated:
> >
> Sounds as if Neodesk catches the AES trap and does his own things with
> shel_read/shel_write (very bad idea). Can you check whether they changed
> the AES trap (do the use XBRA?).

They indeed do. They also screw around with lineF in their keyboard
equivalent for dialog buttons utility (i forget the name).

I was wondering why inlined math code would'nt work with a '881 in
co-processor mode. Their acc was the cuprit. I left the autor a
message on GEnie some time ago, dont know if they did something about it.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

1319. Atari in Concert

Newsgroup: comp.sys.atari.st
Date: 1991-07-15 22:00:55 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Jul15.220055.12391@nntp.hut.fi>
Source record: 230344

I just happened to see the Jean-Michel Jarre's Paris-La Defense concert from TV. Atari France was one of the main sponsors for the concert and there were several Atari Mega 2/4 machines on the stage.

The best PR Atari has done in long time... If someone noticed the machines.

* Jari Lehto * 90-387939 * Jari.Lehto@hut.fi * Music, love & *
* Tenavatie 19 A * 90-382887 * jartsu@vipunen.hut.fi * friendship! *
* 00760 HELSINKI * 94040/02887 * jartsu@otax.hut.fi * Garlic, beer &*
* Finland * fax +358 0 8735916 * s37837k@saha.hut.fi * sausage! *

1320. STe and a Star Gemini II Printer

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 00:06:30 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <31260@know.pws.bull.com>
Source record: 230207

Once again, does anyone know if it is possible to connect a Star Gemini II printer (one with a Commodore 64 interface) to an Atari STe?

1321. Re: An idea for DC Software? (wish list)

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 00:37:07 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2436@uqcspe.cs.uq.oz.au>
Source record: 230346

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

>timothyg@ncsa.uiuc.edu (Timothy Gallivan) writes:
>>
>> How about a spooler that tests
>> the size of a spooled file, mallocs enough memory, then shrinks itself
>> when the file has been printed.

>Sometimes I want to print something that is only two or
>three kilobytes, and it seems like such a waste to keep a thirty-two
>kilobyte buffer.

I'm in the opposite position: I'd like a spooler that spooled to disk,
and read back in chunks (eg. 4K) for printing. That would make printing
from PageStream much more pleasant on my 9-pin. I believe the lpr stuff
with MiNT did this.

What are the pitfalls of having a TSR access the disk? If I knew them,
I would gladly write such a spooler.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

1322. Re: Multitasking for ST (to sell)

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 02:07:09 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <679631709.0@therip.FidoNet>
Source record: 230278

-> For the record.. TTs use the same technique to change between the five
-> lower
-> resolutions as the ST does between low res and medium res.
->
Oh yea? I would like to hear what allan says about that or kbad or someone from
atari...
A friend of mine who had an St about as long as I did now has a TT and he told
me it DIDN'T reboot between the resolutions except between the 5 color modes
and the high res screen. (NOT when switching between any of the 5 color modes
though..)
(I had one of the first 520st's that had tos in rom... Bought it 3 months
after a guy bought one brand new in the first couple weeks they were available)
He is using a multi sync monitor (19") but it doesnt work right with his TT..
Apparently the thing has boarders in the inches around his screen.. (Much like
a non-modified mono-monitor but on a bigger scale)
He liked the idea of a cheap monitor but atari in thier blazing glory decided
to lock consumers into their monitors unless you want a screwy screen..
(Anyone have an easy fix? He is using a .28 pitch multi synch monitor..)

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

1323. Re: Double Click programs

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 03:15:56 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jul16.031556.2739@mailer.cc.fsu.edu>
Source record: 230347

I would like to see a .ttp version of DCShowit for us Neodesk users.
DCShowit is by far the best ASCII file viewer for the ST (IMHO), and I miss
it!!

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-------------------------------------

1324. Re: atari amiga inc.

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 03:18:23 UTC
From: seitz@netcom.COM
Message-ID: <1991Jul16.031823.24106@netcom.COM>
Source record: 230350
Cross-posted to: comp.sys.atari.st,alt.cd-rom

In article <A0b8ia7i@mwowm.mantis.co.uk> mathew@mantis.co.uk writes:
>
>CDTV is very much a case of "What can we throw together quickly in order to
>grab some market share before everyone else?" And that's the sort of
>attitude which has killed countless products in the past, the one real
>counterexample being the IBM PC which has staggered on regardless of its
>fundamental design flaws and incompatabilities with the standards of the
>time.
>
>But Commodore aren't IBM. They can't hope to push CDTV into being a de facto
>standard when they're faced with companies like Sony and Philips.
>
>
>mathew
>--
><< baby mother hospital scissors creature judgement butcher engineer >>

I work for a company that is heavily involved in CD-ROM publishing equipment.
Frankly, we've seen very little happening in either CD-I or CDTV. Many
companies are just getting into CD-ROM, and those that are already in CD-ROM
seem happy to stick with ordinary CD-ROM.

We've been interested in looking at supporting CDTV. Unfortunately, Commodre
CDTV division seems to have a similar attitude to Atari's developer support.
We can either purchase (through barter) a full CDTV development system complete
with Amiga, or we get nothing. All we want is a specification at this point,
and we can't get it.

I crossposting this article to alt.cd-rom and directing Follow-Ups there, since
my posting has very little to do with Atari (or any particular computer).

--
Matthew Seitz
seitz@netcom.com

1325. Diamond Back II latest version

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 03:37:05 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jul16.033705.3184@mailer.cc.fsu.edu>
Source record: 230349
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Is 2.01 the latest version of Diamond Back II?

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-----------------------------------

1326. Ramdisk assisted booting

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 04:28:30 UTC
From: AAron@sun.soe.clarkson.edu
Message-ID: <9107160428.AA13072@sun.soe.clarkson.edu>
Source record: 230341

I have a 4meg STe, and no harddrive. I didn't realize that others were
dealing with problems like setting up their ramdisks upon booting also...

My solution: a BOOT DISK to create and fill the ramdisk and
a REBOOT DISK to do minimum to restore ramdisk and control.

GEMINI booting with a 2.8 Meg ramdisk

BOOT DISK -- Used on cold boot to get into the GEMINI environment and
set up the RAMDISK file system.

Contains AUTO folder with: Resetable ramdisk program,
GEMINI stuff,
Screen saver,
GDOS equiv. (looks for fonts on A:),
etc...
Contains ACCESSORIES
Contains GEMINI: Program, Fonts, ...
(GEMINI.APP is set from the
desktop as an AUTO GEM program)
Contains MUPFEL.MUP: Sets environment, runs A:LOCAL.MUP
(NOTE: Calls LOCAL.MUP on FLOPPY)
Contains A:LOCAL.MUP: Creates Ramdisk file system,
Copies files to ramdisk
(Including all of GEMINI),
Uncompresses files to ramdisk
(To save LOTS of space on floppy)

REBOOT DISK -- Warm boots quickly since ramdisk is already set up
with GEMINI and any other applications. Still has ACCs
and \AUTO. Used if STe ever crashes.

Contains SAME FILES AS BOOT DISK with the following diffs:

GDOS looks for fonts on RESET PROOF RAMDISK,
GEMINI files are not on floppy,
GEMINI.APP in the RAMDISK is set from the desktop as AUTO GEM,
A:LOCAL.MUP contains no file system creation commands

MiNT/MGR booting with a 2 Meg ramdisk

BOOT DISK and REBOOT DISK follow the same concept of GEMINI disks.
My MiNT boot disk creates a Ramdisk file system, sets up environment,
unarchives \BIN (which contains BASH among other things) and \MGR,
then runs mgr...

Leaving me in a system where I can pop the floppy and be functional without it.
(I end up with GEMINI/MGR, BIN stuff, EMACS and UNITERM/MGRTERM in ram)

AAron nAAs |\ \ Ptht...
'O.o /
Disclaimer: Beware of my ego =( )()=
AAron@sun.soe.clarkson.edu U

P.S. Doesn't the most recent SI Ramdisk DA allow you to create ramdisks,
copy files to them on boot, and has print spooler stuff? Plus there
are a few programs that you can put in the autofolder and read a
data file for info on what to copy where.

1327. 3D Animation/Lexicor

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 04:31:44 UTC
From: bmakuch@magnus.acs.ohio-state.edu
Message-ID: <1991Jul16.043144.20224@magnus.acs.ohio-state.edu>
Source record: 230340

Has anybody heard of a company called Lexicor Software? They
are producing a 3D package called the Phase-4 Animation system
for the ST as well as a 24 bit graphics card. Any info, like
their address or articles in magazines about their product,
would be much appreciated.

1328. Re: Portfolio in Terminator 2?

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 04:32:09 UTC
From: whitehe@cb.ecn.purdue.edu
Message-ID: <1991Jul16.043209.14552@noose.ecn.purdue.edu>
Source record: 230342

I heard that at least the upper mgmt had no knowledge of the Portfolio in Terminator 2.

Astalavista...

Drew

1329. Wanted - info on Mega ST 8/16 MHz accelerators

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 04:38:38 UTC
From: jerzy@leland.Stanford.EDU
Message-ID: <1991Jul16.043838.5402@leland.Stanford.EDU>
Source record: 230262

Hello,

I'm considering buying an accelerator for my Mega ST2, but first I'd
like to ask more experienced users, which of the accelerators currently
available (from Gadgets by Small, Fast Technologies, ICD Inc.; are there
any more?) is the best ? In particular I'd like to know the following:

- how easy it is to install a given accelerator;
- what is the effective gain in speed (for computations,
graphics, etc);
- limitations (what programs won't work);
- is it really worth the price.

Besides, are T20 trustworthy ? What warranty comes with them ?
I'd really appreciate comments on the above.

Thanks in advance,
--
Jerzy
| When you ask a question you seem to be |
| Email: | silly for a while. But if you don't, you |
| jerzy@leland.stanford.edu | remain silly for all your lifetime. |

1330. Re: NROFF

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 07:35:20 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Jul16.073520.8418@watmath.waterloo.edu>
Source record: 230251

In article <1991Jul14.224236.11159@netcom.COM> seitz@netcom.COM
(Matthew Seitz) writes:
>Is there a utility available to print out nroff files?

The archive: atari.archive.umich.edu has nroff.
It is available by "ftp" or by mail.

--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
internet: ljdickey@watmath.UWaterloo.ca BITNET/EARN: ljdickey@watdcs
obsolescent?: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey

1331. Re: Supra vs. ICD controllers

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 07:36:34 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3406@odin.cs.hw.ac.uk>
Source record: 230261

In article <1991Jul15.040751.4163@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
> ... ICD software is far better than Supra's. ...

I beleive they were both, at least initially, written by the same person,
namely a Mr. W. Brown. Just another net curio. :-)

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1332. Re: comp.sys.ibm.pc

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 07:52:45 UTC
From: robin@castle.ed.ac.uk
Message-ID: <11630@castle.ed.ac.uk>
Source record: 230260

In article <50966@olivea.atc.olivetti.com> messina@king.ico.olivetti.com (Gianni Messina) writes:
>I need to convert an Atari ST graphics file (IMG or PI3 format) to a
>PC IBM Windows 3 (TIF, BMP or GIF format).
>
>Is there someone that have a PD available program for ATARI ST or
>IBM PC that can send me?

The portable bitmap plus (PBMplus) can convert IMG and PI3 to TIF or GIF, I think this program has been ported to both ST and IBM PC..

Cheers

Robin

1333. gcc / g++ for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 10:29:47 UTC
From: angelo@i43s3.ira.uka.de
Message-ID: <k85ikrINNimv@iraun1.ira.uka.de>
Source record: 230252

For a friend of mine I'm looking for the GNU C or GNU C++ compiler.
Does anyone know if it's ported and how to get it INCLUDING DOCUMENTATION?

please MAIL me, because I'm not reading this group!

thanx, angelo

1334. Re: comp.sys.ibm.pc

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 12:32:48 UTC
From: me@dude.pcs.com
Message-ID: <me.679667568@dude>
Source record: 230257

In <1991Jul15.144652.9009@convex.com> rosenkra@convex.com (William Rosenkranz) writes:

>pbm is too big to send. get it on your own from a.a. it is not a single
>program, more like a library of general purpose utilities (lots of them)
>to manipulate images of various formats. as far as i know there is no
>support for TIFF, however, which is somewhat suprising.

Isn't there, then someone must have left it out of the atari port.
I definitely have a 'tifftopgm' in my sources of pbmplus.

Michael
--
Michael Elbel | Wollen haetten wir schon moegen
PCS GmbH, Muenchen, Germany | aber duerfen haben wir uns nicht getraut.
me@dude.pcs.com | - Karl Valentin

1335. Re: Corrupted GPLOT.ARC file ..

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 12:54:07 UTC
From: univwa@sbuvax.rz.uni-sb.de
Message-ID: <11928@sbsvax.cs.uni-sb.de>
Source record: 230254

In article <1991Jul14.150109.11886@lut.ac.uk>, M.A.Rahin@lut.ac.uk (Mohammad A. Rahin) writes:
>
> It seems that the file gplot.arc recently sent to atari.archive is corrupted.
> I've tried to unarchive this under UNIX as well as under ST. In both cases
> the attempt failed with CRC error check. My file transfer is quite ok and I've
> been doing this for some time. Would the original sender please send the file
> once again to atari.archive.
>
> Thanks in advance.
>
> - Rahin

Rahin is right, I was also disappointed making the same experience.

- Bernhard

Dipl. Ing. Bernhard Stumpf phone : ++49-681-302-4143
University of the Saarland e-mail: bestu@sbuvax.rz.uni-sb.de
Geb.5 - Zi.218
Im Stadtwald |||
D-6600 Saarbruecken |||
Germany / | \

1336. Reset-Proof Ramdisk

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 14:18:37 UTC
From: malay@sae.com
Message-ID: <1991Jul16.141837.26047@sae.com>
Source record: 230258

I'm looking for (either PD or commercial) a reset-proof ramdisk that will run on a 4Meg 1040Ste without bombs. I tried the eternal2 from a.a and I get two bombs. I then tried eternal from ST-Format and it gave two bombs.

I have a commercial piece of software that gives me bus errors when it is run on the 4MB STe - if I run it on a 1MB STe or a 1MB STf it works fine. I've run all kinds of memory-intensive stuff without problems so I'm assuming there's a bug in the commercial piece of software. Is there another way I can "fool" this program into believing I only have 1MB (short of yanking the SIMMS). I thought that if I would set up a 3MB reset-proof ramdisk and warm boot the buggy software that it might just work????

Bob Malay

1337. Re: Double Click programs

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 14:33:30 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Jul16.143330.16501@menudo.uh.edu>
Source record: 230273

In article <1991Jul16.031556.2739@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>
>I would like to see a .ttp version of DCShowit for us Neodesk users.
>DCShowit is by far the best ASCII file viewer for the ST (IMHO), and I miss
>it!!
>
>--
> ---------------------------------+-------------------------------------
> Mickey R. Boyd | "Kirk to Enterprise. All clear
> FSU Computer Science | down here. Beam down
> Technical Support Group | yeoman Rand and a six-pack . ."
> email: boyd@nu.cs.fsu.edu |
> ---------------------------------+-------------------------------------

What you ask for is available now.

It is called DC Shower and includes many enhancements over the original
DC Showit.

For a limited time only (until August 1), you can order DC Shower from us
by phone and get DC Shower for 1/3 off just by saying:

SHOWER POWER

Or, if you prefer to do it by mail, you can send a check for $22.95 (which
includes shipping and handling charges) to:

SHOWER POWER
c/o Double Click Software
PO Box 741206
Houston, TX 77274-1206

DC Shower is compatible with all Atari ST/STe/TT systems and includes modules
for text, pictures (17 formats), digitized sound, hex viewing, ARC, LZH, ZIP
and ZOO extraction.

Additionally, it works _directly_ from UIS 3.3 (if you select SHOW from it)
or can be used as the Alternate Text Viewer from NeoDesk 3.0 using the
supplied DC Pick program (which accepts a file parameter or runs as a desk
accessory so you can view files from within GEM programs).

'Nuf said.

- mike vederman / double click software

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

1338. Re: Problems with FATSPEED.

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 14:58:13 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <2044@richsun.cpg.trs.reuter.com>
Source record: 230259

In article <GJH.91Jul10103404@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:
>
>I have been asked by M.Bouron@uk.cray.com (Marc Bouron) to post this for him.
>
>--
>I am having a few problems now that I've downloaded FATSPEED. I cannot write
>to any HD partitions ("disk full"!!) and `show information' eventually crashes
>with four bombs (illegal instruction). Delete and rename work fine :-|
>
>I have NeoDesk 2.06 running over TOS 1.0 -- does anyone know any problem with
>such a configuration? I have stripped out my AUTO folder, so I am just running
>ICDBOOT.SYS, FATSPEED.PRG, and STARTGEM.PRG -- this had no effect...
>

I was wondering if you or someone else had posted this question already. So, since there was no answer yet, I'll try: I have NeoDesk 3.? with TOS 1.0 and many other programs in my AUTO folder along with half a dozen accessories starting up at boot time. Initially, I couldn't get FATSPEED running (I think that was with my old version of NeoDesk 2.?). Just recently I read a post, from this net I believe, that mentioned to put FATSPEED first, even before PINHEAD. Well, now everything is working fine and FATSPEED helps out a lot, especially since my hard drive (Supra 30M) is near full. Maybe your HD has problems(?). Possibly, someone else can shed some light on this problem?

CUL,
Chuck

1339. Re: Zoo 2.1 - archive whole dir structure?

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 15:22:44 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jul16172244@orion.laas.fr>
Source record: 230088

I believe the version of zoo from cs.uni-sb.de had an `r' option in
order to do recursive archival. Of course, it is bigger and then
again it is not 2.1.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

1340. Re: An idea for DC Software? (wish list)

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 15:55:28 UTC
From: steve@thelake.mn.org
Message-ID: <A1458444016@thelake.mn.org>
Source record: 230263

[In article <2436@uqcspe.cs.uq.oz.au>,
warwick@cs.uq.oz.au (Warwick Allison) writes ...]

> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>
>>timothyg@ncsa.uiuc.edu (Timothy Gallivan) writes:
>>>
>>> How about a spooler that tests
>>> the size of a spooled file, mallocs enough memory, then shrinks itself
>>> when the file has been printed.
>
>>Sometimes I want to print something that is only two or
>>three kilobytes, and it seems like such a waste to keep a thirty-two
>>kilobyte buffer.
>
> I'm in the opposite position: I'd like a spooler that spooled to disk,
> and read back in chunks (eg. 4K) for printing. That would make printing
> from PageStream much more pleasant on my 9-pin. I believe the lpr stuff
> with MiNT did this.
>
> What are the pitfalls of having a TSR access the disk? If I knew them,
> I would gladly write such a spooler.

I think that Malloc() and file handling share the same primary pitfall,
which is that under GEMDOS, only the current process may ``own'' either
dynamically allocated memory or file handles. If the current program
terminates, the memory and file handles will be invalid.

If this is the case (and I'm not a developer, but merely repeating what
I've been told on the net), then the method that Timothy suggested
couldn't work -- at least not with Malloc(). There might be a workaround
using high memory, or there might not.

The way around the file handle problem is fairly easy -- open a file,
read a chunk, and close it. Keep track of where you are. Then reopen, seek
the old position, read some more and close. Be sure that you never allow a
task switch while a file is open. (If you're a DA, beware of AES
functions.) That way you could keep replenishing a static buffer without
running a risk of losing a file handle.

Steve Yelvington <steve@thelake.mn.org>
Marine on St. Croix, Minnesota

1341. Re: Atari's monitors

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 15:58:30 UTC
From: steve@thelake.mn.org
Message-ID: <A1464801008@thelake.mn.org>
Source record: 230264

[In article <1991Jul16.033229.11046@world.std.com>,
azog@world.std.com (azog-thoth) writes ...]

> Anyways. What I want to know is why Atari didnt make _one_ monitor for
> _all_ resolutions.

In 1985, when the ST came to market, a monitor capable of displaying all
three resolutions would have cost several times as much as the computer.
You can buy such monitors now, but they compromise the quality somewhat.

Steve Yelvington <steve@thelake.mn.org>
Marine on St. Croix, Minnesota

1342. Re: Diamond Back II latest version

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 16:15:55 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <8040@tekgen.BV.TEK.COM>
Source record: 230265
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1991Jul16.033705.3184@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>Is 2.01 the latest version of Diamond Back II?
>
> Mickey R. Boyd | "Kirk to Enterprise. All clear
> FSU Computer Science | down here. Beam down
> Technical Support Group | yeoman Rand and a six-pack . ."
> email: boyd@nu.cs.fsu.edu |

The latest version of Diamond Back II is V2.25. Upgrades are available by
sending your original disk and:

$10 if upgrading from V2.11 or earlier(including Diamond Back I).
Includes a new manual or
$5 if upgrading from any Oregon Research Version V2.20+

to the address listed below.

---- ----
/\/\/\ Bob Luneski Diamond Back II Support: boblu@tekgen.BV.TEK.COM /\/\/\
\/\/\/ Oregon Research Associates Genie: B.LUNESKI1 \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Phone: (503) 620-4919 \/\/
\/ Tigard, OR 97224 FAX: (503) 639-6182 \/

1343. Re: no subject (file transmission)

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 16:41:09 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <152242@unix.cis.pitt.edu>
Source record: 230266

In article <9107112046.AA29726@cervantes.cc.gatech.edu> dave@cc.gatech.edu (Dave Aylesworth) writes:
>
>I am having trouble unpacking HDX301.LZH off of atari.archive.umich.edu.
>I get CRC errors when unpacking it with a couple different programs.

Have you tried Un-LZH 1.72 (UNLZH172)? That seems to handle almost everything...

Robert Anisko
rjast1@unix.cis.pitt.edu

1344. Re: TT compatability...

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 17:00:26 UTC
From: kbad@atari.UUCP
Message-ID: <2992@atari.UUCP>
Source record: 230280

ford@tardis.computer-science.edinburgh.ac.uk writes:
(several programs tried out on the TT didn't work, most were games)

As far as TT compatibility is concerned, games are risky at best.
Disk-based copy protected games are almost certain to fail. The
main reason for this is the use of timing instruction loops.
As you mentioned, some games go too fast. The same applies
to the tricky timing they try to (wow, alliteration) make copy
protection work.

Something else you could try for non-bootload software is running
24BIT.PRG in your auto folder. This won't help for software that
relies on CPU instruction timing for timers, or for software that
installs its own exception handlers, but it will let you run programs
that aren't 32-bit clean. GFA Basic programs compiled using
all but the more recent versions of their compiler have this problem.

|PS. Should the TTs internal speaker sound as if it's blown?

No, but it does sound quite tinny. It's quite a low-fidelity speaker.
Try plugging your TT into your home stereo with some RCA jack cables. Whee!
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

1345. Re: XCONTROL & Mouse Accel

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 17:10:22 UTC
From: kbad@atari.UUCP
Message-ID: <2993@atari.UUCP>
Source record: 230281

fischer-michael@cs.yale.edu (Michael Fischer) writes:

|I changed my boot sequence so that "maccel3.prg" is the LAST thing
|loaded from the auto folder and now everything seems to work fine. I
|don't know which program in my boot sequence was causing the problem.
|Does xcontrol locate maccel3 using the cookie jar...?

Yes, the Mouse Accelerator CPX finds MACCEL3 by looking for the cookie
installed by MACCEL3.PRG. If the CPX is unable to find the TSR, then
something in your boot sequence is probably screwing up the cookie jar --
a *dangerous* thing in STE's & TT's. MACCEL3 should be able to run
anywhere in the auto folder, in fact you can even run and install it
from the desktop.

Someone mentioned that MACCEL3 had problems with DC Showit? Hmm...
MACCEL3 is very compatible with a lot of stuff, I'm curious what the
conflict with Showit is...
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

1346. Re: PORTABLE ADDICTION

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 17:43:40 UTC
From: brad@bcars241.bnr.ca
Message-ID: <1991Jul16.174340.5939@bigsur.uucp>
Source record: 230267
Cross-posted to: rec.games.video,comp.sys.atari.st,comp.sys.handhelds

a15@nikhefh.nikhef.nl (Peter Heymens Visser) writes:
>
> PORTABLE ADDICTION !!!
>
> Issue 03 of Portable Addiction is out !
> It will be spread by mailing list only. If you want to be added to the
> mailing list please e-mail to :
>
> Portfolio: *HUGE* software list
> And reviews from Mr. Portfolio

Being a Portfolio owner with limited FTP access but no mail privileges at my site, would it be too much to ask that this be posted to some archive? Say, atari.archive in the /atari/portfolio directory.

Is this already being archived at atari.archive (a la STReport, Z*Net etc.)? Or some other archive site (since PORTABLE ADDICTION is not strictly Atari related)?

If not, is it a good idea or not?

brad

1347. Re: An idea for DC Software?

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 18:53:18 UTC
From: schultzd@sierra.egr.msu.edu
Message-ID: <1991Jul16.185318.27291@msuinfo.cl.msu.edu>
Source record: 230268

REsizable printer spooler is a great idea. I have seen a ramdisk
program that uses any unused space as a print spooler

--
||| David W. Schultz |||
||| uunet[!rutgers!mailrus]!frith!schultzd |||
/ | \ Work Phone: (517)-353-8891 / | \
/ | \ "All I see Pornographitti, All I hear Pornographitti..." / | \

1348. Two questions

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 19:58:25 UTC
From: jon@nabob.cc.mcgill.ca
Message-ID: <1991Jul16.195825.15511@cs.mcgill.ca>
Source record: 230277

Just two quick questions...

I noticed someone awhile back mentioned Ghostscript (postscript viewer) for the ST but haven't seen it anywhere. I'm almost sure he said it was at atari.archive.... Anybody seen it?

Second, I'd like to know if there exist any guides of the format of IMG and GEM files. I've looked, but to no avail.

Jon

1349. Re: TT compatability...

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 20:31:46 UTC
From: apratt@atari.UUCP
Message-ID: <2994@atari.UUCP>
Source record: 230282

ford@tardis.computer-science.edinburgh.ac.uk writes:
>Spectre GCR Well... I've got version 3.0, but I canne get it to work.. it
> locks up (as does GCRTEST) at the first try at
> accessing the floppies in GCR mode.

Mine works. Don't know what the problem might be.

>MiNT 0.8 Works fine (except for the exception handling).

Known bug, I fixed it & sent Eric the fix.

>GNU CC 1.37.1 Everything works except the preprocessor, which doesn't parse
> #if blocks properly.

Mine works -- are you SURE this is a TT/ST difference? GCC from Bammi has
always been pretty robust, and certainly has always worked fine on the TT.
It compiles itself, which is a pretty thorough test.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1350. Looking for internals book on ST

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 20:47:53 UTC
From: moroni@cbnewse.cb.att.com
Message-ID: <1991Jul16.204753.16782@cbnewse.cb.att.com>
Source record: 230271

Hi:

I am looking for a good internals book for the 1040 ST which
covers system software (systems calls, etc...).

Any Suggestions?

Al Issa
AT&T Bell Labs
Naperville, Illinois

1351. Re: Wanted - info on Mega ST 8/16 MHz accelerators

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 20:59:22 UTC
From: carter@engr.wisc.edu
Message-ID: <1991Jul16.155922.4047@doug.cae.wisc.edu>
Source record: 230274

In article <1991Jul16.043838.5402@leland.Stanford.EDU> jerzy@leland.Stanford.EDU (J. Czaplicki) writes:
>
>Hello,
>
>I'm considering buying an accelerator for my Mega ST2, but first I'd
>like to ask more experienced users, which of the accelerators currently
>available (from Gadgets by Small, Fast Technologies, ICD Inc.; are there
>any more?) is the best ? In particular I'd like to know the following:
>
> - how easy it is to install a given accelerator;
> - what is the effective gain in speed (for computations,
> graphics, etc);
> - limitations (what programs won't work);
> - is it really worth the price.
>
>Besides, are T20 trustworthy ? What warranty comes with them ?
>I'd really appreciate comments on the above.
>
>Thanks in advance,
>--
>Jerzy
> | When you ask a question you seem to be |
>| Email: | silly for a while. But if you don't, you |
>| jerzy@leland.stanford.edu | remain silly for all your lifetime. |

A friend of mine ordered ICD's accelerator and found it awefully
hard to install, he had a guy at work who does DEC field work install
it for him.

It failed, appearently ICD sent them a bad 68K-16. So, he sent the whole
machine to them, they worked on it ($30 bucks an hour!). They couldn't
find out what was wrong so they did a complete reinstall of the board
and last I heard they were shipping it home to him.

My MEGA STE is pretty peppy at 16Mhz, I haven't had the chance of
doing anything with both machines.

I'll let you know though, in about a week I am going to see him.

As I said before, I don't recommend the 20Mhz 68000 upgrade.

Stay away from it.

Most ST's have trouble running just at 8Mhz

--Gregory

1352. Hard disk backup programs

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 22:19:11 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jul16.221911.27909@mailer.cc.fsu.edu>
Source record: 230269

Well, the time has come to back up my disk (I am currently running the typical irreplaceable-data-and-no-backup algorithm). I have seen Diamondback II and I also have BackupST (the one written by F. Appelman, which consists of backupst.ttp and bfront.prg as a front end). Now, to the questions . . .

First of all, I seem to remember a few posts awhile back about some problem encountered with BackupST. Since there are at least three programs of this name, I am unsure if it is the one that I have (which looks very complete and well thought out, by the way). Could someone post/email a summary?

Also, can anyone recommend one product over the other? Anyone used them both?

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-------------------------------------

1353. Problems with archived files

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 22:49:57 UTC
From: gjschmidt@trillium.waterloo.edu
Message-ID: <1991Jul16.224957.15170@watdragon.waterloo.edu>
Source record: 230272

In article <1991Jul15.134230.1@simvax.labmed.umn.edu> davidli@simvax.labmed.umn.edu writes:

[about archived files]

> The file is 'starter.tos' and is in the form of a self-extracting lzh
>archive, so only needs to be downloaded (in binary mode !) and run. The
>archive contains sudirectories and needs about 350k when extracted."
>
>To use ARC.TTP in order to extract these files, use the command line:
>
> xh xxxx.ARC *.*
>
>assumes you've clicked on the ARC.TTP program from the Desktop and have the
>parameter dialogue box on your screen.

I am having some problems with archived files. Maybe someone can help...
- I got the archived stuff (and accompanying programmes) from atari.archive via ftp using my UNIX account, transferred it to 3.5" low density floppies formatted on a PS/2 ('cause I don't have a modem, and that's what's in the I/O room here at school to allow you to get copies of things)
- I got a copy of starter.tos (using binary and ascii modes, just in case) and ran it, but both of them gave a TOS error (#35 I think; one of the ones in the list that are undocumented)
- I also tried arc.ttp with a command line similar to above, and all that happens is the screen blanks (goes white, with the cursor in the upper left) for a few seconds, and then it returns to the directory list. This result was only after playing around with things for a bit and discovering that we needed arc.ttp on the same floppy as the file to be un-arced (we tried replacing the disk with arc on it with the disk with the arced file on it when the dialogue box came up, but it kept saying "Cannot open application" or some such). It doesn't matter which parameters are passed (even none). The result is always the same. (We also tried "?" and "h" to get help, but none was forthcoming.)

Anyone have any suggestions. I am completely lost.

Something else which might have a bearing on this (I'm not discounting anything at this point) is the fact that we tried using the version of zoo I have for my 386 on one of the .zoo files I got a copy of, and it hung my computer. This .zoo file has been around several disks, though (from the one I made on the PS/2 to one made on the ST, read onto the UNIX partition of my hard drive ('cause DOS couldn't see anything on the disk), back onto a floppy formatted in DOS, and then read onto my DOS partition). Could it be that all the floppies I made on the PS/2 are funny in some way that the ST hates?

```
------------------------------------------------------------------------------
Greg Schmidt: [ Canadian | Programmer | Student ] with an attitude
gjschmidt@[ trillium | lion | tiger | serv1 ].waterloo.edu
------------------------------------------------------------------------------
```

1354. FTP sites

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 23:05:28 UTC
From: al885@CWNS9.INS.CWRU.EDU
Message-ID: <9107162305.AA01173@cwns9.INS.CWRU.Edu>
Source record: 230270

I'm looking for a list of FTP sites that support the Atari ST.

So far, all I have is the atari.archive one....

Now I lay me down to sleep
I pray the double lock will keep;
May no brick through the window break,
And, no one rob me till I awake.

=========Gerard Pinzone=======================gpinzone@george.poly.edu=========
_______ ________ ________ Just on the border of your waking mind
/ ___/ / _____/ / __ / There lies another time
/ ___/ / /____ / __ / Where darkness and light are one
/______/ /_______/ /__/ /__/ And as you tread the halls of sanity
East Coast Anime You feel so glad to be unable to go beyond
ELO: "Prologue" -=- Daicon IV I have a message from another time...

1355. Re: Reset-Proof Ramdisk

Newsgroup: comp.sys.atari.st
Date: 1991-07-16 23:47:58 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440169@hplsla.HP.COM>
Source record: 230201

malay@sae.com (Bob Malay) writes:

| I'm looking for (either PD or commercial) a reset-proof ramdisk that will
| run on a 4Meg 1040Ste without bombs. I tried the eternal2 from a.a and I
| get two bombs. I then tried eternal from ST-Format and it gave two bombs.

The latest CodeHead Utilities contains what has to be the absolute coolest ramdisk around. Not only is it reset-proof and bug-free, it works properly with POOLFIX after a reset (e.g. POOLFIX doesn't bail out because it found the ramdisk got there before it did). And, with this ramdisk you can install a second ramdisk drive, which can be used as a reset-proof print spooler!

There's also about a jillion other features for this ramdisk that I'm not too familiar with, 'cuz I don't need 'em.

Disclaimer - I'm just a happy CodeHead customer, is all!

%%%

1356. Re: Wanted - info on Mega ST 8/16 MHz accelerators

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 00:06:18 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <8042@tekgen.BV.TEK.COM>
Source record: 230275

In article <1991Jul16.155922.4047@doug.cae.wisc.edu> carter@engr.wisc.edu (Gregory Carter) writes:
>In article <1991Jul16.043838.5402@leland.Stanford.EDU> jerzy@leland.Stanford.EDU (J. Czaplicki) writes:
>>
>A friend of mine ordered ICD's accelerator and found it awefully
>hard to install, he had a guy at work who does DEC field work install
>it for him.

The installation of ICD's accelerator is easy for a competent technician with the proper desoldering/soldering tools. Unsolder the 68000, solder in a socket, plug the AdSpeed in the socket. However, the installation IS the equivilant of a brain/heart transplant and doing this job without the proper tools and experience increase the probability of damage to your machine. Do not attempt it alone if you have ANY doubts about your soldering capabilities.

It took me about 40 minutes to do the installation and it has worked wonderfully. I did have the advantage of access to a very nice vacume desoldering/soldering station to do the job.

>As I said before, I don't recommend the 20Mhz 68000 upgrade.
>

I agree that overclocking a chip is a questionable practice.

---- ----
/\/\/\ Bob Luneski Diamond Back II Support: boblu@tekgen.BV.TEK.COM /\/\/\
\/\/\/ Oregon Research Associates Genie: B.LUNESKI1 \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Phone: (503) 620-4919 \/\/
\/ Tigard, OR 97224 FAX: (503) 639-6182 \/

1357. Atari Unix/TT

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 00:46:17 UTC
From: algebras@brolga.cc.uq.oz.au
Message-ID: <1991Jul17.004617.8700@brolga.cc.uq.oz.au>
Source record: 230242

How does the Atari TT compare in price with an Amiga 3000?
In particular , i'm interested in the comparing machines that
can run Unix SysV R4 ie 8MB RAM 200+MB harddrive..
any info ?
thanx

1358. Vector Grahpics

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 01:36:02 UTC
From: whitehe@cb.ecn.purdue.edu
Message-ID: <1991Jul17.013602.13697@noose.ecn.purdue.edu>
Source record: 230276

Hello Atarians,

I would like to know if there is a way to output a Calamus vector graphic into Pagestream. Also, are there any programs that will let you take a snapshot of your vector graphic and save it as a raster image? Also, how do you make a .GEM metafile vector graphic?

Thanks in advance,

Drew @ Purdue

1359. GFA Basic 3.5

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 02:03:31 UTC
From: rdf@pinet.aip.org
Message-ID: <1991Jul17.020331.23439@pinet.aip.org>
Source record: 230219

I just received an offer from GFA for an upgrade from 3.0 to 3.5 for
$49. Has anyone had any experience with this version?
Does anyone know what is included in the package? (New manual, compiler,
etc.)?

There is also an offer for an MS-DOS version. They claim that programs
are portable, but I don't know what that means exactly.
--
Robert Feinman rdf@pinet.aip.org
American Institute of Physics rdf@aip.bitnet

1360. Re: FTP sites

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 06:07:13 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <152641@unix.cis.pitt.edu>
Source record: 230283

In article <9107162305.AA01173@cwns9.INS.CWRU.Edu> gpinzone@george.poly.edu writes:
>I'm looking for a list of FTP sites that support the Atari ST.
>
>So far, all I have is the atari.archive one....
>

Here's a list of sites derived from the archive.sites.Z file found
at wuarchive.wustl.edu, using 'atari' as the keyword...

atari.archive.umich.edu 141.211.164.8 unknown
atari.archive.umich.edu 03/17/91 anonymous/odin@pilot.njin.net
cs.uni-sb.de 134.96.7.254 GNU, atari, RFCs, perl, misc
faui43.informatik.uni-erlangen.de 131.188.1.43 NeWS X11 amiga atari faces
forwiss.uni-passau.de atari st, minix, elisp, TeX
irisa.irisa.fr comp.binaries.atari.st,
irisa.irisa.fr comp.sources.atari.st,
isca01.isca.uiowa.edu comp.binaries.atari.st,
isca01.isca.uiowa.edu comp.sources.atari.st,
jyu.fi 128.214.7.5 unix, atari, amiga, mac,
mars.ee.msstate.edu 130.18.64.3 msdos, amiga, mac, atari,
nic.funet.fi mac, amiga, atari, security
rusmv1.rus.uni-stuttgart.de 129.69.1.12 RFCs, X11, atari, amiga,
slug.pws.bull.com comp.sources.atari.st,
slug.pws.bull.com comp.binaries.atari.st,
sol.cs.ruu.nl 131.211.80.5 atari, GNU, HP-UX, TeX, Perl,
star.cs.vu.nl Xserver, atari
um.cc.umich.edu 35.1.1.43 msdos, mac, apple, atari
wuarchive.wustl.edu comp.binaries.atari.st,
wuarchive.wustl.edu comp.sources.atari.st

Hope this helps...

Robert Anisko
rjast1@unix.cis.pitt.edu

1361. Re: Double Click programs

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 10:07:38 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5576@syma.sussex.ac.uk>
Source record: 230284

From article <1991Jul16.031556.2739@mailer.cc.fsu.edu>, by boyd@nu.cs.fsu.edu (Mickey Boyd):
>
> I would like to see a .ttp version of DCShowit for us Neodesk users.
> DCShowit is by far the best ASCII file viewer for the ST (IMHO), and I miss
> it!!

I agree that DC Showit is a fine file viewer, and as a confirmed NeoDesk addict I miss it too. I think I read somewhere that DC have now put out a commercial release, called DC Shower (easy to confuse with a way of cleaning yourself, but I guess there's a limit to the number of <=6 character combinations to follow the letters DC).

No doubt someone else can remember the price and availability details.

It would be nice for some magazine to compare all the various offerings, including Doug Harrison's Lookit! and 101 PD alternatives. For the moment I'm sticking with Moshe Braner's MORE.TTP, which is not quite as comprehensive or convenient as some others but works fine with a hard disk and judicious use of 'install application'.

Graham
--
Graham Thomas, SPRU, Mantell Building, Univ. of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: +44 273 685865

1362. exception vectors on TT

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 10:33:00 UTC
From: Martin_Gaeckler@m.maus.de
Message-ID: <11408@m.maus.de>
Source record: 230237

Hi vic,

your solution is too simple. The Problem is, when the cpu returns from the buserror handler, it will try again the instruction which caused the error. Therefore your program stays in an endless loop.

Now You have to remember, why the buserr exception is caused.

1. You try to acces to protected memory area.
Solution: Goto Supervisiormode (use Gemdos-call Super)
2. You try to access memory not installed.
Solution: I'm sorry I don't have a quick solution.

Hope this helps.

Greeting from bavaria.

Martin

1363. TT memory allocation

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 10:33:00 UTC
From: Martin_Gaeckler@m.maus.de
Message-ID: <11409@m.maus.de>
Source record: 230238

Hi Martin,

You asked how to set the special TT-Bits in a prrogram files's header.

What you need is the header's structure:

```
typedef struct
{
int magic;
long textSegmentSize;
long dataSegmentSize;
long bssSegmentSize;
long SymBolSize;
long resv1;
long fastLoad; /* this is the long value what you need */
int resv2;
} PH;
```

Following the special flags of TOS 1.04 and TT-TOS:

```
#define NOHEAPCLR 0x01 /* Do not clear program's heap */
#define FASTRAMLD 0x02 /* Load program to TT-Fastram */
#define FASTRAMMA 0x04 /* Program's malloc to TT-Fastram */
```

```
ph.fastLoad |= bitSet; /* Set the flags */
ph.fastLoad &= ~bitClr; /* Clear the flags */
if( heapSize != -1L )
{ /* Set the required heap size */
curHeap = heapSize + 128L * 1024L -1L;
curHeap /= 128L * 1024L;
*((char *)&ph.fastLoad) = (char)curHeap << 4;
}
```

Hope this helps.

Greetings from bavaria

Martin

1364. Fritz and Franzen

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 12:21:18 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Jul17.122118.24460@watmath.waterloo.edu>
Source record: 230288

Do you know where I could pick up copies of these PD software packages
from Germany? Maybe an ftp site somewhere?
I am told that they can be used to make sketches which
can then be incorportated in LaTeX source.

--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
internet: ljdickey@watmath.UWaterloo.ca BITNET/EARN: ljdickey@watdcs
obsolescent?: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey

1365. What are the Specs of the TT?

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 12:26:10 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1991Jul17.122610.24185@newcastle.ac.uk>
Source record: 230286

Hello,
Could some one who owns a TT or has actual facts (not rumours) about the TT E-mail them to me. I am
interested in what it can do (graphic, sound etc). The basic purchase package cost and what it consists of
(In the UK so price in pounds please).

Cheers for any infomation

Dave J.

--

+-------------------------------------+--+
David M. Johnson	If the radiance of a thousand suns
c/o Electrical and Electronic Eng.	were to burst at once in the sky,
Merz Court	That would be like the splendor
Newcastle University	of the Mighty One...
Newcastle upon Tyne	I am become Death
NE1 7RU	The destroyer of worlds.
+-------------------------------------+
Janet : D.M.Johnson@uk.ac.newcastle	
ARPA : D.M.Johnson@newcastle.ac.uk	The Mahbharata.
UUCP : ...ukc!newcastle!D.M.Johnson	
+-------------------------------------+--+

1366. The demise of ST World

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 12:30:58 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1991Jul17.123058.24419@newcastle.ac.uk>
Source record: 230287

Well its no confirmed ST World is no more, ST User is claiming that is is going to change some more, the
section on games will form a tear out section, while the best of ST world will be introduced to the pages of
ST User, the ST World product tests will take place form time to time.

Also claimed by ST User is the the WHICH consumers organization rated the ST(E) as a best buy in the sub 500
pound price range.

Yours

Dave J

--

+-------------------------------------+---------------------------------------+
David M. Johnson	If the radiance of a thousand suns
c/o Electrical and Electronic Eng.	were to burst at once in the sky,
Merz Court	That would be like the splendor
Newcastle University	of the Mighty One...
Newcastle upon Tyne	I am become Death
NE1 7RU	The destroyer of worlds.
+-------------------------------------+
Janet : D.M.Johnson@uk.ac.newcastle	
ARPA : D.M.Johnson@newcastle.ac.uk	The Mahbharata.
UUCP : ...ukc!newcastle!D.M.Johnson	
+-------------------------------------+---------------------------------------+

1367. Also problems with mega ste

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 14:06:35 UTC
From: wieninge@chekov.uni-passau.de
Message-ID: <1991Jul17.140635.18766@forwiss.uni-passau.de>
Source record: 230285

johnj@echo.philips.nl (John Janssen) writes:

>1. The first problem was that DEGAS messes up the screen, when
> you switch from menupage to drawpage. (I mean the good old
> DEGAS, not DEGAS ELITE which I didnot test).

>I got the following mail from Lars-Erik
>>Exacly the same problem I had....
>>I know of LOTS of examples of MEGA STE's with this bad chips that causes the
>>monochrome diplay to wrap when you change screen adresse and causes static in
>>the DMA sound, but Atari Corp won't confirm this and tell me that this is
>>only a problem with my machine (but you are the 4th one I've heard about).
>>Replace the chip with a chip from an old STE (not the same number so you need
>>the print-layouts for both MEGA STE and STE to do this, the chip is called
>>GSTSHIFTER and has to do with both video and sound in the STE machines..)
>>I would again like a comment on this from Atari Corp. You can't just ignore
>>this problem that applies to a great number og MEGA STE's !!!!!???

The same problem on my machine:
Switching to another screen in the DEVPAC assembler or in SPECTRUM 512
has the same effect. If Atari does not believe in that, why dont they
test it?
Where can I get the chip, that Lars-Erik described. Is this a custom chip
or any other chip.

DMA-Sound: in low resolution it`s the same on my machine. While accessing
the harddisk there is a terrible noise in the loudspeaker. In some programs
this occures also when I move the mouse.

After all these articles on the net, ATARI still claims this would be an
error only on our machines. So if anybody on this net reads about this and
if his machine works fine, could he please send a short mail?

Thank you , Christian.

1368. Atari 1040 + monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 14:11:13 UTC
From: carlo@electro.com
Message-ID: <1991Jul17.141113.9729@electro.com>
Source record: 230300
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

For sale:

Atari 1040 (with single 720K disk drive and mouse)
Colour Monitor
Much Software (purchased and public domain; nothing really of high
profile but all of the basics (spreadsheet, database, word processor,
communications program, tons of games))
Dead PC-Ditto II

Asking $550 U.S. (negotiable). I'll pay up to $20 of shipping, you pay the
rest.
--
Carlo Sgro Not a card-carrying member of the
watmath!watcgl!electro!carlo Laurie Bower Singers Fan Club.
carlo@electro.com
System Administrator, Electrohome, Ltd., Kitchener, ON, (519)744-7111x7210

1369. Re: Wanted - info on Mega ST 8/16 MHz accelerators

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 14:17:51 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.679760271.larserio@kvart.ifi.uio.no>
Source record: 230289

I had a Hypercache 16 Mhz card with 8 KB cache in my MEGA ST4
Installed it my self and it worked great. It's easy to switch 8/16 too
(the earlier posted SPEED.PRG let you do it from the keyboard...)

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
__________/ _____________________/ _____________________/ ____/ /

1370. Re: Wanted - info on Mega ST 8/16 MHz accelerators

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 14:23:09 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Jul17.142309.186@magnus.acs.ohio-state.edu>
Source record: 230290

This is the first person I've ever heard from that has had any problems with ICD or AdSpeed. I can highly recomend one, I've got one myself. It took my dealer less than 1 hour to install (25$!), and he reported that the installation was wonderfully easy. Also, AdSpeed will switch to 8mhz. automatically with a settup file, which I believe the MegaSTE will not do. Of course with AdSpeed you don't get the Stereo sound etc... But neither do you get that MegaSTE keyboard, the original MEGA keyboard is far superior, the MEGA STE keyboard even looks cheap (I was very dissapointed, as was my local Atari shop, so far that keyboard alone has lost them two sales, myself and an employee of the store). I have heard rumors of the 20mhz board, and unless there have been improvements in the 68000, they should burn out much faster then at 16mhz, I guess it depends on how long you intend to keep your computer. As for "most Atari's having proplems just running at 8mhz", all the speed tests I've done show my MEGA with tos 1.2 being 99.5% as fast as the MEGA STE, so I have no complaints. Obviously Gadgets 33mhz board does not have problems, so I can't understand what information this comment is based on.

1371. Re: Hard disk backup programs

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 14:33:50 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul17.143350.26783@actrix.gen.nz>
Source record: 230291

In article <1991Jul16.221911.27909@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
> Well, the time has come to back up my disk (I am currently running the typical
> irreplaceable-data-and-no-backup algorithm). I have seen Diamondback II and
> I also have BackupST (the one written by F. Appelman, which consists of
> backupst.ttp and bfront.prg as a front end). Now, to the questions . . .
>
> Also, can anyone recommend one product over the other? Anyone used them both?
> Mickey R. Boyd | "Kirk to Enterprise. All clear
> FSU Computer Science | down here. Beam down
> Technical Support Group | yeoman Rand and a six-pack . ."
> email: boyd@nu.cs.fsu.edu |

Well from what I have seen the HDU from Application Systems Heidelberg
would be the best one I have seen, but that was Version 2.2A,
I believe that its upto Version 3.x, very easy to use, does not use
a normal Tos format, only one file per disk, the Full Directory is
held on the Last disk, but can't be seen by Tos..
Disks do have a Tos File ID, Disk No. Partition etc.
You have complete control of the Files to back up, and Restore.
Mask/Date and Archive bit.
Uses Gem a lot.
I have seen and used most of the Otheres, what we need is for some Demos
posted to the Archive.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1372. Re: XCONTROL & Mouse Accel

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 14:41:45 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul17.144145.26921@actrix.gen.nz>
Source record: 230292

In article <2993@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>
> fischer-michael@cs.yale.edu (Michael Fischer) writes:
>
> Someone mentioned that MACCEL3 had problems with DC Showit? Hmm...
> MACCEL3 is very compatible with a lot of stuff, I'm curious what the
> conflict with Showit is...
> --
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari R&D System Software Engine
> / | \ #include <disclaimer>

I think that was me, DC show was getting corrupted some how,
Tos error 35, if I remember, removed MACCEL3, no more problems,
I did read some thing about corruption problems on Genie some time back..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1373. Where to get sym-ld for dbx-symbols?

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 16:26:10 UTC
From: ZVM055@DMSWWU1C.BITNET
Message-ID: <91198.181625ZVM055@DMSWWU1C.BITNET>
Source record: 230293

Recently, I've got gdb in version 2.6 an d in the readme file is said, that the older versions of sym-ld wont work, because they generate the wrong kind of symbols. So my question: where can I get a working version of it?

Thanks in advance
Ulrich Kuehn

1374. Re: Wanted - info on Mega ST 8/16 MHz accelerators

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 17:54:05 UTC
From: pbh@jake.tmc.edu
Message-ID: <1991Jul17.175405.22750@cs.wayne.edu>
Source record: 230208

In article <1991Jul17.142309.186@magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (David H Butler) writes:
>I have heard rumors of the 20mhz board, and unless
>there have been improvements in the 68000, they should burn out much faster
>then at 16mhz, I guess it depends on how long you intend to keep your computer.

Burn out? As long as your machine keeps cool the IC's should last
indefinitely. Is this 20MHZ 68xxx attached to a heat sink? You might
want to look into one of those if you're having heat problems with the
chip itself (although I'd much rather have a fan).
--
Genie - P.HAGGOOD2 Internet -pbh@jake.cc.wayne.edu
PRODIGY - Not anymore, Jackson. Bitnet - phaggoo@waynest1
Phone - (313) 577-0669
Voice - "HEY, YOU WITH THE BAGGY PANTS!"

1375. Atari Repair

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 18:02:51 UTC
From: miked@syscon.rn.com
Message-ID: <1991Jul17.180251.4663@syscon.rn.com>
Source record: 230232

A guy is having trouble with hi floppy on a 520 in Battle Creek.Does anyone know of a service center in SE Michigan?

1376. Spectre backups

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 18:21:06 UTC
From: selick@bucsf.bu.edu
Message-ID: <86064@bu.edu>
Source record: 230295

Has anybody found a program (mac or atari) that will back up a mac partition in Spectre 3.0? If so, please e-mail me a copy to <selick@bucsf.bu.edu>

1377. Video Key

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 18:52:30 UTC
From: snoret@unx.sas.com
Message-ID: <1991Jul17.185230.15484@unx.sas.com>
Source record: 230203
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone any experience with a product called a
Video Key? Supposedly it's an RF converter that
allows an ST to be used with a standard TV or VCR.
My monitor recently "blew up real good", and I'm
a little strapped for $$.

If this thing works at all, it's got to be better
than going without (gasp! :). Any info??

Thanks a bunch in advance,

```
/\
| | Rick Tatem
| | snoret@unx.sas.com
/| |\
/_|__|_\ SAS Institute, Inc. Cary, NC
""
--
/\
| | Rick Tatem
| | snoret@unx.sas.com
/| |\
```

1378. /-\- Assembly Hackings -\-/

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 19:25:09 UTC
From: aa400@cleveland.Freenet.Edu
Message-ID: <9107171925.AA11444@cwns10.INS.CWRU.Edu>
Source record: 230296

I was wondering if there was anyone out there who was really into assembly coding and had maybe written a couple of demo screens. I am in need of some help in coding, I am just starting to code. Also, any help getting started using MonST would be appriciated. Using electronic mail is the best way I can get help, please contact me through the above address and send me sample code, etc...

I have already learned some basics on my own, like raster interrupts and sine wave sprites, just basic stuff. I want to get into complex coding, but I really would like some help.

Any help would be GREATLY appreciated.

--
Marc A. Lombardo User Address:aa400@cleveland.freenet.edu ~ ~ ~
/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/--/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\- ~ ~ ~
Atari ST, MIDI, Music ~~ ~ ~~
~~ ~ ~~

1379. tos bugs

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 19:37:30 UTC
From: selick@bucsf.bu.edu
Message-ID: <86077@bu.edu>
Source record: 230204

I am looking for a list of all of the known bugs in tos 1.4 and also tos 1.6. Also, what are the keyboard differences between different countries and where are these changes in tos 1.4 and 1.6?
<selick@bucsf.bu.edu>

1380. GhostScript 2.2 (was Two questions)

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 20:00:01 UTC
From: timothyg@ncsa.uiuc.edu
Message-ID: <1991Jul17.200001.15827@ux1.cso.uiuc.edu>
Source record: 230205

In article <1991Jul16.195825.15511@cs.mcgill.ca> jon@nabob.cc.mcgill.ca (Jonathan Carroll) writes:

>I noticed someone awhile back mentioned Ghostscript (postscript viewer) for the
>ST but haven't seen it anywhere. I'm almost sure he said it was at
>atari.archive.... Anybody seen it?

This question sounds like a good opportunity to tell everyone that GS 2.2 for the ST will be available soon (I hope to upload it this weekend). If you are thinking of downloading GS (a rather lengthy proposition), you might want to wait for 2.2. Version 2.2 fixes various GS bugs and supports improved fonts.

In addition, the ST version of 2.2 provides monochrome screen support (the resolution is adjustable--Thanks to Hauke Hess for this driver) along with support of 24-pin epson and deskjet printers. In GS 2.1.1, every device had a separate executable (very ugly). If you want some other standard GS driver included, email me before this weekend. GS 2.2 also takes backslashes in filenames. GS 2.1.1 is known to run on STs, at least one TT, and to correctly process ouptut from dvips, gnuplot, and gem2ps. I expect the same from 2.2.

In case you can't wait for 2.2, here is where 2.1.1 resides at atari.archive. I expect that the 2.2 distribution will replace these files.

/atari/printing/gsprev.zoo This is GS2.1.1 with Hauke Hess's
screen driver as the only device.
This is in the wrong directory.

/atari/gnustuff/tos/ghstscrpt/ghscrptb.zoo This archive contains
the 2.1.1 binaries. It
is rather large because
it contains seperate
binaries for three
printer devices. In 2.2,
all devices will be in a
single executable.

/atari/ghustuff/tos/ghstscrpt/ghscrpts.zoo The GS2.1.1 source. You
need GCC 1.39 to compile
this.

There are also some fonts in /atari/ghustuff/tos/ghstscrpt. I assume that they are for 2.1.1. I am unsure at the moment about the compatibility between 2.1.1 and 2.2 fonts.

-Tim Gallivan
timothyg@ncsa.uiuc.edu

1381. Re: MEGA STE problems (Summarise)

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 21:51:31 UTC
From: wieninge@scotty.uni-passau.de
Message-ID: <1991Jul17.215131.24646@forwiss.uni-passau.de>
Source record: 230294

Hello,

all the problems you described occure also on my MEGA STe,
but have you also the following one:

If cache is on, blitter off, and external harddisk connected,
pixels occure on the screen, when I am on the desktop. I get
them when I goto the menuline and leave it. It seames as a byte
was written on the screen, cause it`s about 8 pixels. They are
in the upper left corner.

My dealer said, an explanation could be,that you should
have blitter off, when cache is on. He said this is written
in the newest Atari manuals you buy with the machine.
Is this right?
By the way, his opinion to all these errors was,
" THIS IS ATARI LIVE ".

See you later, Christian.

1382. Re: Atari in Concert

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 21:58:33 UTC
From: elrond@frmug.fr.mugnet.org
Message-ID: <1991Jul17.215833.26186@frmug.fr.mugnet.org>
Source record: 230223

In article <1991Jul15.220055.12391@nntp.hut.fi>, s37837k@saha.hut.fi (Jari Lehto) writes:
>
> I just happened to see the Jean-Michel Jarre's Paris-La Defense concert from
> TV. Atari France was one of the main sponsors for the concert and there were
> several Atari Mega 2/4 machines on the stage.
>
> The best PR Atari has done in long time... If someone noticed the machines.
>

Yes I have noticed the computers but only on the video version. While
sitting on the bridge in front of La Defense i have seen nothing on the
scene. I have also seen 5 pages in the magazine edited by Atari France on
the installation used by Jarre during the show.

Poor music but great multimedia show!

--
Bertrand Petit	Signature is under construction
alias	
>Elrond le demi-Elfe<	Be sure to wear your helmet

1383. Re: Reset-Proof Ramdisk

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 22:07:32 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <679785560.0@therip.FidoNet>
Source record: 230214

That more sounds like a problem with your memory then a buggy program..

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

1384. Accelerators for the ST forsale

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 23:14:33 UTC
From: stevef@bug.UUCP
Message-ID: <742@bug.UUCP>
Source record: 230226
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

I have come to possess a large number of Processor Accelerators for the 520, 1040, and Mega ST that I will sell for $65 each shipping included. I will sell two for $100. These are new units, in the box, were built by CMI and are fully tested. These accelerators are on multilayer boards that plug into a socket you solder onto the 68000. These boards are built around a 16 MHz 68000 and run at double the standard processor speed. The speed up you get with this product depends on the software you are running, but it runs from 10 to 30%.

These boards (there is a different one for the 520/Mega or 1040, so let me know what you want) also accept 68881 floating point unit of any speed, although it doesn't pay to get one faster than 16 MHz. For software that uses the math chip you can get speed ups of eight to ten times or more.

There is also a socket for an Atari blitter chip if your machine didn't come with one. You can get these from your Atari dealer.

These boards originally sold for around $300. Schematics and PAL equations are available on request. Complete instructions are included. DON'T try to install one of these if you are not handy with a soldering iron and haven't done this kind of thing before! I will not be liable for your mistakes.

If you want one of these, call or send a check to:

Steven R. Fordyce
6913 Sunnyview Rd NE
Salem, OR 97305-9543
(503)362-8637

Steven R. Fordyce uunet!sequent!ether!stevef

1385. Re: TT compatability...

Newsgroup: comp.sys.atari.st
Date: 1991-07-17 23:21:56 UTC
From: dietmar@miramar.ish.de
Message-ID: <A0b8okem@miramar.ish.de>
Source record: 230202

In <9107150906.AA07661@ucbvax.berkeley.edu>, ford@tardis.computer-science.edinburgh.ac.uk writes:

> 1st Word+ Works in ST high, except for having the wrong text font size.

There is a brandbew release of 1st Word+ that doesn't have any problem on working with a TT. It's available from Atari or GST and it's version number should be 3.20TT.

> PS. Should the TTs internal speaker sound as if it's blown?

Is this important for any serious application?

ciao dH
--
+---+
| Dietmar Hendricks UUCP: dietmar@miramar.ish.sub.org |
| Buchenstr.3 or dietmar@miramar.ish.de |
| W-4150 Krefeld 1 (FRG) ...!uunet!unido!ish!miramar!dietmar |
| +49 2151 39 02 47 FIDO: Dietmar Hendricks on 2:247/816.1 |
+---+

1386. Need real word processor.

Newsgroup: comp.sys.atari.st
Date: 1991-07-18 01:14:42 UTC
From: bremner@cs.sfu.ca
Message-ID: <1991Jul18.011442.6798@cs.sfu.ca>
Source record: 230216

I had been following the Calamus vs. Pagestream flamefest with interest, because I thought this might be what I was after. After trying Pagestream out, I don't think so (even ignoring the fact that it, version 1.8, crashed twice within an hour).

Here are the constraints

1) PostScript output

2) Some graphics/layout ability; i.e. need to import diagrams.

3) Usable as a word processor

Now Pagestream (or a more stable version thereof) would fulfill items one and two easily, but I don't think I could stand to watch the line I'm typing flicker for long periods of time.

Essentially what I'm looking for is a high end word processor, I don't need to flow text around graphics or fancy stuff. It doesn't seem to me that Wordperfect has the wherewithal.

A couple of options already considered and rejected:

1) LaTeX; I don't mind it, but S.O. hates it. Is there a colour dvi previewer?
2) Spectre; this seems expensive, especially with buying a monochrome monitor.

Any suggestions?

Mail is great, I will summarize

--
bremner@cs.sfu.ca ubc-cs!fornax!bremner

1387. Re: STe and a Star Gemini II Printer

Newsgroup: comp.sys.atari.st
Date: 1991-07-18 01:18:30 UTC
From: kurto@cache.usu.edu
Message-ID: <1991Jul17.191831.48440@cc.usu.edu>
Source record: 230206

>Anyone have any info on whether or not we can connect the printer to an STe with
>cabling. The printer's cable looks like:
>
> / | \
> | | |
>
>i.e. 6 pins (definitely not a Centronics standars!!!)
>
>Any help would be greatly appreciated!
>

Looks like it's a serial port of some kind. Don't know much about the c64
though.

1388. Supercharger IBM emulator for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-07-18 02:50:31 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <153144@unix.cis.pitt.edu>
Source record: 230212

For Sale: Supercharger IBM emulator for Atari ST (and TT), external connection (no soldering!), uses Atari's monitor-disk drives-harddisk-etc, NEC V30 chip (like 286 without protected mode) at 8mhz, math coprocessor slot, can run concurrently with ST side, can launch IBM programs from ST's desktop, use ST's mouse as a Microsoft-compatible mouse, runs most programs I've tried (Turbo C++, Smalltalk/V, James Bond, Jeopardy,etc -- these programs not included), comes with DOS 4.01 (with DOSSHELL), excellent for students - run your IBM programs for class on your Atari, etc. Windows 3.0 is supposed to work on it.

Software version 1.4 (newest)...

Oh, has its own 1 meg RAM (so anyone from 512k to 4 meg can use it!)

Price: $300, comes in original box, cables, DOS 4.01.

If interested, please leave me e-mail (rjast1@unix.cis.pitt.edu)
Thanks...

Robert Anisko
rjast1@unix.cis.pitt.edu

1389. Re: Video Key

Newsgroup: comp.sys.atari.st
Date: 1991-07-18 04:43:02 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <FuP052w164w@sys6626.bison.mb.ca>
Source record: 230213
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

snoret@unx.sas.com (Rick Tatem) writes:

> Has anyone any experience with a product called a
> Video Key? Supposedly it's an RF converter that
> allows an ST to be used with a standard TV or VCR.
> My monitor recently "blew up real good", and I'm
> a little strapped for $$.

It sure does work. If your ST doesn't have an RF modulator built-in this
was made for you. However, as most people know TVs aren't as good
resolution as monitors and using med. rez on my TV at least is nearly
impossible. I guess it depends on your TV. Low rez is OK though.

+---+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+---+

1390. Elvis for MiNT

Newsgroup: comp.sys.atari.st
Date: 1991-07-18 09:53:47 UTC
From: hess@rospc1.informatik.uni-hamburg.de
Message-ID: <hess.679830827@rospc1>
Source record: 230215

Hello,

I just got Elvis, a wonderfull vi clone that even supports the abbr and
a tag command. Really nice, isn`t it. That`s what I thought, until I tested
it under mgr. It didn`t work. Then just pure MiNT with the simple shell.
It didn`t work too! It just doesn`t do anything. doesn`t build up a screen nor
accept any keystrokes (that`s what it did in mgr too).

Who could tell me that this isn`t true (or tell me, how to do it better)?

My second question is: why does elvis doesn`t do well on german keyboards?
The umlauts work fine, but []{}\@ get unreachable, until I remap them, so
the umlauts get a problem. And finally the []\ keys are unable to recognize
both alt and shift key, so that remapping []{} to the original alt-shift
sequences is also impossible.

Hauke Hess / University Hamburg / Germany

1391. NEW NEW NEW MEGA STE problem?

Newsgroup: comp.sys.atari.st
Date: 1991-07-18 11:35:41 UTC
From: johnj@echo.philips.nl
Message-ID: <1991Jul18.113541.22113@echo.philips.nl>
Source record: 230227

I'm almost sorry to post another problem with my MEGA STE
to the net again, as my previous ones got so many responses.

However, here it is:

My MEGA STE (I mean TOS) sometimes cannot find its floppy drives!

My working room is at the attic of my house (In case that
my English is not right, I mean on the highest floor).

Sometimes it happens to be a little hot there,
but with a big fan around it's just ok.
Temperature sometimes rose uptill 30 degrees (CELSIUS) last week,
and together with the humidity of our area if felt quit hot.

For 5 years I worked with my ATARI 520 ST (upgraded to 1MB)
and a lot of keyboards MIDIed to them there and never had
any problems (even at higher temperatures).

Since two months I am a proud-) owner of a MEGA STE having 2MB
RAM wishing it was my previous 520 ST!
Besides the screen problems (which *IS* a application failure
according Atari here in the NETHERLANDS as I reported earlier),
I now also have the floppy drives problem.

There is one advantage-):
Booting without a floppy disk in the drive leads to the
floppy light going off, even without the killdrv.prg.

I could work with my harddisk ofcourse, but after sometime
(less than an half hour I think) bombs arise on the screen,
and rebooting is not even possible anylonger.

Any comments anyone?

--
John Janssen Email: johnj@echo.philips.nl (has been changed!)
The Netherlands
Work: +31 40 756588 Atari Mega STE, MIDI, C-lab Notator and Unitor.
Priv: +31 77 513177 Astro -Birth/Place/Date/Time you > you.doc

1392. skates.lzh at terminator

Newsgroup: comp.sys.atari.st
Date: 1991-07-18 11:50:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <5057@hh.maus.de>
Source record: 230159

JM>Well, first I should express my feelings toward .LZH files:
JM> "There should be a law against them!"
JM>I finally obtained an LZH extractor that worked with the .LZH file :)
JM>ANYWAY, I placed the files in A:/skates/jmw as documented, but keep
JM>getting a mysterious "error #052, press any key"...

Could you please state what extractor you used? It is of no use to say anything against the .LZH-Format if you don't give us any hints what program you used. There are many different versions of LHarc available, some of them are incompatible with others. Perhaps the file was packed with lha2.00a, this is using a totaly different method (it is like a brand new archiver, only it is compatible with older versions).

Thomas Quester * Lampenland 9 * 2050 Hamburg 80

MauTau V 2.2c - Was du tun willst, das tue ganz oder halb oder gar nicht.
(Net)

1393. info wanted

Newsgroup: comp.sys.atari.st
Date: 1991-07-18 11:59:30 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <31300@know.pws.bull.com>
Source record: 230217

Two questions:

First, is there any way to connect a Star Gemini Printer (with a Commodore 64 interface) to an Atari ST?

Second, a local PC user blew away his son's hard disk (software wise) and wants to do a low-level format, etc. He does not know which HD driver to select from his installer option. He has a Western Digital HD with the number WD 93044-A on it (serial # 028637). What drive(s) is this equivalent to (# of heads, # cylinders, etc). Thanks.

Finally, I have had very limited success with posting question of a techincal nature. The moderator for info_a16 seems to like posting endless messages about 'the man with the pipe' and 'terminator 2' appearences of the Portfolio. However question, like anyone have checkers for the TT, to get my postings in the digests?

1394. Apology

Newsgroup: comp.sys.atari.st
Date: 1991-07-18 12:09:02 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <31301@know.pws.bull.com>
Source record: 230218

I just flamed the info-A16 digest moderator for not posting my technical queries. Next, I read the latest digest and ALL those queries were in one digest. PLEASE, PLEASE accept my apology. Geez I'm bitchy before my morning coffee!

1395. Re: The demise of ST World

Newsgroup: comp.sys.atari.st
Date: 1991-07-18 13:05:36 UTC
From: les@decuk.uvo.dec.com
Message-ID: <1991Jul18.130536.21817@decuk.uvo.dec.com>
Source record: 230220

In article <1991Jul17.123058.24419@newcastle.ac.uk>, D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:
|>Well its no confirmed ST World is no more, ST User is claiming that is is going to change some more, the
|>section on games will form a tear out section, while the best of ST world will be introduced to the pages of
|>ST User, the ST World product tests will take place form time to time.

It is a sad day for ST owners when a magazine such as STWorld cannot survive
in the market. STUser is not a magazine for serious users in my opinion
catering for the brain-dead games playing 8-16 year old bracket.

Thank Space for USEnet

|>
|>Also claimed by ST User is the the WHICH consumers organization rated the
|> ST(E) as a best buy in the sub 500
|>pound price range.
|>

Beacause it is cheap and plays good games I suppose. Nice buy for the kiddies?

|>Yours
|>
|>Dave J
|>
|>--

...Les...
--

Les Carleton / Tel: +44 (256) 488351 \ \
Digital Equipment Corporation / Email: les@decuk.uvo.dec.com \ \
CSC/UK Ultrix Support Group / "The Video Widget" \ \
----------+ "Open Standards ... Free Software" / /
"My opinions, My Mind, Don't take that away from me!" / /
_/_/
This .signature has been stolen by others ... please flame any you see!!!

1396. Re: Need 68000 socket adapter

Newsgroup: comp.sys.atari.st
Date: 1991-07-18 13:06:30 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Jul18150630@acae127.cadence.com>
Source record: 230225

> In <1991Jul14.130515.20316@doug.cae.wisc.edu> carter@engr.wisc.edu (Gregory Carter) writes:
>
> >I have been making comments about FaST Tech's 68K 20Mhz board, and
> >mainly they have been very critical.

What have they been? I have never seen any of them here, other than the referenced article.

>
> It should at least not be allowed to overheat. 20 MHz from a 16 MHz part can
> be reliable, but only under the right conditions.

For what its worth: i have been running the 20Mhz part in my (1040/4M) St for over two months. I never switch it off, and it has been pretty darn warm here boston this summer. No problems so far.

Note: this accelerator (and all other ones i have ever heard of), talk to the St hardware at the rated bus speed, so i doubt if rest of the hardware really care what speed the processor runs at, as long as the interface specs are met.

The only problems i have heard about are flakeyness due to additional loads on various signals. There are well advertised and documented workarounds for those. The biggest hardware bug is atari's puny power supply. i replaced mine with a heaftier one.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

1397. Re: Spectre backups

Newsgroup: comp.sys.atari.st
Date: 1991-07-18 15:00:26 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <8053@tekgen.BV.TEK.COM>
Source record: 230221

In article <86064@bu.edu> selick@bucsf.bu.edu (Steven Selick) writes:
>
>Has anybody found a program (mac or atari) that will back up a mac
>partition in Spectre 3.0? If so, please e-mail me a copy to
><selick@bucsf.bu.edu>

Diamond Back II will backup and restore Spectre 3.0 paritions.

---- ----
/\/\/\ Bob Luneski Diamond Back II Support: boblu@tekgen.BV.TEK.COM /\/\/\
\/\/\/ Oregon Research Associates Genie: B.LUNESKI1 \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Phone: (503) 620-4919 \/\/
\/ Tigard, OR 97224 FAX: (503) 639-6182 \/

1398. Price of a used 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1991-07-18 15:01:43 UTC
From: payman@casbah.acns.nwu.edu
Message-ID: <1991Jul18.150143.23766@casbah.acns.nwu.edu>
Source record: 230222

What is the going price for a used 1040ST with the built in double sided drive and a Monchrome Monitor? Please e-mail responses to the address payman@casbah.acns.nwu.edu as I might miss reponses to this newsgroup.

Thanks, -- Payman

--

_____
Payman Parastaran / payman@casbah.acns.nwu.edu.....(217) 398-1452 /

1399. Amusing insites re Amiga owners (For ST owners only)

Newsgroup: comp.sys.atari.st
Date: 1991-07-18 15:48:58 UTC
From: lunnon@qut.edu.au
Message-ID: <1991Jul18.104858.31967@qut.edu.au>
Source record: 230209

Funny people, some Amiga owners

Last night we had a careers evening here and gave
some tours to prospective students. In my part of the tour we
showed our Apollo network and our Silicon Graphics 4D35
2048x1024 GT 56 plane Z buffered 3d Graphics system. One 15 Y-o
decided to tell me that his Amiga could do that !!!!

Granted, I like my Machine at home but I would *NEVER* Pit
it against A 4d35 even if it were a TT (040 model) SGI is just the
ants pants when it comes to graphics.

Tis ever amusing...

PS for the Die-hard Amiga readers out there reading this, Please
NOTE I am posting this to Comp.sys.ATARI.ST not Amiga.advocacy
so please flame by email. This item was intended ONLY for ST owners
flame-wars and credit cards will not be accepted

1400. Re: Problem w/ TeX 3.1 at atari.archive (was Re: getting TeX up and running on your ST)

Newsgroup: comp.sys.atari.st
Date: 1991-07-18 16:32:38 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jul18183238@orion.laas.fr>
Source record: 230090
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have uploaded to atari.archive a corrected version of BibTeX
compatible with the new TeX 3.1 distribution. Credit goes, of course,
to Frank Ridderbusch for recompiling it! The difference is that it
accepts a TEXINPUTS environment variable compatible with TeX 3.1/LaTeX:

setenv TEXINPUTS '.\acm;.;e:\tex\inputs\local;e:\tex\inputs'

Dont forget that in both versions your *.bib files are looked for in
the BIBINPUTS path environment variable analogous to TEXINPUTS.

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

1401. A Decent Debugger Interface (was Re: An idea for DC Software? (wish list))

Newsgroup: comp.sys.atari.st
Date: 1991-07-18 16:53:20 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jul18185320@orion.laas.fr>
Source record: 230096
Cross-posted to: comp.sys.atari.st,alt.sys.sun,comp.lang.lisp,comp.windows.x,gnu.misc.discuss

In article <1991Jul15.163633.26800@ux1.cso.uiuc.edu> timothyg@ncsa.uiuc.edu (Timothy Gallivan) writes:
| 4) A graphical interface to one of the PD debuggers would also be nice,
| something like dbxtool on Suns. One window has the source
| listing with an arrow pointing to the current line. Break points
| can be selected with the mouse, etc. By the way, do any of
| the commercial C packages have anything like this?

That would already be decent! But why can't we get a decent debugger environment (even on a Sun)? I mean to have something under X11 as ergonomic as some of those old Lisp Machine debuggers were. I would just love to have something as usable as Xerox's Interlisp debugger front-end; that alone would reduce debugging time by at least 50%.

Maybe this is all wishful thinking...

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Telephone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
THINK: Due to IMF & World Bank policies 100 million Latin American children are living, eating, and sleeping in the streets -- Le Monde Diplomatique

1402. Re: GFA Basic 3.5 (3.6, really)

Newsgroup: comp.sys.atari.st
Date: 1991-07-18 18:06:58 UTC
From: logajan@ns.network.com
Message-ID: <1991Jul18.180658.27507@ns.network.com>
Source record: 230224

rdf@pinet.aip.org (Robert Feinman) writes:
>I just received an offer from GFA for an upgrade from 3.0 to 3.5 for
>$49. Has anyone had any experience with this version?
>Does anyone know what is included in the package? (New manual, compiler,
>etc.)?

I just got my copy (it's 3.6). For the upgrade price you only get a
few manual pages with the Matrix commands documented. It does include
both the interpreter and the compiler.

>There is also an offer for an MS-DOS version. They claim that programs
>are portable, but I don't know what that means exactly.

The MS-DOS version (which I also received) is an expanded version of
the ST version. Since both versions allow rather low level messing
with their hosts, there is no real way to insure that programs are
universal across all machines. But if you stick to the higher level
type commands (including the higher level graphical interfaces) you
should be able to write code that is mostly transportable.

The MS-DOS version (versions actually) comes on four disks. There
is the one for chips up to the 286 and one for chips up to the
486. They also have versions which incorporate the co-processor
chips in both of the above versions -- four variations, one per
disk.

There are two manuals, one is a command reference and one is a
user's manual. The compiler will be shipped to all purchasers
when it is complete. In the meantime, they again provide the
run-only version for distribution to anyone.

Since they now bundle the compiler with the interpreter in the ST
version, they have dropped the ST run-only version.

They claim to be working on a Unix version. I will buy that when
it comes out, too.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

1403. Re: Reset-Proof Ramdisk

Newsgroup: comp.sys.atari.st
Date: 1991-07-18 21:45:21 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <31304@know.pws.bull.com>
Source record: 230228

From: Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk)

>That more sounds like a problem with your memory then a buggy program..

No, I have had the same problem with my 4160STe. It throws two
bombs on the screen.

--
Doug Wokoun / / | If you don't
(aa384@cleveland.Freenet.Edu) [o]-[o] | stand for something,
||| L ((((STe)))) | you will
Atari / | \ S I G ___/ | fall for anything.

1404. Re: Vector Grahpics

Newsgroup: comp.sys.atari.st
Date: 1991-07-19 00:12:25 UTC
From: elrond@frmug.fr.mugnet.org
Message-ID: <1991Jul19.001225.27846@frmug.fr.mugnet.org>
Source record: 230155

In article <1991Jul17.013602.13697@noose.ecn.purdue.edu>, whitehe@cb.ecn.purdue.edu (Drew D Whitehead) writes:
>
> I would like to know if there is a way to output a Calamus vector
> graphic into Pagestream. Also, are there any programs that will let you take
> a snapshot of your vector graphic and save it as a raster image? Also, how
> do you make a .GEM metafile vector graphic?

Hey! I got what you want... It's a graphic package dedicated to
Calamus, it's called Didot Lineart, it's a kind of powerfull Outiline Art,
you can import, export fonts and vector graphics from/to many formats
including GEM files.

--
Bertrand Petit	Signature is under construction
alias	
>Elrond le demi-Elfe<	Be sure to wear your helmet

1405. WANTED- Mega 2 or 4 ST

Newsgroup: comp.sys.atari.st
Date: 1991-07-19 00:33:09 UTC
From: pv@polari.UUCP
Message-ID: <4810@polari.UUCP>
Source record: 230230

Looking to buy Mega 2 or 4 (preferably 4) ST computer (not STe model).
New or used (new...are you kidding?). Please reply mail. Thanks.
-Pv-

UUCP: pv@polari GEnie: p.varn

1406. Questions about Mega STE

Newsgroup: comp.sys.atari.st
Date: 1991-07-19 00:50:59 UTC
From: tdrga@ccwf.cc.utexas.edu
Message-ID: <52549@ut-emx.uucp>
Source record: 230229

I am planning to upgrade from my 1040STF to a Mega STE soon. In order to make the final decision, I would like to solicit some feedback from current owners or users of Mega STE's.

My main interests are CADD, Word processing and DTP, image rendering, terminal emulation, and programming. (In roughly that order.)

I have some specific questions listed below, but I will gladly accept any comments.

Questions:

1. Compatibility with current ST software - any commercial programs in the above areas of interest which do not work?
2. Ability and ease of upgrding RAM - user installable SIMM's? Maximum memory?
3. Keyboard - I have seen references to an inferior keyboard (i.e. not the same as the TT's). Any possibility of getting a better (TT) keyboard?
4. VME Bus card - what is this? Is it a useful thing?
5. Monitor compatibility - Same as ST?
6. How effective is the 16Mhz at speeding up things?
7. Is a FPU available and easy to install?
8. How about this DMA problem that everyone is having? Will it be fixed? Is it present in all Mega STE's or a few?
9. Is this machine a good value? The lowest prices I have heard are $899 for 1M RAM/40 M HD CPU only and $1199 for 4M RAM/40M HD CPU only. Are these prices coming down?
10. When will these machines be available? Nobody I called had 1M machines in stock.

I realize that I'm asking a lot of questions, but I'm not sure what the Mega STE's have to offer, and I have no other source of information (no magazines to read!), so I'm asking for a little help in making this decision.

I intend to remain an Atari owner, and would like to make an informed choice.

Please e-mail all responses to me personally, since my situation is of limited interest to the entire net community. If I am requested to, I will post some of the info I get.

Thank you,

Todd Drga

--
= INTERNET-> tdrga@ccwf.cc.utexas.edu (Todd Drga, UT Dept. of Drama) =

= =
= ' The dry grass will set fire to the damp grass ' =
= =
= African proverb brought to the Americas by slaves =

1407. DCOPY36.PRG

Newsgroup: comp.sys.atari.st
Date: 1991-07-19 03:41:20 UTC
From: slt@pro-library.cts.com
Message-ID: <1991Jul19.035305.1870@clark.edu>
Source record: 230231

To All,

I noticed much talk and many problems using Arc.ttp. I would like to recommend use of Dcopy36.prg. I have used this program extensively with my old 520 ST and my newer 1040 STe, and rarely encounter any problems in either arcing or unarcing files. This program is a snap to use.

STeve

1408. Re: comp.sys.ibm.pc

Newsgroup: comp.sys.atari.st
Date: 1991-07-19 07:54:44 UTC
From: robin@castle.ed.ac.uk
Message-ID: <11649@castle.ed.ac.uk>
Source record: 230240

In article <me.679667568@dude> me@dude.pcs.com (Michael Elbel) writes:
>In <1991Jul15.144652.9009@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
>
>>pbm is too big to send. get it on your own from a.a. it is not a single
>>program, more like a library of general purpose utilities (lots of them)
>>to manipulate images of various formats. as far as i know there is no
>>support for TIFF, however, which is somewhat suprising.
>
>Isn't there, then someone must have left it out of the atari port.
>I definitely have a 'tifftopgm' in my sources of pbmplus.
>

Does the version of pnmtotiff work on the ST? I compiled this on a
SUN4 and pnmtotiff produces gibberish..

Robin

1409. Voice Recognition Units

Newsgroup: comp.sys.atari.st
Date: 1991-07-19 09:01:59 UTC
From: s883334@minyos.xx.rmit.oz.au
Message-ID: <1991Jul19.090159.8473@minyos.xx.rmit.oz.au>
Source record: 230241

I noted with great interest a voice recognition package for the Amiga that seems to have been out for a while, its called VoRecOne, by Impulse. It connects to the amiga via its joystick port. I assumed this would have been done with portability to other computers in mind since it would make it fairly easy. The actual software is very good, allow script files to be set up and activated by certain key words. It simulates mouse and keyboard entry via the scripts as required.
Is there anything like this for the atari ? Perhaps this package is available for the atari ? If so anyone know where I can get it and an approx price ? (The amiga one was $117 from a firm called Computability in USA)

- James.

--

1410. Re: DCOPY36.PRG

Newsgroup: comp.sys.atari.st
Date: 1991-07-19 10:05:58 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3642@laura.UUCP>
Source record: 230233

In article <1991Jul19.035305.1870@clark.edu>, slt@pro-library.cts.com
(Steve Traxler) writes:
|> I noticed much talk and many problems using Arc.ttp.

I didn't. The talk and problems regard LHarc, not arc. The latter is doing
its job just fine.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

1411. Re: The demise of ST World & Which report.

Newsgroup: comp.sys.atari.st
Date: 1991-07-19 10:45:43 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Jul19.104543.3204@newcastle.ac.uk>
Source record: 230234

In article <1991Jul18.130536.21817@decuk.uvo.dec.com>,
les@decuk.uvo.dec.com (Les Carleton) writes:
|>In article <1991Jul17.123058.24419@newcastle.ac.uk>,
D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:
|>|>Well its no confirmed ST World is no more, ST User is claiming that
is is going to change some more, the
|>|>section on games will form a tear out section, while the best of ST
world will be introduced to the pages of
|>|>ST User, the ST World product tests will take place form time to time.
|>
|>It is a sad day for ST owners when a magazine such as STWorld cannot survive
|>in the market. STUser is not a magazine for serious users in my opinion
|>catering for the brain-dead games playing 8-16 year old bracket.
|>

I'll reserve judgement on the new look ST User untill I have seen it.
If the editorial staff from ST World move over to ST User it could be
very good.

|>Thank Space for USEnet
|>
|>|>
|>|>Also claimed by ST User is the the WHICH consumers organization rated the
|>|> ST(E) as a best buy in the sub 500
|>|>pound price range.
|>|>
|>
|>Beacause it is cheap and plays good games I suppose. Nice buy for the
kiddies?

Not quite, It was recomended as the best Word Processing system in
the low end price range. The exact Spec was 1040STe with mono monitor
and 9pin printer running First word Plus.

I wonder what they would have made of some of the better WP packages
such as Thats Write or Caligrapher?

BTW the report I read was in Micro Mart (or it may have been Computer Shoper.)

Dave Halliday.

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

1412. Re: Accelerators for the ST forsale

Newsgroup: comp.sys.atari.st
Date: 1991-07-19 10:57:53 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Jul19.105753.3880@newcastle.ac.uk>
Source record: 230235
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

In article <742@bug.UUCP>, stevef@bug.UUCP (Steven R Fordyce) writes:
|>I have come to possess a large number of Processor Accelerators for the 520,
|>1040, and Mega ST that I will sell for $65 each shipping included. I will
|>sell two for $100. These are new units, in the box, were built by CMI and
|>are fully tested. These accelerators are on multilayer boards that plug
|>into a socket you solder onto the 68000. These boards are built around a 16
|>MHz 68000 and run at double the standard processor speed. The speed
|>up you get with this product depends on the software you are running, but it
|>runs from 10 to 30%.
|>
|>These boards (there is a different one for the 520/Mega or 1040, so let me
|>know what you want) also accept 68881 floating point unit of any speed,
|>although it doesn't pay to get one faster than 16 MHz. For software that
|>uses the math chip you can get speed ups of eight to ten times or more.
|>
|>There is also a socket for an Atari blitter chip if your machine didn't come
|>with one. You can get these from your Atari dealer.
|>
|>These boards originally sold for around $300. Schematics and PAL equations
|>are available on request. Complete instructions are included. DON'T try to
|>install one of these if you are not handy with a soldering iron and haven't
|>done this kind of thing before! I will not be liable for your mistakes.

If I remember correctly these boards don't use and caching so the speedup is
very little since every time the CPU requires data or a new instruction the CPU
has to do this at 8Mhz. The hypercach board, Mega STE and new ICD boards etc.
get around this problem by using a fast cach on the accelerator board.

Dave Halliday

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

1413. Re: Double Click programs

Newsgroup: comp.sys.atari.st
Date: 1991-07-19 11:20:00 UTC
From: Ralf_Neumann@hh.maus.de
Message-ID: <5069@hh.maus.de>
Source record: 230164

jhenders%jonh.wimsey.bc.ca @ SUB am Do, 11.07.91 01:33 in ATARI.ENG

jh> Does DC Topper work with Gemini yet?

It does !

Config : DCTOPPER 1.2
GEMINI 1.2

Ralf Neumann Ralf_Neumann@hh.maus.de
Hamburg, Germany 'This time there would be
no witnesses.' Douglas Adams

1414. Ultra Pack.

Newsgroup: comp.sys.atari.st
Date: 1991-07-19 13:13:38 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul19.131338.18428@actrix.gen.nz>
Source record: 230236

Is there a working version of Ultra disk packer on atari.archive,
the one that is/was there Version 1.1 , does not work.

I have uploaded the STE_SND Demo to a BBS, and now find that
no one can uppack it, this is because that Version 1.0 of
Ultra was deleted from my System and From this BBS..

The Problem with Ultra V1.1, it will not format disks,
or unpack, comes up with negative numbers for sectors
and only 7 tracks, it did seem to pack ?, but can't test
this.

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1415. Re: Spectre backups

Newsgroup: comp.sys.atari.st
Date: 1991-07-19 13:55:08 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Jul19.135508.14927@magnus.acs.ohio-state.edu>
Source record: 230239

In article <8053@tekgen.BV.TEK.COM> boblu@tekgen.BV.TEK.COM (Robert Luneski) wr
ites:
>In article <86064@bu.edu> selick@bucsf.bu.edu (Steven Selick) writes:
>>
>>Has anybody found a program (mac or atari) that will back up a mac
>>partition in Spectre 3.0? If so, please e-mail me a copy to
>><selick@bucsf.bu.edu>
>
>Diamond Back II will backup and restore Spectre 3.0 paritions.
>
> ____ ____
>/\/\/\ Bob Luneski Diamond Back II Support: boblu@tekgen.BV.TEK.COM /\/\/\
>\/\/\/ Oregon Research Associates Genie: B.LUNESKI1 \/\/\/
> \/\/ 16200 S.W. Pacific Hwy., Suite 162 Phone: (503) 620-4919 \/\/
> \/ Tigard, OR 97224 FAX: (503) 639-6182 \/

About the Spectre Hard Drive backups. I've found that with real MAC disks (with
the GCR of course), virtually all the MAC hard drive backup programs work
properly. If you use Spectre format disks, they will work as long as the disk
has just been freshly formatted, but the next time it will set the disk to
400K. This has happened with every Mac HD backup program I have tried. So far
they have all worked just fine with MAC format disks however.

1416. Re: TT compatability...

Newsgroup: comp.sys.atari.st
Date: 1991-07-19 14:10:56 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jul19161056@orion.laas.fr>
Source record: 230092

Can other TT users please describe if they have had any compatiblity
problems when they upgraded to an Atari TT. I am mainly interested in
the types of programs that are either on USENET or atari.archive.

Thanks in advance, and of course I'll summarize if interest warrants.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

1417. SUNCLOCK.ARC

Newsgroup: comp.sys.atari.st
Date: 1991-07-19 17:01:16 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Jul19.170116.16292@oz.plymouth.edu>
Source record: 230246

Hey Folks,

I just got SUNCLOCK.ARC from atari.archive which I'd been looking for
but whoever arced it forgot the .RSC file and the program is unusable,
really a bummer since it is a cool program. Can someone either re-upload
it to atari.archive where I can FTP it or could you send me a UUE style
file in E-mail. Thanks,

Stephan

--
\/\/\/

1418. Re: The demise of ST World

Newsgroup: comp.sys.atari.st
Date: 1991-07-19 17:18:45 UTC
From: pjj@cs.man.ac.uk
Message-ID: <2921@m1.cs.man.ac.uk>
Source record: 230250

les@decuk.uvo.dec.com writes:
>D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:
>>Also claimed by ST User is the the WHICH consumers organization rated the
>>ST(E) as a best buy in the sub 500 pound price range.
>
>Beacause it is cheap and plays good games I suppose. Nice buy for the kiddies?

I read both magazines.
The recommendation was as best value for money for a wordprocessing package:
520STE, SM124, 1stWord+, Epson LQ400

The Consumers Association are to be trusted in such things - they get real
people (usually novices & experts) to test several products and compare how
easy they are to use & the quality of the result - no axes to grind.

1419. Buckets @ atari.archive (Portfolio)

Newsgroup: comp.sys.atari.st
Date: 1991-07-19 18:10:24 UTC
From: patrick@hpmcaa.mcm.hp.com
Message-ID: <1991Jul19.181024.8155@hpmcaa.mcm.hp.com>
Source record: 230243

Does anybody know what the program Buckets is in the Porfolio section at atari.archive?

I'm still looking for a transfer program for the Portfolio parallel to ST.

Buckets is completely in German and I can only say "Volkswagon"....

Anybody?

Thanks,

__
_\/_ /_/_ __ _ . _ /_ /
/\ / (_(/ / / /_ /\ _/

patrick@hpmcaa.mcm.hp.com

1420. Re: Video Key

Newsgroup: comp.sys.atari.st
Date: 1991-07-19 18:33:57 UTC
From: lch3e@holmes.acc.Virginia.EDU
Message-ID: <1991Jul19.183357.5501@murdoch.acc.Virginia.EDU>
Source record: 230245
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My neighbor had a VideoKey so their kids could play games on the TV. It works well, tho not any better than the rf port on the 520 (they claim it looks better since it's straight composite-output, but it didnt't to us).

80 column text on a tv is legible for the most part, but some letters are confusing/hard to read. It is, tho, the ONLY computer I've EVER seen that is at all useable in 80 col. on a tv. They designed the pixels in med. res. shapedlike a vertical rectangle (the monolith!). On a tv it's readable, and on the Atari's CGA-pixel color monitor, the text looks as good as EGA on a PC. THat's a big reason why I prefer it over the Amiga, too.

Anyway, the VK got zapped by lightning. With a new one costing $80, they decided to invest the $$ in a used color monitor instead.

ATARI ST: The best computer for poor people!

1421. Re: WANTED- Mega 2 or 4 ST

Newsgroup: comp.sys.atari.st
Date: 1991-07-19 18:37:40 UTC
From: freds@hpspdla.spd.HP.COM
Message-ID: <12020008@hpspdla.spd.HP.COM>
Source record: 230247

Hello Paul,

I can not access you via pv@polari.UUCP

My address is freds@hpspdla.spd.hp.COM
I have a Mega ST

1422. Re: Amiga is better then [sic] what???

Newsgroup: comp.sys.atari.st
Date: 1991-07-19 19:05:01 UTC
From: chucks@pnet51.orb.mn.org
Message-ID: <5427@orbit.cts.com>
Source record: 230152

mathew@mwowm.mantis.co.uk (Million Headed Monster) writes:
>In <1991Jul10.140524.19334@msb.com>, Chris Mauritz writes:
>> Also, with the ST you have
>> to buy a lot of third party stuff to get this type of multitasking
>> ability whereas machines that were designed to multitask already do it
>> without any additional investment on your part.
>
>You seem to be under some sort of misapprehension here. The Amiga and ST
>have very similar hardware, at least from the point of view of multi-tasking.
>
>The fact that the Amiga has multi-tasking whereas the ST does not is purely
>down to the Atari's TOS not providing software support for the sort of
>multi-tasking which AmigaDOS supports.

You don't seem to understand how Multi-tasking on the Amiga works then. (now
don't flame me people, again, i'm just pointint out errors) The Amiga's
hardware is more than just the 68000. it has a complex hardware interrupt
handler which divides the 7 68000 interupts into 15 for everything from
software interrupts to blitter interupts to serial intterupts to audio
interupts.. all kinds of things, then add int the Amiga's multi-pourpose
timers (8 of them) which are all capable of generating interupts for timed
real-time applications. a complex interupt structure is a MUST for *DECENT*
multi-tasking.

>
>If you doubt this, look at MINIX, which provides exactly the same sort of
>multi-tasking on both Amiga and ST, with no extra hardware.

Actually, Minix is a cow. it achieves it multi-tasking in a non-efficient
manner.

>
>There are things you need in order to manage multi-tasking; a restartable
>instruction stream helps a lot, as does a sensible interrupt system. The
>68000 is (just about) suitable.
>
>There *are* things you can build into the hardware to make multi-tasking
>better. Memory protection and virtual memory are the most important; for
>those you need a 68030, as found in the A3000 or TT.

Or a 2500, or a 2000 with and accelerator, or a 500 with an excellerator, or a
1000 with an accelerator... you can accelerate ANY amiga. with an 030, 040,
020, 010. and an 010 is the lowest processor you need to have an MMU.
.---.
| UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks | "I know he's come back |
| ARPA: crash!orbit!pnet51!chucks@nosc.mil | from the dead, but do |

```
| INET: chucks@pnet51.orb.mn.org | you really think he's |
|------------------------------------------------| moved back in?" |
| Amiga programmer at large, employment options | Lou Diamond Philips in |
| welcome, inquire within. | "The First Power". |
`--------------------------------------------------------------------------'
```

1423. DC Clock

Newsgroup: comp.sys.atari.st
Date: 1991-07-19 19:29:09 UTC
From: malay@sae.com
Message-ID: <1991Jul19.192909.1799@sae.com>
Source record: 230244

When I try to use DC Clock (dcclk33.arc from a.a) set up as a DA I get two bombs. The ".prg" file runs fine from the auto folder or from the desktop - only the DA file gives the bombs.

System:4MB 1040STe, auto folder contains poolfix, ste_fix, and maccel3

I've tried it on a new disk with only one file (the clock DA) in the auto folder and get the same result.

Whats wrong?

Bob Malay

1424. Re: Reset-Proof Ramdisk

Newsgroup: comp.sys.atari.st
Date: 1991-07-19 19:59:53 UTC
From: pv@polari.UUCP
Message-ID: <4819@polari.UUCP>
Source record: 230248

In article <31304@know.pws.bull.com> aa384@cleveland.Freenet.Edu (Doug Wokoun) writes:
>
>From: Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk)
>
>>That more sounds like a problem with your memory then a buggy program..
>
> No, I have had the same problem with my 4160STe. It throws two
>bombs on the screen.
>
Have you also elliminated all auto/accessory incompatabilities by removing
them one by one?

-Pv-
UUCP: pv@polari

1425. Re: TT memory allocation

Newsgroup: comp.sys.atari.st
Date: 1991-07-19 23:12:00 UTC
From: Laurenz_Pruessner@hh.maus.de
Message-ID: <5067@hh.maus.de>
Source record: 230158

Allan Pratt apratt @ atari.UUCP wrote:

>The least significant bit of this longword is a flag which, when set, says
>"don't bother to clear the whole TPA, just my declared BSS." The next-least
>significant bit declares that the program may be loaded into alternative RAM
>(that is, non-ST RAM) and the next bit declares that alternative RAM is
>eligible to satisfy Malloc calls.

...and, because any Malloc()ed block of an accessory belongs to the current
application, this bit doesn't have any effect on accessories. You should add
this in your documentation, where this is (as far as I'm concerned) not
yet noted.

1426. New DC Program 7/19

Newsgroup: comp.sys.atari.st
Date: 1991-07-20 00:49:32 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Jul20.004932.19421@menudo.uh.edu>
Source record: 230249
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Due to an _overwhelming_ request for this program (including a phone call last night from Bruce Nelson :-), we couldn't ignore the masses (as much as we may try <BIG GRIN>). So here is the program y'all WANTED TO SEE!

DC Mouser will turn the mouse cursor on or off by pressing the magic keys.

You can get it at ftp site: atari.archive.umich.edu
Or from the binaries group when it is released.

Ciao, y'all. And thanks for all the suggestions, ideas, support and words of encouragement! (Quick, send money. <grin>) Keep it coming!

- mike vederman / double click software

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

1427. Overscan in Mega STE

Newsgroup: comp.sys.atari.st
Date: 1991-07-20 01:04:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <20380@ms.maus.de>
Source record: 230165

JB>Is it possible that the Overscan doesnt run in the Mega STE?

It's a sad thing but it's right.

Patrick

1428. GNU make ver. 3.59

Newsgroup: comp.sys.atari.st
Date: 1991-07-20 01:25:20 UTC
From: rcb@netcom.COM
Message-ID: <1991Jul20.012520.3171@netcom.COM>
Source record: 230151

I grabbed GNU make 3.59 off of atari.archive in
gnustuff/tos/othergnu/make359.ttp. It seems to improve the make 3.54
I was using before in that, on large make's, I would not get the
"System halted. Out of memory - use foldrxxx to get more" message as
often. On the down side, I must now specify the absolute path,
including extension, for every external command in my makefiles. It's
a pretty serious drawback! Does anyone know of a work-around or
another version by which I can get the benefits of the PATH
environment variable? If it helps, I am using Gulam as my shell with
'env_style' set to 'mw'.

--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb
"Just when you think you know it all, it changes!"

1429. Re: Double Click programs

Newsgroup: comp.sys.atari.st
Date: 1991-07-20 12:00:00 UTC
From: Hayo_Schmidt@hh.maus.de
Message-ID: <5078@hh.maus.de>
Source record: 230166

>>How about a program that installs the 8x8 font as being the standard
>>GEM font for titles and verbatim (non-icon) directory listings for
>>monochrome monitors. I really do not appreciate the 8x16 fonts.

>>Is this possible? Hope so!

The program DESKFONT installs any fixed pitch GEM font for the AES and as the default font for all other programs. It's working perfectly well, although it uses illegal methods.
I can't upload the program, due to copyright. If there is much interest in DESKFONT, i can ask the author (Wolfram Roisch) to do so.

Hayo Schmidt, Maus HH

1430. Re: Zoo 2.1 - first impression

Newsgroup: comp.sys.atari.st
Date: 1991-07-20 14:33:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <5094@hh.maus.de>
Source record: 230163

SG>Zoo 2.1 is pretty impressive, all right. As soon as someone submits a worki
SG>ST version to both the sources and binaries groups, I'll start accepting
SG>submissions in zoo 2.1 format. It'll be nice to get away from the lharc
SG>controversy once and for all. (I have no special attachment to the program,
SG>as some have claimed; it just gave the best compression at the time.)
SG>
SG>My results, on a directory with sources, SPARC executables, and object code:
SG>
SG>-rw------- 1 koreth 529819 May 14 17:01 g.zoo
SG>-rw------- 1 koreth 592796 Jul 11 13:12 g.lzh
SG>-rw------- 1 koreth 618165 Jul 11 13:49 g.tar.Z
SG>-rw------- 1 koreth 751796 May 14 17:01 g.oldzoo
SG>-rw------- 1 koreth 829703 May 14 18:01 g.arc

The high-compression is nearly the same algoryth as used in lh5. It only
produces longer arcvhies in more time:

test.lzh 74.070 2 minutes 44 seconds (LHarc 2.01b)
test.zoo 74.471 3 minutes 69 seconds (Zoo 21)

The zoo sourcecode has a size of 636KB in 88 files, zoo.ttp has a size of
64491 Bytes.

Thomas Quester * Lampenland 9 * 2050 Hamburg 80

MauTau V 2.2c - Was dem Kassler sein Kassel, ist dem Puzzler sein Puzzle.
(Net)

1431. Re: Video Key

Newsgroup: comp.sys.atari.st
Date: 1991-07-20 19:19:39 UTC
From: lchd_ltd@uhura.cc.rochester.edu
Message-ID: <1991Jul20.191939.26524@galileo.cc.rochester.edu>
Source record: 230153
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jul19.183357.5501@murdoch.acc.Virginia.EDU> lch3e@holmes.acc.Virginia.EDU (Lauren C. Howard) writes:
> ATARI ST: The best computer for poor people!

This can well replace the 'Power without the price' slogan! :)

...

Holich

1432. Re: Amiga is better then [sic] what???

Newsgroup: comp.sys.atari.st
Date: 1991-07-20 21:57:54 UTC
From: dave@caroli.csis.dit.csiro.au
Message-ID: <1991Jul20.215754.1909@csis.dit.csiro.au>
Source record: 230154

In article <5427@orbit.cts.com>, chucks@pnet51.orb.mn.org (Erik Funkenbusch) writes:
> mathew@mwowm.mantis.co.uk (Million Headed Monster) writes:
>>In <1991Jul10.140524.19334@msb.com>, Chris Mauritz writes:
>>> Also, with the ST you have
>>> to buy a lot of third party stuff to get this type of multitasking
>>> ability whereas machines that were designed to multitask already do it
>>> without any additional investment on your part.
>>
>>You seem to be under some sort of misapprehension here. The Amiga and ST
>>have very similar hardware, at least from the point of view of multi-tasking.
>>
>>The fact that the Amiga has multi-tasking whereas the ST does not is purely
>>down to the Atari's TOS not providing software support for the sort of
>>multi-tasking which AmigaDOS supports.
>

I agree with this. Sure that ST's OS does not take full advantage of the
hardware & doesn't do a few of the pretty things the Amiga does but its
still a decent bit of hardware to build an OS around.
The ST has a few of the more standard controllers on board. Amiga has
custom chips. There are advantages to having standard controllers
around eg decent floppy IO. PC/STs floppy disk access is faster than
the Amigas. Its probably possible to get the Amiga's speed upto or above
the ST's with a custom track loader but for general file usage the ST's
is nicer.

> You don't seem to understand how Multi-tasking on the Amiga works then. (now
> don't flame me people, again, i'm just pointint out errors) The Amiga's
> hardware is more than just the 68000. it has a complex hardware interrupt
> handler which divides the 7 68000 interupts into 15 for everything from
> software interrupts to blitter interupts to serial intterupts to audio
> interupts.. all kinds of things, then add int the Amiga's multi-pourpose
> timers (8 of them) which are all capable of generating interupts for timed
> real-time applications. a complex interupt structure is a MUST for *DECENT*
> multi-tasking.
>

What about the mouse? The Amigas mouse isn't interrupt driven, but it is
polled on one of the regular interrupts, say vertical blank.
The ST's mouse is interrupt driven.

>>
>>If you doubt this, look at MINIX, which provides exactly the same sort of
>>multi-tasking on both Amiga and ST, with no extra hardware.
>

> Actually, Minix is a cow. it achieves it multi-tasking in a non-efficient
> manner.
>

Excuse me! What a lot of crap.

I suppose what you're talking about is the 68000 Minix fork() hack.
You can't blame that on Minix. The 68000 is the cow. A 68020/MMU
or 68030 would cleanly perform the job. Anything up from an 80286
(I think) can cleanly perform the job as well.

The fork() hack involves physically swapping (copying) data/bss areas
on task state transitions. Fortunately the first thing you do after
a fork() is an exec() so all is ok. BUT with programs like kermit
that set a receive and send process it gets AWFULLY slow. When
processes are forked like this (shadowed), the swaps are slowed. IE
shadowed processes get a longer quanta.

>>
>>There are things you need in order to manage multi-tasking; a restartable
>>instruction stream helps a lot, as does a sensible interrupt system. The
>>68000 is (just about) suitable.
>>

68000 does not support restartable instructions.

>>There *are* things you can build into the hardware to make multi-tasking
>>better. Memory protection and virtual memory are the most important; for
>>those you need a 68030, as found in the A3000 or TT.
>

Finding such an expansion for my Amiga 1000 is nigh impossible. The
Lucas board is no longer being made. Plenty are around for 500/2000s.

> Or a 2500, or a 2000 with and accelerator, or a 500 with an excellerator, or a
> 1000 with an accelerator... you can accelerate ANY amiga. with an 030, 040,
> 020, 010. and an 010 is the lowest processor you need to have an MMU.

Using an MMU with the 68010 is a real dog. The MMU will function on the
16-bit bus of the 68010 but you can't use MMU instructions but have to
simulate the coprocessor interface and talk to it with MOVES instructions
to access CPU space (thanks Michael). YUK.

> ..---.
> | UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks | "I know he's come back |
> | ARPA: crash!orbit!pnet51!chucks@nosc.mil | from the dead, but do |
> | INET: chucks@pnet51.orb.mn.org | you really think he's |
> |---| moved back in?" |
> | Amiga programmer at large, employment options | Lou Diamond Philips in |
> | welcome, inquire within. | "The First Power". |
> `---'

You're an Atari user are you Chuck? Thats nice!

I'm an Amiga user but I have used the ST & been involved with Minix.

Please don't re-post any abuse - mail it.

-- Dave Campbell
-- dave@csis.dit.csiro.au
--
dave campbell

1433. Re: CITIZEN 1.44 drive

Newsgroup: comp.sys.atari.st
Date: 1991-07-20 22:52:00 UTC
From: Christoph_Bregulla@k2.maus.de
Message-ID: <22435@k2.maus.de>
Source record: 230189

Usually HDout is at pin 2 of the Shugart-bus (SASI)...
In some drives a jumper has to be plugged in... But I don't know where the
jumpers are :-(

Ciao
Christoph

1434. Re: Spectre backups

Newsgroup: comp.sys.atari.st
Date: 1991-07-21 00:00:44 UTC
From: Alex.Valdez@actrix.gen.nz
Message-ID: <1991Jul21.000044.3554@actrix.gen.nz>
Source record: 230156

In article <8053@tekgen.BV.TEK.COM> boblu@tekgen.BV.TEK.COM (Robert Luneski) writes:
>
> Diamond Back II will backup and restore Spectre 3.0 paritions.
>

But how will the backup disks look like? Will they be some form of
image dump of the partition, or will they be ordinary Spectre disks
with ordinary Mac files? The latter would be nice, as one could say,
backup from an ST and restore on a Mac.
--
==========Alex Valdez==========
"Alas sais na naman, oras ng pagdidili-dili...
Isaisip ang mabuti, ang masama'y iwaksi..."

1435. Re: Amiga is better then [sic] what???

Newsgroup: comp.sys.atari.st
Date: 1991-07-21 05:01:42 UTC
From: kdarling@hobbes.catt.ncsu.edu
Message-ID: <1991Jul21.050142.15154@ncsu.edu>
Source record: 230175

mathew@mwowm.mantis.co.uk writes:
>>The fact that the Amiga has multi-tasking whereas the ST does not is purely
>>down to the Atari's TOS not providing software support for the sort of
>>multi-tasking which AmigaDOS supports.

This is exactly correct. Best example: running OS-9 on the ST.

chucks@pnet51.orb.mn.org (Erik Funkenbusch) replied:
>You don't seem to understand how Multi-tasking on the Amiga works then.
>(now don't flame me people, again, i'm just pointing out errors) The Amiga's
>hardware is more than just the 68000. it has a complex hardware interrupt
>handler which divides the 7 68000 interupts into 15 for everything from

Suggestion: Learn much more about hardware, and both systems, before posting!

First, you've confused a master interrupt enable register with actual sources.
There are more than 15 possible interrupt sources on the Amiga.

Second, there are also more than 15 sources on the ST. And not so oddly,
both systems are very similar as to what those are (disk, timers, etc).

The only real difference is that the Amiga interrupts are divided amongst
six 68000 levels; whereas the ST divides them amongst three, with about a
dozen of the sources prioritized into one. - kevin <kdarling@catt.ncsu.edu>
(68K soft/hard engineer... Amiga and ST owner... and all around nice guy :)

1436. Another problem with MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1991-07-21 10:51:44 UTC
From: wieninge@uhura.uni-passau.de
Message-ID: <1991Jul21.105144.10033@forwiss.uni-passau.de>
Source record: 230157

Hello out there,

to the increasing list of errors and problems with the new atari machine
MEGA STE I have (unfortunately!) to add a new one:

A friend of mine has problems to run the SPECTRE GCR 3.0 mac-emulator.
All works fine if there is cache off. When switching cache on it's not easy
to get the emulator running. In almost every case, SPECTRE termitates
while booting the mac. Once the mac-desktop appears all works well, only
one program (stuffit deluxe) refuses to work with cache. It costs about
2 or 3 trials to get the mac on the screen. On the normal MEGA ST there
are no problems.

Has anybody an idea, what could be an explanation for this?
Sure the problem could also be the emulator, but as Allan Pratt said,
there are no differences between the new and the old one atari.

Atari still says this errors occure only on several machinens and
these ones should be sent back to the dealer to be fixed. This would
be the third machine I have to get fixed, and on the average this lasted
about 2 months for the first Atari machines I had.
So my question is, does Atari already know the error, and how long does it
last, to get the machine fixed. It would be very nice, if there was any
answer to this question, cause it's not a single problem.

Good luck for all to get their machines fixed,

Christian.

1437. Re: skates.lzh at terminator

Newsgroup: comp.sys.atari.st
Date: 1991-07-21 14:17:38 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul21.141738.28377@actrix.gen.nz>
Source record: 230160

```
In article <5057@hh.maus.de> Thomas_Quester@hh.maus.de (Thomas Quester) writes:
>
> JM>Well, first I should express my feelings toward .LZH files:
> JM> "There should be a law against them!"
> JM>I finally obtained an LZH extractor that worked with the .LZH file :)
> JM>ANYWAY, I placed the files in A:/skates/jmw as documented, but keep
> JM>getting a mysterious "error #052, press any key"...
>
> Could you please state what extractor you used? It is of no use to say
> anything against the .LZH-Format if you don't give us any hints what
> program you used. There are many different versions of LHarc available,
> some of them are incompatible with others. Perhaps the file was packed
> with lha2.00a, this is using a totaly different method (it is like a
> brand new archiver, only it is compatible with older versions).
>
> ---------------------------------------------------
> Thomas Quester * Lampenland 9 * 2050 Hamburg 80
>
> MauTau V 2.2c - Was du tun willst, das tue ganz oder halb oder gar nicht.
> (Net)

When do we get a English Version, I do have a German copy the was Posted
on Genie, but it would be nice to read what this LZH Program can do.

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***
```

1438. CMI accelerators: a caveat

Newsgroup: comp.sys.atari.st
Date: 1991-07-21 15:54:55 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1991Jul21.155455.2186@cs.wayne.edu>
Source record: 230186

A few days ago a distributor(?) posted a message about some CMI accelerators for sale. I have just posted an 80K arc'd file detailing peoples experiences and findings with these acceleraors, you'll find the file on atari.archive. Bascially, bonuses obtained with this device were rather dubious, but you can draw your own conclusions.

This is just my personal opinion from owning an ST for 6 years, but I think you'll find the least expensive accelerator that's some out for the Atari is TOS 1.4. If you own a hard drive the speed-ups are incredible. After this upgrade, save up your money, and get ICD's product or Jim Allens (Dave Small's SST isn't out yet, is it?). Really, you'll be a lot happier, and you'll be supporting our few and precious remaining developers. Put aside $25 per pay for 6 months, then get a proven product with a developer who will be around to support it. Even better, try supporting your local dealer and getting it installed through him.

Of course, if you're feeling adventurous, and you can afford to risk your ST, I say go for it. The ST is a hacker's beast, too, and $65 can get you an evening's full of home-hacking fun....

However, *if* you get it to work, *don't* expect to get performance out of it at the level of T16/20 or AdSpeed.
.

--
Genie - P.HAGGOOD2 Internet -pbh@jake.cc.wayne.edu
PRODIGY - Not anymore, Jackson. Bitnet - phaggoo@waynest1
Phone - (313) 577-0669
Voice - "HEY, YOU WITH THE BAGGY PANTS!"

1439. Re: Zoo 2.1 - first impressions

Newsgroup: comp.sys.atari.st
Date: 1991-07-21 16:51:21 UTC
From: davidsen@sixhub.UUCP
Message-ID: <4414@sixhub.UUCP>
Source record: 230167
Cross-posted to: alt.sources.d,comp.sys.atari.st

In article <3624@laura.UUCP> klute@tommy.informatik.uni-dortmund.de (Rainer Klute) writes:

| The ST version lets you do something like 'zoo a// archive.zoo *'. The '//'
| in conjunction with the 'a' adds not only simple files but also directory
| trees to the archive. I would like to see that as a general feature in
| zoo.

That's not only present, but the default. I suggested it to Rahul and sent him the patches, and he agreed. The : option now disables saving the path on storage, and disables using the path on extract. And you can even use :/ to "use the subdirectory if present but don't create it," although that fell out of the code because it was a feature in 2.01.

I wanted it because every time I post something with subdirectories in c.b.i.p someone forgets to use the //.

--
bill davidsen - davidsen@sixhub.uucp (uunet!crdgw1!sixhub!davidsen)
sysop *IX BBS and Public Access UNIX
moderator of comp.binaries.ibm.pc and 80386 mailing list
"Stupidity, like virtue, is its own reward" -me

1440. Re: Another problem with MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1991-07-21 17:38:53 UTC
From: carter@engr.wisc.edu
Message-ID: <1991Jul21.123854.16736@doug.cae.wisc.edu>
Source record: 230162

I would also like to share some of my problems with my Spectre 3.0
Mega STE combination.

I seem to have reduced problems with System 6.0.4, when running the
Spectre, any other system will not work for some ungodly reason.

System 6.0.4, and my system in general is nowhere near as stable as it
was with my old 1040ST. At 16Mhz I notice the most speed improvement
under MultiFinder.

But with the Cache ON, in this way, things get unstable quickly.

So, my recommendations are to try System 6.0.4, at 16Mhz cache on I
found it the most stable...relatively anyway, to the other choices.

Its pretty good with FInder, so so with Multifinder, needless to say
I wouldn't use 16Mhz cache mode for any serious work for now at least.

8Mhz mode I still don't think its as stable as my old 1040ST, with my
1040ST I could go for days without crash pages, now barely an hour
goes by and my MEGA STE gives me a crash page.

Does Dave have a MEGA STE machine to work on? I hope so!

--Greg

1441. Sozobon C HELP!

Newsgroup: comp.sys.atari.st
Date: 1991-07-21 17:44:52 UTC
From: aa400@cleveland.Freenet.Edu
Message-ID: <9107211744.AA11793@cwns10.INS.CWRU.Edu>
Source record: 230161

I am learning C from C-Manship complete, by Clayton Walnum... I am trying
to use the sozobon c compiler, but I am having a lot of trouble with it.

I have all binaries in sozobon/bin, all lib files in sozobon/lib, all
include files in sozobon/include... My C programs are in sozobon.

To compile a program, I use a pd CLI accessory, because I can't get anything
to work from the desktop.. (Parameters..) Anyway, if I simply type the
filename of the C program I want compiled with cc.ttp by

cc.ttp program.c

I get a "File suffix:"program.c" not known....

I did get it to compile SOME programs by simply placing a quote in front
of the filename, by cc.ttp "program.c

The problem is, for some reason the compiler doesn't recognize some functions,
even though I remember to include the header file... for example, if
I #include <stdio.h> and #include <osbind.h> I get an undef _Random and
undef _abs.... (I am using the functions in the program..)

I checked through the osbind header file, and Random is definitely defined
as xbios(17).. I am not sure about abs, so I went ahead and included
math.h, but that didn't work either! Sozobon C has to be more complete
than that... I know it is!

Please tell me what I am doing wrong... I am not used to using a cli, but
I have no idea how to use cc.ttp with the desktop thing...

Thanks in advance.

--
Marc A. Lombardo User Address:aa400@cleveland.freenet.edu ~ ~ ~
/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/--/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\- ~ ~ ~
Atari ST, MIDI, Music ~~ ~ ~~
~~ ~ ~~

1442. Re: Voice Recognition Units

Newsgroup: comp.sys.atari.st
Date: 1991-07-21 18:21:51 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <680119201.3@therip.FidoNet>
Source record: 230169

It wouldnt work on any atari other then the 8bit computers..
You see, the 8bit and the amiga use bidirrectional joystick ports...
(Remember seeing parallel ports working off the 8bits joystick ports
as cheap printer ports?)
The only way to really do it is make a special interface for the cartrige
port... Use the printer port (which is bidirrectional on the ST..)
Or get a 1040Ste and use its new joystick ports...
(Although since they are not on the new megaste or tt you might be
wasting your time with the extra joystick ports..)

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

1443. Re: Amiga is better then [sic] what???

Newsgroup: comp.sys.atari.st
Date: 1991-07-21 21:52:28 UTC
From: lloyd@freezer.it.udel.edu
Message-ID: <59309@nigel.ee.udel.edu>
Source record: 230168

In article <1991Jul20.215754.1909@csis.dit.csiro.au> dave@caroli.csis.dit.csiro.au writes:
>around eg decent floppy IO. PC/STs floppy disk access is faster than
>the Amigas. Its probably possible to get the Amiga's speed upto or above
>the ST's with a custom track loader but for general file usage the ST's
>is nicer.

Actually the slow speed of the floppies is mostly related to the file
system used. OS 2.0 supports formatting of floppies under the FastFileSystem,
which brings about a twofold speed increase.
The main problem with the hardware that handles Ami drives is that it can't
handle the 500K/sec transfer speeds of high density floppies. The biggest
advantage to it is that while I'm formatting/loading/copying/whatever, the
whole system doesn't screech to an almost-halt (tried changing to a different
window the other day while Corel Draw was exporting clip art to a floppy...
on a 33MHz 386... it worked, but not until Corel finished completely
about 5 minutes later...).

>> Actually, Minix is a cow. it achieves it multi-tasking in a non-efficient
>> manner.
>Excuse me! What a lot of crap.

I'm not too familiar with Minix, but I believe I've heard somewhere that
the 68K version tries to 'artificially' segment memory to retain similarity &
source compatibility with the PC version. This might be completely wrong,
but it is something I've heard...

>Finding such an expansion for my Amiga 1000 is nigh impossible. The
>Lucas board is no longer being made. Plenty are around for 500/2000s.
>
Midget Racer, Mega Midget Racer, ICD's ADSpeed, etc.

--
Gibberish May the Publications Editor, AmigaNetwork
is spoken fork() be Amiga Student On-Campus Consultant, U of D
here. with you. DISCLAIMER: It's all YOUR fault.

1444. Re: An idea for DC Software?

Newsgroup: comp.sys.atari.st
Date: 1991-07-21 22:25:20 UTC
From: jvance1@maxwell.oac.uci.edu
Message-ID: <288A09D0.20810@orion.oac.uci.edu>
Source record: 230170

In article <2419@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>
>(Lauren C. Howard) writes:
>
>> We'd like to be able to boot a disk, copying everything on it to a RAM
>>disk it creates, all done automatically on bootup.
>
>Simplest solution:
>
>Put a shell in the auto folder, and have the startup script
>create the ramdisk, then do the copying. I'm not sure what would
>be the best shell for this. A tos equivalent of init.prg that
>comes with MiNT is what you need.

This can already be done by a number of shareware and freeware prgs.
I think that elfboot will create a ramdisk and copy files to it as one
of its many functions. I use EDISK 2.1 to create the reset-proof
ramdisk then LOADRAM to copy a number of files (via a script) to the
ramdisk. LOADRAM will make folders and copy from any source (ie hard
drive or second floppy). Pretty handy combination.
Not to say that something new from DC wouldn't be welcome... :)

Joachim Vance
jvance@bonnie.ics.uci.edu

1445. Re: An idea for DC Software? (wish list)

Newsgroup: comp.sys.atari.st
Date: 1991-07-21 22:31:07 UTC
From: jvance1@maxwell.oac.uci.edu
Message-ID: <288A0B2B.21049@orion.oac.uci.edu>
Source record: 230171

In article <Rg8552w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>timothyg@ncsa.uiuc.edu (Timothy Gallivan) writes:
>>
>> While everyone is presenting wish lists, how about a spooler that tests
>> the size of a spooled file, mallocs enough memory, then shrinks itself
>> when the file has been printed. Is this possible?
>
>Now this is a really good idea. A printer spooler that shrinks itself to
>match the size of the file (or expands to a maximum limit) would be
>really great.

Actually, a ramdisk that worked like this would be wonderful. I know that it has been discussed here before and something about the way TOS was set up, or something else, prevented this type of ramdisk or spooler. But maybe someone figured out a creative way around this? (There's one for DC to tackle in a week).

Joachim Vance
jvance@bonnie.ics.uci.edu

1446. Re: Another problem with MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1991-07-21 22:45:03 UTC
From: adamd@rhi.hi.is
Message-ID: <3412@krafla.rhi.hi.is>
Source record: 230173

wieninge@uhura.uni-passau.de (Christian Wieninger) writes:

>A friend of mine has problems to run the SPECTRE GCR 3.0 mac-emulator.
>All works fine if there is cache off. When switching cache on it's not easy
>to get the emulator running. In almost every case, SPECTRE termitates
>while booting the mac.

It looks like you might have to set cache off, CPU 8 MHz before starting
Spectre and switch cache on, CPU 16 MHz after Macintosh has booted.
I seem to remember this was needed for Hypercache on an old ST as well.
It could be something to do with Spectre checking that the Mac ROMs are real
ones and not EPROMS, or it might be some other timing problem while Spectre
is initialising the Macintosh system. Either way it is more likely to be an
incompatibility with Spectre than with the STE. If it needs fixing then Spectre
should be changed for the STE / TT, not the other way round. Probably it is
just the Spectre software, not the hardware so it shouldn't be difficult for
Dave to fix if that is in fact the problem. I wouldn't be surprised if he's
already fixed it.

--
Adam David.
(adamd@rhi.hi.is)

1447. Re: Wanted - info on Mega ST 8/16 MHz accelerators

Newsgroup: comp.sys.atari.st
Date: 1991-07-21 23:53:37 UTC
From: jvance1@maxwell.oac.uci.edu
Message-ID: <288A1E81.23458@orion.oac.uci.edu>
Source record: 230172

In article <8042@tekgen.BV.TEK.COM> boblu@tekgen.BV.TEK.COM (Robert Luneski) writes:
>In article <1991Jul16.155922.4047@doug.cae.wisc.edu> carter@engr.wisc.edu (Gregory Carter) writes:
>
>>As I said before, I don't recommend the 20Mhz 68000 upgrade.
>>
>
>I agree that overclocking a chip is a questionable practice.

Weren't most of the original 16Mhz accelerators overclocked 12Mhz 68000s? Motorola (I thought) didn't start making 16Mhz versions of the chip until later. Even if the running of the 16Mhz 68000 at 20Mhz is questionable, It seems that the worst that could happen is your 68K burning out and being replaced Fast Technologies. And I doubt Fast Technologies would try to sell a haphazard accelerator. They do have a reputation to uphold.
Just my opinion.

Joachim Vance
jvance@bonnie.ics.uci.edu

1448. List of TT-compatible programs & program upgrades

Newsgroup: comp.sys.atari.st
Date: 1991-07-22 02:16:38 UTC
From: fsctc@csduts1.lerc.nasa.gov
Message-ID: <1991Jul22.021638.19590@eagle.lerc.nasa.gov>
Source record: 230174

Hi. My TT has finally arrived in my NASA Lewis Friday morning. However, I have found it extremely fraustrating sorting over 30+ MB of programs to find out which works and which doesn't. In addition, there's no indication which of the TT's resolution will work with a particular program. Also, there is no indication whether any upgrades are available for each. Has someone compiled a list of such programs that will run on the TT? And under which resolution? Where can I get it?

Clarence T. Chang, Ph.D.
fsctc@csduts1.lerc.nasa.gov

1449. Re: GNU make ver. 3.59

Newsgroup: comp.sys.atari.st
Date: 1991-07-22 05:55:58 UTC
From: warwick@parasol.cs.uq.oz.au
Message-ID: <2560@uqcspe.cs.uq.oz.au>
Source record: 230183

In <1991Jul20.012520.3171@netcom.COM> rcb@netcom.COM (Roy Bixler) writes:

>I must now specify the absolute path,
>including extension, for every external command in my makefiles. It's
>a pretty serious drawback! Does anyone know of a work-around ... ?

Yes. Declare all of your major tools via macros:

```
CC = D:\bin\cc.ttp
LD = D:\bin\gnu\bin\gcc-ld.ttp
(etc.)
```

in a defaults file.

Then, either include that file:

```
include D:\lib\default.mk
```

```
blah: blah.c
$(CC) blah.c
```

or, MAYBE, call it default.mk in your $HOME directory (I'm not sure whether
that works) to have make include it automatically.

Ciao,
Warwick.
M2C = D:\bin\ftl\m2.prg
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

1450. NEW NEW MEGA STE problem?

Newsgroup: comp.sys.atari.st
Date: 1991-07-22 10:05:19 UTC
From: johnj@echo.philips.nl
Message-ID: <1991Jul22.100519.11721@echo.philips.nl>
Source record: 230176

Last Friday I posted the following:
>I'm almost sorry to post another problem with my MEGA STE
>to the net again, as my previous ones got so many responses.
>
>However, here it is:
>
>My MEGA STE (I mean TOS) sometimes cannot find its floppy drives!
>
>My working room is at the attic of my house (In case that
>my English is not right, I mean on the highest floor).
>And sometimes it happens to be a little hot there,
[..rest of posting deleted..]

I thought it had something to do with the heat, but
it happened last weekend again while temperatures
and humidity were quite normal in my working room
(21 degrees Celcius).

The exact message in the alert box shows:

"Drive A does not exist", when clicking on drive A.
(or "drive B...", when clicking on drive B).

After one or two cold-boots the drives are back again, and
the computer behaves with no problem at all.

I sometimes do boot the system without a floppy drive in the
drive and other times with a floppy in the drive. But up till
now-), I only had this, when starting with an empty drive.
But I'm not sure if this had anything to do with it.

Any comments anyone?

--
John Janssen Email: johnj@echo.philips.nl (has been changed!)
The Netherlands
Work: +31 40 756588 Atari Mega STE, MIDI, C-lab Notator and Unitor.
Priv: +31 77 513177 Astro -Birth/Place/Date/Time you > you.doc

1451. Re: Accelerators for the ST forsale

Newsgroup: comp.sys.atari.st
Date: 1991-07-22 12:46:05 UTC
From: dave@msb.com
Message-ID: <1991Jul22.124605.14243@msb.com>
Source record: 230188
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

I must warn warn prospective buyers of these CMI accelerators. I had one, and it worked as advertised but it had one crucial side effect. I use the ICD SCSI host adaptor with my hard disk, and the CMI board caused random undetectable read errors (loading a picture would include some random pixels here and there). This made the board 100% unusable. For a floppy only system, this would be OK, but other than that, steer clear of the thing except for parts.

I have nothing against the seller, but I'd hate to see someone go through what I did.

I sent my board back to CMI, and they went bankrupt. I lost $300 to those bastards.

If you don't have a hard disk, or you want it for parts, $65 is a good deal... other than that, look into one of the others still supported.

My 2 bits worth.
--
"I look at him, and you know what I see? | dave@msb.com (Dave Lockwood)
Dolls with suction cups on their feet | UUCP: ...!uupsi!mpoint!dave
staring out of car windows." | Sysop of Meetpoint Station BBS
- Daniel Clamp (Gremlins II) | cat flames | mail santa@north.pole

1452. Re: Vector Grahpics

Newsgroup: comp.sys.atari.st
Date: 1991-07-22 13:56:04 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Jul22.135604.1953@magnus.acs.ohio-state.edu>
Source record: 230177

HELP!, WHERE? HOW MUCH? Please let us all know EXACTLY where to find this program! An address/Phone#, internet address etc would be greatly appreciated! As for getting a good screen dump, get BIGSCRN.PRG, the original (I think) virtual screen imulator. Set BIGSCREEN to a really large size, and load the graphic into Calamus. The set the resolution to "printer 1 to 1 size". Then hit ALT-HELP. Bigscreen will write the entire screen to disk as an .IMG file. Since Calamus was set at printer 1 to 1 size. The graphic will be optomized to your printer reolution (set the graphic back to its original size in whatever software you use). Outline Art does not allow you to adjust the magnification to printer 1 to 1, so it does not work as well. Good luck!

1453. Re: Another problem with MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1991-07-22 14:01:44 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Jul22.140144.2072@magnus.acs.ohio-state.edu>
Source record: 230178

In article <1991Jul21.105144.10033@forwiss.uni-passau.de> wieninge@uhura.uni-pa
ssau.de (Christian Wieninger) writes:
>Hello out there,
>
>to the increasing list of errors and problems with the new atari machine
>MEGA STE I have (unfortunately!) to add a new one:
>
>A friend of mine has problems to run the SPECTRE GCR 3.0 mac-emulator.
>All works fine if there is cache off. When switching cache on it's not easy
>to get the emulator running. In almost every case, SPECTRE termitates
>while booting the mac. Once the mac-desktop appears all works well, only
>one program (stuffit deluxe) refuses to work with cache. It costs about
>2 or 3 trials to get the mac on the screen. On the normal MEGA ST there
>are no problems.
>
>Has anybody an idea, what could be an explanation for this?
>Sure the problem could also be the emulator, but as Allan Pratt said,
>there are no differences between the new and the old one atari.
>
>Atari still says this errors occure only on several machinens and
>these ones should be sent back to the dealer to be fixed. This would
>be the third machine I have to get fixed, and on the average this lasted
>about 2 months for the first Atari machines I had.
>So my question is, does Atari already know the error, and how long does it
>last, to get the machine fixed. It would be very nice, if there was any
>answer to this question, cause it's not a single problem.
>
>Good luck for all to get their machines fixed,
>
>Christian.
>

I would guess that the problem is with the MegaSTe, not the Spectre. I have
AdSpeed in my Mega 4 and all works fine with the Cache on. Stuffit Deluxe works
fine too.

1454. Re: Vector Grahpics

Newsgroup: comp.sys.atari.st
Date: 1991-07-22 14:25:24 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Jul22.142524.2398@magnus.acs.ohio-state.edu>
Source record: 230179

>As for getting a good screen dump, get BIGSCRN.PRG, the original (I think)
>virtual screen imulator. Set BIGSCREEN to a really large size, and load the
>graphic into Calamus. The set the resolution to "printer 1 to 1 size". Then hi
t
>ALT-HELP. Bigscreen will write the entire screen to disk as an .IMG file. Sinc
e
>Calamus was set at printer 1 to 1 size. The graphic will be optomized to your
>printer reolution (set the graphic back to its original size in whatever
>software you use). Outline Art does not allow you to adjust the magnification
>to printer 1 to 1, so it does not work as well. Good luck!

ME AGAIN. This was in response to someone mentioning that there was a program
out there that would convert between Outline Art format and some other format.
For some reason the editor here occasionally loses some of the information, as
it did in this case. Sorry!

1455. Re: Vector Grahpics

Newsgroup: comp.sys.atari.st
Date: 1991-07-22 14:33:00 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Jul22.143300.2519@magnus.acs.ohio-state.edu>
Source record: 230180

>As for getting a good screen dump, get BIGSCRN.PRG, the original (I think)
>virtual screen imulator. Set BIGSCREEN to a really large size, and load the
>graphic into Calamus. The set the resolution to "printer 1 to 1 size". Then hi
t
>ALT-HELP. Bigscreen will write the entire screen to disk as an .IMG file. Sinc
e
>Calamus was set at printer 1 to 1 size. The graphic will be optomized to your
>printer reolution (set the graphic back to its original size in whatever
>software you use). Outline Art does not allow you to adjust the magnification
>to printer 1 to 1, so it does not work as well. Good luck!

OK, third times a charm. I don't know what happened to my other post, it got
really scrambled and lost lots of information. I'm looking for any, all, and
the complete information (Telephone#, Address etc.) for Didot Lineart.
Thanks!

1456. Re: Another problem with MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1991-07-22 15:21:24 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <8073@tekgen.BV.TEK.COM>
Source record: 230181

In article <1991Jul21.105144.10033@forwiss.uni-passau.de> wieninge@uhura.uni-passau.de (Christian Wieninger) writes:
>Hello out there,
>
>to the increasing list of errors and problems with the new atari machine
>MEGA STE I have (unfortunately!) to add a new one:
>
>A friend of mine has problems to run the SPECTRE GCR 3.0 mac-emulator.
>All works fine if there is cache off. When switching cache on it's not easy
>to get the emulator running. In almost every case, SPECTRE termitates
>while booting the mac. Once the mac-desktop appears all works well, only
>one program (stuffit deluxe) refuses to work with cache. It costs about
>2 or 3 trials to get the mac on the screen. On the normal MEGA ST there
>are no problems.
>
>Has anybody an idea, what could be an explanation for this?
>Sure the problem could also be the emulator, but as Allan Pratt said,
>there are no differences between the new and the old one atari.

This could be related to the problem that Spectre 3.0 has with the AdSpeed accelerator. Simply put the Spectre GCR would not boot in 16Mhz mode, but would work fine in 8Mhz mode. I contacted Gadgets by Small and was informed that they were aware of the problem and to install a toggle switch to the AdSpeed and manually switch into 16Mhz mode AFTER booting into Mac mode. It works perfectly. Gadgets says the problem will be fixed in V3.1.
This may or may not be related to the problem you're experiencing booting into Mac Mode with the Mega STE accelerator turned on.

---- ----
/\/\/\ Bob Luneski Diamond Back II Support: boblu@tekgen.BV.TEK.COM /\/\/\
\/\/\/ Oregon Research Associates Genie: B.LUNESKI1 \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Phone: (503) 620-4919 \/\/
\/ Tigard, OR 97224 FAX: (503) 639-6182 \/

1457. Re: Sozobon C HELP!

Newsgroup: comp.sys.atari.st
Date: 1991-07-22 15:23:18 UTC
From: brad@bcars241.bnr.ca
Message-ID: <1991Jul22.152318.15321@bigsur.uucp>
Source record: 230182

aa400@cleveland.Freenet.Edu (Marc A. Lombardo) writes:
> I have all binaries in sozobon/bin, all lib files in sozobon/lib, all
> include files in sozobon/include... My C programs are in sozobon.
>
> To compile a program, I use a pd CLI accessory, because I can't get anything
> to work from the desktop.. (Parameters..) Anyway, if I simply type the
> filename of the C program I want compiled with cc.ttp by

First off, just a suggestion -- get gulam from atari.archive and try using it with Sozobon. It's a fairly nice shell and I can say from experience that it works with Sozobon well. It also hashes all the programs in your path so that you can type 'cc' instead of 'cc.ttp' and have the compiler driver execute quite nicely.

One other problem I had was a habit of leaving a trailing `\` in the pathnames defined in the environment variable PATH, which 'cc' choked on.

Of course, if you don't know what the **** I'm talking about, get gulam first and then go through this after looking at the gulam documentation. It's in /atari/cli/gulam.arc and gulamdoc.arc (I think).

> I get a "File suffix:"program.c" not known....

This is strange. I'd blame this on your shell at this point, especially when adding a " character changes the behaviour in random cases. If from gulam you typed 'cc program.c' things should go without a hitch.

> The problem is, for some reason the compiler doesn't recognize some functions,
> even though I remember to include the header file... for example, if
> I #include <stdio.h> and #include <osbind.h> I get an undef _Random and
> undef _abs.... (I am using the functions in the program..)

First off, I'd stick with rand() instead of trying to use the Xbios binding. It's much more portable. srand() is also provided, although for the default rand() implementation does nothing.

I'm not sure where abs() is defined, though if you had gulam you could 'cd sozobon\include ; grep abs *.h'. Once finding the macro definition you could #include the header file it appears in as well.

Also, have you printed out the dLibs manual? This is very important since Sozobon uses this as its default library, and the documentation to it is very clear on what header files must be #included to use certain portions of the library, and which functions are actually macros and where those macros are declared. dLibs and associated documentation should be in /atari/programming/dlibs??.arc (where ?? is the version number).

> I checked through the osbind header file, and Random is definitely defined
> as xbios(17).. I am not sure about abs, so I went ahead and included
> math.h, but that didn't work either! Sozobon C has to be more complete
> than that... I know it is!

Of course, I'm still not sure why Random isn't being defined. I don't have the header file here to look at and you didn't post a code fragment in case the mistake was your own. If you really want to use Random try posting a little bit of the offensive code, and I might have at least a guess.

> Please tell me what I am doing wrong... I am not used to using a cli, but
> I have no idea how to use cc.ttp with the desktop thing...

Well, getting the compile process to work is the first step. Learning gulam before C might seem to be complicating the issue, but believe me the effort put into getting a good shell that lets the compiler process run is worth it. You want to be learning C, not beating your cli into submission.

Once you have that down, if you don't have the docs to dLibs, get them!!! Even if you are typing in from a book (or doing as I am now, and trying to convert Unix sources) knowing when the original programmer made an assumption that just isn't so is important.

Also, if the author divides his source between Megamax, Mark Williams and Alcyon, try going with the Alcyon first.

Last thing is get szadb, which appeared in the newgroups recently and might hopefully show up in atari.archive as well. The debugger's ability to dump it's stack is worth the price alone ;-).

As for the 'desktop thing', forget about it. You do not want to edit and compile etc., without the benefit of a shell. You need to be able to write scripts and use history substitutions at the very least, so that you don't need to type in the arguments to cc.ttp every time the compile process chokes.

> Marc A. Lombardo

brad

ps. This might seem like an awful lot to do, but believe me the benefit of having a flawless shell/compiler environment is worth it. It's just too frustrating to be trying to learn C in the environment you're describing.

1458. Re: Another problem with MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1991-07-22 16:41:40 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <8074@tekgen.BV.TEK.COM>
Source record: 230184

In article <8073@tekgen.BV.TEK.COM> boblu@tekgen.BV.TEK.COM (Robert Luneski) writes:
>In article <1991Jul21.105144.10033@forwiss.uni-passau.de> wieninge@uhura.uni-passau.de (Christian Wieninger) writes:
>This could be related to the problem that Spectre 3.0 has with the AdSpeed
>accelerator. Simply put the Spectre GCR would not boot in 16Mhz mode, but
>would work fine in 8Mhz mode. I contacted Gadgets by Small and was informed
>that they were aware of the problem and to install a toggle switch to the
>AdSpeed and manually switch into 16Mhz mode AFTER booting into Mac mode.
>It works perfectly. Gadgets says the problem will be fixed in V3.1.
>This may or may not be related to the problem you're experiencing booting
>into Mac Mode with the Mega STE accelerator turned on.

This problem only seems to occur on ST's with less than 4 meg memory.

---- ----
/\/\/\ Bob Luneski Diamond Back II Support: boblu@tekgen.BV.TEK.COM /\/\/\
\/\/\/ Oregon Research Associates Genie: B.LUNESKI1 \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Phone: (503) 620-4919 \/\/
\/ Tigard, OR 97224 FAX: (503) 639-6182 \/

1459. Atari ST for sale!

Newsgroup: comp.sys.atari.st
Date: 1991-07-22 16:57:50 UTC
From: hindi@eniac.seas.upenn.edu
Message-ID: <46658@netnews.upenn.edu>
Source record: 230185
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

I have the following computer system for sale:

Hardware

Atari 1040 STfm CPU with 1 Megabyte of memory, built-in 3.5" double-sided disk drive, RF modulator (for hooking computer up to a TV), RF cable, parallel printer port, serial modem port, DMA hard disk port, external disk drive port, cartridge port, power cable, about 1 1/2 year old. In PERFECT CONDITION, CASE NEVER OPENED, NEVER TINKERED WITH.

Atari SC1224 RGB color monitor, volume control, speaker works fine. Picture is beautiful, no flaws or burn-ins, includes power cable and monitor cable.

Atari mouse, two buttons, works perfectly.

Epyx joystick, the kind molded to fit into your hand, VERY responsive, two buttons, works perfectly.

Winner joystick, two buttons on base and one on top of joystick, works works perfectly.

(2) Atari brand joysticks, standard issue with Atari 2600, good for games that take a beating on the joysticks. Both work fine.

Extension cable for mouse or joystick, about four feet long.

Plastic matching covers for computer and monitor, off-white color.

Monitor stand, swivels up and down and turns left and right.

Mouse pad, brown color, no stains or rips.

ORIGINAL WARRANTY CARDS, original boxes, and original manuals for Atari 1040STfm, SC1224, and mouse.

Software

Title: Description:

Dungeon Master EXCELLENT D&D type graphic adventure, one of the best.
Falcon Air combat simulator, has digitized sounds, VERY GOOD.
Defender of the Crown Based on the legend of medieval Britain, like Risk.
TangleWood Off-the-wall type adventure, very strange, fun.
Grid-Iron Footbal simulator, good graphics.
Shuttle Space Shuttle simulator, fun for space-buffs.

ST-Talk Telecommunications program, easy to use.
QuickTran Utilites that compress files on sending end and expand
on receiving end to speed up file transfers.

FaSt Collection of utilites, caches to speed up the ST.
Pro-Copy 1.5 THE BEST copying software program there is!
Haba CheckMinder Allows you to keep your checking account on computer.
BackPack Cartridge that contains alarm clock, calendar, diary,
other useful utilities.

Regent Word Standard word processor, easy to use (no manual).

VIP Professional Excellent spreadsheet program, like Lotus (no manual).

PrintMaster Plus Makes greeting cards, banners, signs, exactly like
Print Shop.

ST X-Press Diskmate Came with magazines, contain useful utilites.
Vol 2, #3
Vol 2, #5
Vol 2, #7

ALL of the software are original disks and contain documentation
(except where noted).

Box of 10 blank double-sided 3.5" disks with hard-plastic disk container.

Plastic disk box with lock and key. (holds about 40 3.5" disks)

This is a COMPLETE package: computer, covers, joysticks, games, word processor,
spreadsheet program, telecommunications program, blank disks, and disk box.

My asking price for ALL of the above (hardware and software) is $450 or best
offer.

--Faeiz Hindi
(hindi@eniac.seas.upenn.edu)

1460. Re: Spectre backups

Newsgroup: comp.sys.atari.st
Date: 1991-07-22 19:21:01 UTC
From: keithj@ux5.lbl.gov
Message-ID: <1991Jul22.192101.29706@csam.lbl.gov>
Source record: 230187

In article <1991Jul21.000044.3554@actrix.gen.nz> Alex.Valdez@actrix.gen.nz (Alex Valdez) writes:
>In article <8053@tekgen.BV.TEK.COM> boblu@tekgen.BV.TEK.COM (Robert Luneski) writes:
>>
>> Diamond Back II will backup and restore Spectre 3.0 paritions.
>>
>
>But how will the backup disks look like? Will they be some form of
>image dump of the partition, or will they be ordinary Spectre disks
>with ordinary Mac files? The latter would be nice, as one could say,
>backup from an ST and restore on a Mac.
>--
>==========Alex Valdez==========
>"Alas sais na naman, oras ng pagdidili-dili...
> Isaisip ang mabuti, ang masama'y iwaksi..."

Diamond Back II does an actual Spectre partition image dump. Though it would have been convenient to perform an actual Mac disk backup, the image dump is not all that bad. It only dumps data that is on a particular partition and not the whole partiton itself.

Keith J Groves

1461. PINBALL on the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-07-22 20:18:18 UTC
From: patrick@hpmcaa.mcm.hp.com
Message-ID: <1991Jul22.201818.10734@hpmcaa.mcm.hp.com>
Source record: 230190

I've heard, but never have seen, of two Pinball Construction type programs
for the ST: Pinball Wizard and Pinball Magic.

ANY Comments on either one?

I have the 8-bit Pinball Construction Set and am looking for an ST Version.

DO YOU HAVE ONE YOU WANT TO SELL???

Contact Me:

```
__
_\/_ /_/_ __ _ . _ /_ /
/\ / (_( / / / /_ /\ _/
```

patrick@hpmcaa.mcm.hp.com

1462. MEGA STE no floppy drive problem?

Newsgroup: comp.sys.atari.st
Date: 1991-07-22 21:57:46 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Jul22.215746.29955@newcastle.ac.uk>
Source record: 230192

In article <1991Jul22.100519.11721@echo.philips.nl>,
johnj@echo.philips.nl (John Janssen) writes:
|>
|>The exact message in the alert box shows:
|>
|> "Drive A does not exist", when clicking on drive A.
|>(or "drive B...", when clicking on drive B).

This sounds very much like a problem that I have with my STe setup (not mega STE). I think the problem is actually not with the STe but with the Segate HD mechanism I have mind you I have never tried to boot on a none STe system so who knows.

My exact setup is STe 2megs, ICD host adapter, 65Meg segate 5 1/4 drive (ST277N-1).

I thought this a little strange so tried another ST277N-1 with the same results. It looks to me that the ST277N-1 will recognise the boot request even if it is not fully ready and imediatly respond to it.

My work arround consisted of writing a small auto folder prog that runs first. This simply checks for the existance of drive a and if it isn't there then do a reboot untill it finds a drive A.

Note, my friends almost exactly the same setup except the ST277N-1 is a 3 1/2 inch ST177N does not have these problems but requires several boots before the HD is recognised as it may not be up to speed so he uses a floopy which contains only coldboot.prg in the auto folder. I believe this is the norm for how ST's work with HD's and has been discussed many times. I actually prefer the behaviour of my system as I can be boot in a short time without a floppy present.

Unfortunatly I accidently deleted the .prg I used while shuffling files on my disk and don't have a backup but will rewite it as soon as possible.

|>
|>After one or two cold-boots the drives are back again, and
|>the computer behaves with no problem at all.

If it is the same problem as mine you will find that if the drive has spun up fully one reset is sufficient to solve the problem, well it allways has been for me.

|>
|>I sometimes do boot the system without a floppy drive in the
|>drive and other times with a floppy in the drive. But up till

|>now-), I only had this, when starting with an empty drive.
|>But I'm not sure if this had anything to do with it.

I must admit I alway boot with no floppy in the drive so I don't know
on this one.

Dave

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

1463. Re: The demise of ST World

Newsgroup: comp.sys.atari.st
Date: 1991-07-23 00:50:12 UTC
From: mathew@mwowm.mantis.co.uk
Message-ID: <A0b8xluu@mwowm.mantis.co.uk>
Source record: 230198

In <1991Jul19.104543.3204@newcastle.ac.uk>, Dave Halliday writes:
>
> I'll reserve judgement on the new look ST User untill I have seen it.
> If the editorial staff from ST World move over to ST User it could be
> very good.

Erm, the "New Look ST User" is the one which has been on the shelves for
the last six months. It's marginally less crap than it used to be now that
the old ST World crew write for it, but it's still pretty dire.

Or is there a NEW new-look ST User?

mathew
--
<< baby mother hospital scissors creature judgement butcher engineer >>

1464. My CMI observations...

Newsgroup: comp.sys.atari.st
Date: 1991-07-23 01:08:13 UTC
From: es2a+@andrew.cmu.edu
Message-ID: <AcWs5xu00Vp_Q2fnx5@andrew.cmu.edu>
Source record: 230193

A friend of mine had a CMI board installed in his 520ST some time ago (before IB Computers "repaired" it into death--but that's another story). He had the "Fast ROM" option, in which the ST accessed ROMs at 16 MHz, making for a *very* noticeable improvement in many OS/screen update/FD/etc. related areas. Of course, this option probably only works for TOS < 1.6, but it was a very interesting idea. Of course, it also allowed you to use a 68881, BLiTTER, etc. in an otherwise non-upgradeable machine. If I had an older ST, I'd certainly consider getting one of these boards to hack around with. He didn't have a HD, so I can't say anything on that point, but from what I observed, it was a reasonably stable accelerator.

-Eric Stuyvesant
es2a+@andrew.cmu.edu || es2a%andrew@CMCCVB || JNET%"es2a%andrew@CMCCVB"
al782@cleveland.Freenet.Edu || {uunet,harvard}!andrew.cmu.edu!es2a
"To hate is to study, to study is to understand, to understand is to appreciate, to appreciate is to love." -John A. Wheeler
Go MEMS!

1465. SUMMARY: Quest for a wordprocessor

Newsgroup: comp.sys.atari.st
Date: 1991-07-23 03:30:28 UTC
From: bremner@cs.sfu.ca
Message-ID: <1991Jul23.033028.16043@cs.sfu.ca>
Source record: 230195

As promised, a summary from my quest for a word processor.

Thank you to David Butler, Steve Jacobs, Don Petcher, and several others whose mail I destroyed inadvertantly.

I had one recommendation for WordUp 3.0, but it came with the sad news that NeoCept has gone the way of the dodo. Is this so?

Several people recommended Word Flair. I can't seem to find it anywhere. Is there a demo I could check out or an address for the publisher?

Also there are rumours of WordPerfect version 5. Of course there have been such rumours for several years now, so I'm a little suspicous.

Did I miss anything important?
--
bremner@cs.sfu.ca ubc-cs!fornax!bremner

1466. Plea for help <-- dead 1040!

Newsgroup: comp.sys.atari.st
Date: 1991-07-23 04:26:21 UTC
From: yonder@netcom.COM
Message-ID: <1991Jul23.042621.9805@netcom.COM>
Source record: 230191

My ST just died. I never had any real problems before. It was just sitting there and then bam... Buncha bombs.. So, I turned it off and back on.. No use, it will come up and give me more bombs, some times it will keep resetting itself. The screen comes up garbled. My guess is my Power Supply is gone, is this typical for a bad power-supply? The supply voltages read ok: approx 4.9x and 12.x volts. My main question is, how many watts are these supplies? I would like to just go out and get a (read cheaper than atari replacement) supply, but I'm not sure how much juice I need. I have disconnected everything from the computer, so it is not my hard-drive or anything. Well, anybody got any tips? This is just my luck.. I have a SyQuest and a Spectre GCR in the mail and I need my computer for school-work (I'm typing on the old 8-bit now). Oh, yah, the number of bombs is not always the same... Real flakey. It is strange cuz it was just sitting there, working fine... uhg....

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

1467. You can't get there from here

Newsgroup: comp.sys.atari.st
Date: 1991-07-23 04:50:20 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Jul23.045020.4988@lsuc.on.ca>
Source record: 230194

This last couple of weeks has been building to a very bad day today wherein mainly I sat around doing nothing in particular, taking my mind off my recent activities. It goes like this:

1st Priority Project:

This project was written with Sozobon C and I'm at a crucial stage. I want to port it to Lattice *now* before it progresses because I'm heading into a lot of stuff that's going to probably require a substantial rewrite if I port it later. I seem to have hit a genuine major compiler bug. I call it "major" because the compiler refuses to generate the linking file. Since the compiler designer felt it was that important a bug, I'm not going to argue about it. But at the point the bug occurs, I haven't done much in the program at all. It occurs in the very first module which doesn't do much more than declare the global variables and call a few fairly straight forward functions like "printf()". I've sent a bug report to the distributor and I'm awaiting a reply by mail. So what should I do with my most important project I have? Do I go back to Sozobon and continue it or let it sit?

The answer depends on what my "next priority" job is. That job was to develop something for the Portfolio. I eventually got PBASIC 4.5 and it looked like it would do the job. So I started, and guess what? I found a bug in the PBASIC interpreter. I don't have any other tools to develop for the Portfolio right now. I'm waiting for the mythical BASIC compiler. That sounds like a likely way to do what I want to do. I'm preparing a bug report, but I haven't decided whether to send the money (something like $40.00) for the manual and proceed with this project or wait for a compiler language to become available for the Portfolio. What to do? Push ahead or let it sit?

That depends on what my *next* highest priority job is. Well, this is a fresh program to be written in Lattice C. Now you might feel that I should write off this project immediately because of the problems noted above. But that's not necessarily the case. It may be that if I start a whole new project I'll be able to work it up slowly and maybe isolate and avoid the bug I was running into with the program above. Besides which, it means I have an opportunity to try the WERCS resource construction system they provided. So I started into this. WERCS works fairly well. I was pleased with most of the functions and I built what I expect is a very good menu system. WERCS creates a ".H" file to include. So I started writing the program. The program consists of a couple of "include" statements, a "return 0" at the and and a single function call reading the ".RSC" file into GEM system memory. Guess what? The first stages of the compiler worked.

But just to be safe I decided to compile all the way to an object file. The linker choked. It couldn't find a couple of referenced functions as far as I can tell. Nothing I found in the manual points to an obvious solution. I expect I'll go back and find the problem tomorrow. Surely it can't *really* be the compiler. Not *this* early in the development. I expect I'm probably using the wrong "stub" file. They provide a few. But if a specific "stub" is necessary just because I'm using a ".RSC", then I think they should have said so in the manual, in the description of the function call. I think it's either that or it has to do with the type of executable. The file created was a .TTP and I expect I should be making a .PRG.

Anyway, having dropped down 2 "priority levels" in my projects, I decided to rest a bit and think about what I'm going to do for the rest of the week. Go back to the top priority project? The 3rd priority project appears most likely to be solvable. Gee. Wouldn't it be funny if *none* of the tools I have are capable of doing *any* of these 3 jobs? Ah yes, the old "you can't get there from here" routine. Very funny indeed, right?

Anyway, just to take my mind off the above stuff, I thought I'd give Atari a hint about what I think should be on *their* priority list:

1. An upgrade kit for 1.44 Meg floppies for 1040STf's. It's surprising how much I can do with a 1040STf and 2 720K floppies. But I certainly could use the space if I could make do with roughly have the floppies that I currently have lying around.

2. A debugged TOS for the 1040STf. Surely by now, ...
The only real change I'd ask for is a new floppy driver that gets rid of the random serial number system which turned out not to have sufficient advantage to justify the danger of using it in an environment where people have true MS-DOS machines and want to be able to swap floppies freely without problems. Such a driver would, of course also be designed to support the 1.44 Meg floppies this time around.

Surprise! That's all I'll ask for. I'd be really happy to see more improvements in the Atari product line, Atari corporate policies and whatever, but if I only ask for this much, I think it would be reasonable if they give it serious consideration. It certainly doesn't sound impossible for the coming year.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

1468. Re: PD BBS software for Atari-ST.

Newsgroup: comp.sys.atari.st
Date: 1991-07-23 05:41:50 UTC
From: Robert.Elsinga@p10.f301.n282.z2.fidonet.org
Message-ID: <fido_2_282/301.10_288bc26b@linn.fidonet.org>
Source record: 229977

In a message of <10 Jul 91 21:03:43>, elrond@frmug.fr.mugnet.org
(2:320/100.1) writes:

e> -MSGID: 2:320/100.1 288b7725
e> From: elrond@frmug.fr.mugnet.org (Bertrand Petit)
e> Newsgroups: alt.bbs,comp.sys.atari.st
e> Organization: Minix User Group France
e>
e>
e> I am seeking for a public domain or freeware BBS software for the
e> Atari-ST. I can't afford shareware because i have bought QuickBBS ST
e> and dropded it last week. This program is a shame: full of bugs. I
e> nearly must reboot the computer between each calls.

What? I can't believe that... I know several QBBS/ST BBS and *none* of them is
having trouble of some sort... but maybe you did something wrong? All the
other people who are using QBBS/ST 1.02 are very happy with it!

Robert Elsinga =8-)

Robert_Elsinga%p10.f301.n282.z2@hippo.slcdec.dfv.rwth-aachen.de
---
Co-sysop * Atari BBS Connection * Leeuwarden NL
Robert.Elsinga@p10.f301.n282.z2.fidonet.org
or tfd.com!afp!gna!linn!p10.f301.n282.z2.fido!Robert.Elsinga

1469. Re: Plea for help <-- dead 1040!

Newsgroup: comp.sys.atari.st
Date: 1991-07-23 10:28:43 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Jul23.102843.14723@newcastle.ac.uk>
Source record: 230196

In article <1991Jul23.042621.9805@netcom.COM>, yonder@netcom.COM
(Christopher Russell) writes:
|>My ST just died. I never had any real problems before. It was just
|>sitting there and then bam... Buncha bombs.. So, I turned it off and
|>back on.. No use, it will come up and give me more bombs, some times
|>it will keep resetting itself. The screen comes up garbled. My guess
|>is my Power Supply is gone, is this typical for a bad power-supply?
|>The supply voltages read ok: approx 4.9x and 12.x volts. My main question
|>is, how many watts are these supplies? I would like to just go out and
|>get a (read cheaper than atari replacement) supply, but I'm not sure how
|>much juice I need. I have disconnected everything from the computer, so
|>it is not my hard-drive or anything. Well, anybody got any tips? This
|>is just my luck.. I have a SyQuest and a Spectre GCR in the mail and I
|>need my computer for school-work (I'm typing on the old 8-bit now). Oh,
|>yah, the number of bombs is not always the same... Real flakey. It is
|>strange cuz it was just sitting there, working fine... uhg....
|>

Hay, wow this sounds like one of the common faults for early ST's. The quick solution is hit the machine well drop it from about 3inches onto a solid serface. Perhaps a little more explanation is in order. The earlyer ST's used lots of socketed chips and after a while the chips work a little loose, this causes some very flaky results much like the ones you are seeing. If the rough method of fixing unseated chips doesn't appeal (I don't think it does to me) then take the cover off the machine and simply press all the socketed back down.

Dave Halliday

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

1470. Re: SUMMARY: Quest for a wordprocessor

Newsgroup: comp.sys.atari.st
Date: 1991-07-23 12:50:53 UTC
From: rost@aqua.enet.dec.com
Message-ID: <5727@ryn.mro4.dec.com>
Source record: 230199

In article <1991Jul23.033028.16043@cs.sfu.ca>, bremner@cs.sfu.ca (David Bremner) writes...
>I had one recommendation for WordUp 3.0, but it came with the sad news
>that NeoCept has gone the way of the dodo. Is this so?

Atari now owns WordUp. They are threatening to actually start selling it!

>
>Also there are rumours of WordPerfect version 5. Of course there have
>been such rumours for several years now, so I'm a little suspicous.

Rumors have it that Atari was going to kick in $$ to see WordPerefcet 5 happen,
but than changed their minds when they bought WordUp. Smooth....

Brian Rost @rgb.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

1471. *=- for sale MEGA-4 -=* b/o as of Aug.10

Newsgroup: comp.sys.atari.st
Date: 1991-07-23 13:40:55 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <22012@cuphub.cup.edu>
Source record: 230058

```
FOR SALE to highest bidder: MEGA-ST 4

with TOS 1.2

HIGHEST OFFER ACCEPTED AS OF AUGUST 10.

Contact this net address with mail marked "M4-BID"
with your name address and phone (work/home).

-Dan Karbowsky
```

1472. undlete util for HD????

Newsgroup: comp.sys.atari.st
Date: 1991-07-23 13:47:15 UTC
From: asedm@acad2.alaska.edu
Message-ID: <1991Jul23.094715.1@acad2.alaska.edu>
Source record: 230200

Does anyone know of a good undlete utility to use with a hard-drive?
I have a Seagate with supra controller/software and TOS 1.0 :-(
if it matters...

I tried dlii-024 but it trashed my drive (not very helpful...)

I would appreciate any answers...

Ed Miller (asedm@acad2.alaska.edu)

1473. Must have's...

Newsgroup: comp.sys.atari.st
Date: 1991-07-23 15:51:27 UTC
From: dnebing@bgsuvax.UUCP
Message-ID: <7833@bgsuvax.UUCP>
Source record: 230197

Hello, everyone. A friend of mine recently got an
atari 1040 st, and I told him I would try to find some PD or
shareware stuff for him.

My question is: What (and where) are the apps, etc.
that would be considered _manditory_ to have? Rephrased, what
should I look for to get for him?

If you could help me out with this, I would appreciate
it a great deal. Please e-mail your responses, I will post a
follow up message if desired. Thanks in advance,

David Nebinger
dnebing@opie.bgsu.edu

1474. Re: Zoo 2.1 - archive whole dir structure?

Newsgroup: comp.sys.atari.st
Date: 1991-07-23 16:15:51 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jul23181551@orion.laas.fr>
Source record: 230093

[The following accidently went to alt.sources.d when it was actually
Atari specific]

I believe the version of zoo from cs.uni-sb.de had an `r' option in
order to do recursive archival. Of course, it is bigger and then
again it is not 2.1.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Telephone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
THINK: Due to IMF & World Bank policies 100 million Latin American children are
living, eating, and sleeping in the streets -- Le Monde Diplomatique

1475. OSI Personal Pascal bug

Newsgroup: comp.sys.atari.st
Date: 1991-07-23 17:42:47 UTC
From: crichmon@digi.lonestar.org
Message-ID: <1991Jul23.174247.10466@digi.lonestar.org>
Source record: 230053
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I believe I have found a but in my Personal Pascal V2.0
compiler. Since Optimized Systems Software (OSI) is no
longer in business, does anyone still support this compiler?
Can anyone direct me to the people in Germany who actually
wrote this compiler?

Please respond as soon as possible, because I may not have
this account much longer.

Thanks in advance for any help . . .

--

- -
Charles Richmond crichmon@digi.lonestar.org

1476. Multisynch and other monitors (Help!)

Newsgroup: comp.sys.atari.st
Date: 1991-07-23 18:56:06 UTC
From: snoret@unx.sas.com
Message-ID: <1991Jul23.185606.18946@unx.sas.com>
Source record: 230052

First of all, I want to say thanks to those of you kind enough to send replies to my Video Key inquiry. Your help is greatly appreciated!

Anyway... Does anyone have any (reasonable) suggestions, recommendations, tips, leads, etc. on a good multisynch or other compatible monitor for a 1040STf? I am on a budget, but I don't fancy the idea of two monitors in my tiny, cluttered home computing area.

Are gray-scale multisynchs any good? What makes and models offer the most reasonable compromises between quality and price? Since I have an Apollo DN3500 at work (only B+W, but great resolution), I'm not necessarily confined to color, but would like to have all three resolutions available to me. (But I'd like to have colors... I just would like to be able to retain ownership of my major limbs and organs :)

If this info has been posted in the past, or in FAQ, please forgive me. I'm still really new to the net, and until later next month, don't have ftp access to the archives. If you'd like, you can reply directly to my e-mail address, or to the net if it's worthwhile.

Thanks a whole helluva lot in advance!

Rick

--
/\
| | Rick Tatem
| | snoret@unx.sas.com
/| |\

1477. Magic Shadow Archiver and Audio.MSA

Newsgroup: comp.sys.atari.st
Date: 1991-07-23 19:20:09 UTC
From: jbunch@isis.cs.du.edu
Message-ID: <1991Jul23.192009.9686@mnemosyne.cs.du.edu>
Source record: 230051

Hello,

I would like to try out audio on terminator, but it is in an lzh
archive and is MSA'ed. I have no problems un-lzh'ing it, but cannot
for the life of me get it from the MSA file to disk.... I have tried
numerous times to no avail. I would really like to try this program.
Would anyone be willing to just arc/lzh the disk without MSA for me?

John.
--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * jbunch@isis.cs.du.edu

1478. digittal sample playback question

Newsgroup: comp.sys.atari.st
Date: 1991-07-23 21:30:57 UTC
From: trux@beyond.caltech
Message-ID: <TRUX.91Jul23143057@beyond.caltech>
Source record: 230057

Hello ST community,
I wonder if anyone knows anything about how digitized sounds are played back on an Atari ST. I have a digitizer for my IBM which produces a file of size [4000 Bytes for each second of digitized sound]. I want to use these files with my ST. Each byte corresponds to one of 256 different voltage levels to be applied to an analog speaker. A large difference between two consecutive bytes produces a loud 'click' and a small difference produces a small click.

I tried playing a constant tone over the Atari's speaker and setting the volume (0..15) 4000 times per second, but this has 1/16th the resolution of my digitized sample and the replay quality is VERY poor.

I know that impressive digital replay is possible on the ST, any ideas how?

Thank you,
-trux
(trux@through.ugcs.caltech.edu)
--
****
* Flem Snopes *
* Dabney 1-58 " From childhood's hour I have not been *
* Caltech As others were--I have not seen *
* Pasadena, CA As others saw--I could not bring *
* 91126 My passions from a common spring-- " *
* *
* trux@swedish.chef.bork.bork.bork.ugcs.caltech.edu *
****

1479. Laser driver for St-Writer?

Newsgroup: comp.sys.atari.st
Date: 1991-07-23 21:34:43 UTC
From: carlos@garfield.cs.mun.ca
Message-ID: <1991Jul23.213443.29146@garfield.cs.mun.ca>
Source record: 230054

Where can I find a laserjet or postscript driver for ST-Writer (version
4.1) ?
--
\\\
C. Miguel Borges ||| Memorial University of Newfoundland
carlos@garfield.cs.mun.ca ||| ATARI St. John's, Newfoundland
an630@Cleveland.Freenet.edu / | \ Canada.

1480. Atari Twist (Was: Plea for help <-- dead 1040!

Newsgroup: comp.sys.atari.st
Date: 1991-07-23 21:38:44 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Jul23.213844.4116@watmath.waterloo.edu>
Source record: 230055

In article <1991Jul23.102843.14723@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:
>In article <1991Jul23.042621.9805@netcom.COM>, yonder@netcom.COM
>(Christopher Russell) writes:
>|>My ST just died. I never had any real problems before. [...]
>
>Hay, wow this sounds like one of the common faults for early ST's. The quick
>solution is hit the machine well drop it from about 3inches onto a solid
>serface. Perhaps a little more explanation is in order. The earlyer ST's used
>lots of socketed chips and after a while the chips work a little loose, this
>causes some very flaky results much like the ones you are seeing. If the rough
>method of fixing unseated chips doesn't appeal (I don't think it does to me)
>then take the cover off the machine and simply press all the socketed back
>down.

Some users reported that the Atari Twist help them. This is similar to the three inch drop, because you hold it about that high to do the twist, but it seems much more gentle to me.

Grip the case firmly at each end. Twist the right hand toward you and the Left hand away from you, flexing the case. Then reverse the directions. If the chips have not popped out, this flexing action might re-establish contact.

--
Prof Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
Obsolescent?: ljdickey@watmath.waterloo.edu BITNET/EARN: ljdickey@watdcs
UUCP: ljdickey@watmath.UUCP ...!uunet!watmath!ljdickey

1481. Gemini and .APPs...

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 01:12:34 UTC
From: umhagma1@ccu.umanitoba.ca
Message-ID: <1991Jul24.011234.12997@ccu.umanitoba.ca>
Source record: 230064

Excuse my stupidity, but what are (and how do you use) .APP files?
That's all that Gemini comes as and it confuses me.

Also, Gemini is only supposed to work with TOS 1.02 or greater. I'm
really not sure what TOS version I have. I tried using TOSVERS.PRG and
it told me that I have TOS 1.0. It could be correct but I'm unsure.
I have a 520STfm which had an old single sided floppy built in.

Can anyone give me info?

Thanks.
Brett
umhagma1@ccu.umanitoba.ca

1482. Re: Plea for help <-- dead 1040!

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 01:49:08 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2623@uqcspe.cs.uq.oz.au>
Source record: 230056

(Dave Halliday) writes:

>(Christopher Russell) writes:
>|>My ST just died. I never had any real problems before. It was just
>|>sitting there and then bam... Buncha bombs..

>Hay, wow this sounds like one of the common faults for early ST's. The quick
>solution is hit the machine well drop it from about 3inches onto a solid
>serface. Perhaps a little more explanation is in order. The earlyer ST's used
>lots of socketed chips and after a while the chips work a little loose, this
>causes some very flaky results much like the ones you are seeing. If the rough
>method of fixing unseated chips doesn't appeal (I don't think it does to me)
>then take the cover off the machine and simply press all the socketed back
>down.

Or, if they aren't socketted, then you've probably got a dry joint that has
come loose. I guess a good eye and a soldering iron would be the tools then.

I doubt it has anything to do with the power supply. If you've got bombs, then
some OS is alive (they aren't hardware sprites :-]/:-[).

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

1483. Multisync Monitor question

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 02:44:01 UTC
From: revpk@cellar.UUCP
Message-ID: <3Rik63w164w@cellar.UUCP>
Source record: 230067

I'm led to believe that, with a Multisync monitor, I'd be able to use
both monochrome and color resolutions on my ST.

My question is: Does it matter just what kind of Multisync monitor I
get? I've seen some 2Ds as low as two hundred dollars-- would it workl with
an Omniswitch?

"""

Brian Siano, Delaware Valley Skeptics
Rev. Philosopher-King of The First Church of the Divine Otis Redding
revpk@Cellar.UUCP "Ecrasez l'enfame!" - Voltaire
"""

1484. MiNT library patchlevel 10 now available

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 03:37:11 UTC
From: ersmith@ria.ccs.uwo.ca
Message-ID: <3843@julian.uwo.ca>
Source record: 230059
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've uploaded the source code and binaries for the patchlevel 10 of
the MiNT library to atari.archive, in the mint directory. There are
a *lot* of changes from patchlevel 8; most are cosmetic (removing
various compiler warnings) but there are some significant bug fixes
as well.

Most notable of the fixed bugs was one in open(); the old version was
passing the "mode" argument unchanged to Fopen. This was a *very* bad
thing to do; in fact, only the lower 2 bits (O_RDWR, etc.) should
be passed. It doesn't matter (much) in the current version of MiNT,
but it could cause very severe problems in future versions of MiNT.
I would strongly suggest that you recompile all your MiNT programs
with the newer library (or at least with a fixed open()) so that
the transition to MiNT 0.9 won't be quite as painful :-(.

Other changes include drastic changes to the include files to handle
prototypes more easily, and to improve portability to other compilers.
I've also incorporated many of the changes to the "standard" gcc
library that Jwahar Bammi has been maintaining (thanks, bammi!).
--
Eric R. Smith ersmith@julian.uwo.ca ersmith@uwovax.bitnet

1485. Re: Gemini and .APPs...

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 04:00:27 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <155704@unix.cis.pitt.edu>
Source record: 230069

In article <1991Jul24.011234.12997@ccu.umanitoba.ca> umhagma1@ccu.umanitoba.ca (Dr. Phrancinstyne) writes:
>Excuse my stupidity, but what are (and how do you use) .APP files?
>That's all that Gemini comes as and it confuses me.
>
>Also, Gemini is only supposed to work with TOS 1.02 or greater. I'm
>really not sure what TOS version I have. I tried using TOSVERS.PRG and
>it told me that I have TOS 1.0. It could be correct but I'm unsure.
>I have a 520STfm which had an old single sided floppy built in.

APP files are basically the same thing as PRG files (you runthem the same,etc). Look at your DESKTOP.INF file, and notice that the line with *.PRG and the line with *.APP are virtually identical...

As for your TOS version, it probably is TOS 1.0. You could either upgrade to 1.4 (recommended) or I believe use the VENUS file instead of GEMINI (very similar, but I think with a couple options missing)...

Robert Anisko
rjast1@unix.cis.pitt.edu

1486. Kings Quest IV

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 04:29:25 UTC
From: ahendo@suna.mqcc.mq.oz.au
Message-ID: <1248@macuni.mqcc.mq.oz>
Source record: 230061

Does anyone know how to satisfy the ghost baby and get behind the waterfall
in Kings Quest IV ? I've tried for ages and I'm stuffed if I can.

thanks in advance .

--
_-_|\ ahendo@suna.mqcc.mq.oz.au
/ \ Computing Services, My opinions are mine.
_.-._/<--- Macquarie University, Worthless,crazy and even
v Sydney, AUSTRALIA. stupid, but MINE.

1487. Sticking a 30/60MB drive in my SH204?

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 04:49:00 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <9173@jhunix.HCF.JHU.EDU>
Source record: 230060
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

HELP!

I've asked this before, but I lost the responses I got.

I would like to know if anybody has successfully upgraded the Atari SH204 to another size. I know that using other software like Supra's I could install any drive I'd like, but what if I were to use Atari's HDX 3.01?

What are the drives that Atari uses in the Megafile 30's or 60's? I would like model #'s etc.

Thanks in advance.

Dom

1488. Audio Players

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 05:21:10 UTC
From: k_mullin@oz.plymouth.edu
Message-ID: <1991Jul24.052110.7769@oz.plymouth.edu>
Source record: 230062

Hello,

Is there an audio player that plays a series of
.snd or converted files? I have one that plays one at a
time, but I'm looking for one that will play numerous
sound files one after the other without reloading between
them. Any help would be much appreciated. Thanks..

~Keith Mullins
k_mullin@oz.plymouth.edu

--
_-_-_-

1489. Re: Audio Players

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 06:55:18 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2647@uqcspe.cs.uq.oz.au>
Source record: 230063

k_mullin@oz.plymouth.edu (Keith J. Mullins) writes:

> Is there an audio player that plays a series of
> .snd or converted files? I have one that plays one at a
> time, but I'm looking for one that will play numerous
> sound files one after the other without reloading between
> them. Any help would be much appreciated. Thanks..

I have written one that loads and plays simultaneously. I'm not sure
what the transfer rate is from floppy, but from harddisk it works a charm.
The Rhythm Nation sound files are great in succession. I guess you'd only
have to transfer 10K per second or so - floppies are that fast aren't they?

Also, it gives you the option of not calling them .snd files, but renaming
them to .<100HZ> files where eg., bell.80 would play at 8KHz. Of course,
you can ask it to play them at any speed with command-line options.

I will uploaded it to atari.archive as soon as the Holy Trinity is fullfilled
(I'm at home, No-one is on the phone, and I remember). Before I do, get in
quick and tell me anything else that should be added, considering it is NOT
a GEM application (is there a need for one?)

Ciao,
Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

1490. Re: The demise of ST World

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 09:16:27 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Jul24.091627.15352@newcastle.ac.uk>
Source record: 230065

In article <A0b8xluu@mwowm.mantis.co.uk>, mathew@mwowm.mantis.co.uk
(Million Headed Monster) writes:
|>In <1991Jul19.104543.3204@newcastle.ac.uk>, Dave Halliday writes:
|>>
|>> I'll reserve judgement on the new look ST User untill I have seen it.
|>> If the editorial staff from ST World move over to ST User it could be
|>> very good.
|>
|>Erm, the "New Look ST User" is the one which has been on the shelves for
|>the last six months. It's marginally less crap than it used to be now that
|>the old ST World crew write for it, but it's still pretty dire.
|>

I couldn't agree with you more but who knows what a full merger will yeild?

|>Or is there a NEW new-look ST User?

Ar, I think it is due to change again. Games in a pull out section etc. One
thing I think they must do is get someone that knows the ST to answer to
write the Problem and letter paged, these pages are poorly written and often
simply incorrect.

Dave Hallliday

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

1491. Re: Audio Players

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 11:24:41 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2656@uqcspe.cs.uq.oz.au>
Source record: 230066

In <2647@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>I will uploaded it to atari.archive as soon as the Holy Trinity is fullfilled
>(I'm at home, No-one is on the phone, and I remember). Before I do, get in
>quick and tell me anything else that should be added, considering it is NOT
>a GEM application (is there a need for one?)

Viola! I remembered - I've just uploaded it. Man page and all.

Called "mplay.arc" to avoid confusion with Dave's "play" program.

And yes, it does load and play well from floppies.

Enjoy,
Ciao,
Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

1492. Re: The demise of ST World

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 11:30:38 UTC
From: cczcole@unicorn.nott.ac.uk
Message-ID: <1991Jul24.113038.24357@cs.nott.ac.uk>
Source record: 230068

In article <A0b8xluu@mwowm.mantis.co.uk> mathew@mantis.co.uk writes:
>In <1991Jul19.104543.3204@newcastle.ac.uk>, Dave Halliday writes:
>>
>> I'll reserve judgement on the new look ST User untill I have seen it.
>> If the editorial staff from ST World move over to ST User it could be
>> very good.
>
>Erm, the "New Look ST User" is the one which has been on the shelves for
>the last six months. It's marginally less crap than it used to be now that
>the old ST World crew write for it, but it's still pretty dire.
>
>Or is there a NEW new-look ST User?
>
The August copy says that the New new-look ST User will feature ST World
incorporated within its pages, so it will be another re-vamp.
Personally I object to the current new-look being written for 10 year olds
by (seemingly) 10 year olds - a picture of Bart Simpson on the front of a
recent edition says it all, I think.
Hopefully the writing style and coverage, will change for the better (and
elder!), but I guess not.
Still none of the ads. in it are mentioning Mega STEs for sale - anyone
in the UK got one yet, and if so, for how much?

Marlon Cole
Systems Programmer
Cripps Computing Centre
University of Nottingham.

1493. Re: GNU make ver. 3.59

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 12:59:08 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jul24145908@orion.laas.fr>
Source record: 230095

```
[ I tried replying to Warwick directly but I get that
warwick@parasol.cs.uq.oz.au is an unknown user. Sorry for the
unnecessary bandwidth.

----- Transcript of session follows -----
While talking to parasol.cs.uq.oz.au:
>>> RCPT To:<warwick@parasol.cs.uq.oz.au>
<<< 550 <warwick@parasol.cs.uq.oz.au>... User unknown
550 <warwick@parasol.cs.uq.oz.au>... User unknown

]

Which make v. 3.59 are you using? The one from a.a? In mine I do
*not* have to specify the complete path, but only the .ttp file
extension:

TEX = latex.ttp

Otherwise, it and v. 3.54(?) would have trouble finding the file.

Cheers,

Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==============================================================================
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==============================================================================
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#
```

1494. HELP!!! with lharc

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 13:05:34 UTC
From: oconnor@vino.dec.com
Message-ID: <24886@shlump.lkg.dec.com>
Source record: 230070

Hi,

I'm not trying to start a falme war or anything but I need to know which lharc
will work with these 2 files:

cocktail.lzh
gods.lzh

I have lharc 0.51 it extracts the files and gives me one unamed file but no
real files. While running, it says each individual file exists but it does
appear to extract them. But when it is done I just get this one unnamed file.

Any ideas or someone who can tell me which version of lharc to use
would be most helpful and appreciated.

Thanks in advance.

Joe

1495. Word Perfect and fonts

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 13:41:24 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Jul24.134124.20465@rodan.acs.syr.edu>
Source record: 230071

I don't believe WP uses gdos fonts, so I was wondering if any
of the font manipulators out there will allow you to use
different fonts with WP for the ST? I'd even be interested if
a program allows you to replace the system font...as long as
WP doesn't simply override that and return to the original
system font when it loads.
Does anybody have any ideas?
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu

1496. Powerdrone

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 15:08:31 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jul24.150831.7376@mailer.cc.fsu.edu>
Source record: 230072

I just got my new Current Notes, and there is a liquidation ad from
Bare Bones Software (Never heard of them, by the way). The poster
looking for Powerdrone my be interested that it is offered for $19.95
in this ad.

The number is 1-800-638-1123

I am in no way connected with this company, CN, etc. Just FYI.
--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-----------------------------------

1497. Wanted: Digitizer for ST

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 15:44:27 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Jul24.154427.19645@oz.plymouth.edu>
Source record: 230075

Hello,

I'm looking for a sound digitizer for the ST. I remember
a few years ago that there were a couple models which plug into the
cartridge port. I would like a mic jack as well as normal audio input
like from a CD player if that type of thing is available.

Please reply E-mail

Stephan

--
\/\/\/

1498. DigiStuff (latest versions of digital sample utilities) available

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 15:54:19 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Jul24.155419.29662@wam.umd.edu>
Source record: 230073

Well it's been over a year since I've updated the copies of Beep, Digitial Keyclick, Digivec, Play, etc. at atari.archive, so I've made a new archive which contains the latest versions of all these and more.

Here's an exerpt from the doc file that comes with it, FYI:

The accompanying self-extracting archive contains the following digitized sound utilities:

```
Program Ver. Function
------- ---- --------
Beep v1.5 Replace system beep with digital sample
Digital Keyclick v1.7 Replace keyclick with digital samples
Digivec v1.5 Trigger digital samples on system errors
QD Play v1.7 Play sounds from desktop or AUTO folder
st2hippo v1.2 Convert ST format sounds to Hippo format
hippo2st v1.2 Covnert Hippo format sounds to ST format
sparc2st v1.0 Convert SparcStation .au files to ST format
```

The most notable improvment in the AUTO folder programs is support for alternate D/A devices like the Hippo/Navarone and ST Replay digitizers. QD Play now has a -r option to play sounds in reverse. All of the utilities have been made much more robust since the first versions.

Note that all are FREE except for Digital Keyclick, which is SHAREWARE. If you like any of the programs, please send in the $15 registration fee for Digital Keyclick. See the Digital Keyclick doc file for info on what you'll get when you register. If you've already registered, thanks a bunch!

This should be available from atari.archive.umich.edu in the next few days. Look for it initially in atari/newitems/digistuf.arc, then later in atari/sound/players/digistuf.arc.

Please let me know if there are any problems.

Dave Baggett
dmb@wam.umd.edu

PS> If anyone would like to loan me an STe, I'll be more than happy to make these work with DMA sound! (A TT would be fine too.) :-/

1499. Re: Word Perfect and fonts

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 16:04:52 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1991Jul24.160452.13609@ccu.umanitoba.ca>
Source record: 230074

In article <1991Jul24.134124.20465@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>I don't believe WP uses gdos fonts, so I was wondering if any
>of the font manipulators out there will allow you to use
>different fonts with WP for the ST? I'd even be interested if
>a program allows you to replace the system font...as long as
>WP doesn't simply override that and return to the original
>system font when it loads.
>Does anybody have any ideas?

A couple of years ago I needed some special characters in a document I was working on. I tried replacing the system font using font.ttp, and also some accessory that does a similar trick (the name escapes me right now), but in each case WP just reverted to using the normal system font. I know that my new font was resident, because when I called up the Alt/Ctl key mapping screen, the table of characters at the bottom was displayed using the new font; but for some reason WP would only display the normal system font on the document screen.

I called WPCorp to find out whether they had hard-coded the address of the ROM character tables into the program, or whether the program uses its own built-in display font (which just happens to be identical to the system font). The ST Support person didn't want to tell me much (it seems that WPCorp takes a dim view of people hacking on their executables), but did finally hint that the program uses its own fonts. So I went searching through the program with a binary editor, thinking that I would find the character tables and modify them directly. But I wasn't able to locate them. :-(Truth to be told, I don't even know exactly what to look for.

If anyone has any suggestions I'd be forever grateful, as I'm sure would Gerry and others who would like to see some different characters in their WP documents.

BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9105

1500. Accidently formatting

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 17:11:19 UTC
From: carlfred@idt.unit.no
Message-ID: <1991Jul24.171119.6427@ugle.unit.no>
Source record: 230076

Hello Everyone !

A friend of mine have an Atari 1040STE.
He has accidently formatted a floppy with some days work (he had no backup).
I wonder if there exists any opportunities to recover the data (as Norton Utilities etc.)

Please e-mail me answers..

Thanks !

Carl-Fredrik Soerensen (carlfred@idt.unit.no)

1501. Use Unlzh 1.72 for Unlzhing! Works with all!

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 17:46:19 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <44749@cup.portal.com>
Source record: 230084

I have heard ENOUGH! I don't see why everyone has problems with LZH and LHarc.. All you need to do is use UNLZH 1.72 and all your files will be unlzh'd easily and painlessly! It uses a nice GEM interface and I have had *no* problems with it.

I use DC Utilities' DC Xtract 2.0 to LZH files. Before I upload them, I

"test" the archive for errors. Once in a while the file fails the CRC check, but when it passes 95% of the time, I proceed to upload it.

If you do the above -- use UNLZH 1.72 to unlzh, then use a LZH'r which can test LZHives -- you will have no problems whatsoever. However, there is no way you can get around bad LZH files someone else may have uploaded. WE just need to encourage everyone to test their LZH'd files; otherwise, use ARC.
Here is how to get Unlzh 1.72 from Terminator:

(This is the description of the file):

>unlzh172.lzh 176 Unlharc version 1.72. I don't use this one. :).

YOU SHOULD :)

Request terminology:

send archivers/unlzh172.lzh

Enclosed in a message to: atari@atari.archive.umich.edu

sincerely, Bryan_Jones_Woodworth@cup.portal.com

1502. Lattice C -- Single Pass?

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 18:01:03 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Jul24.180103.25979@lsuc.on.ca>
Source record: 230077

I got my first "do nothing" program to compile and link and waddling through a slow program development I started to run into problems. Then something occurred to me. I compiled the sample program (WTEST.C) that comes with Lattice C and it compiled, linked and ran perfectly. Then I moved the 'main()' from the bottom of the source code to my normal location just under the globals (the "top" of the program) and it failed to compile.

My best guess is that Lattice is a single pass compiler after all. I asked around before and was told it was multi-pass. But it's not something that some programmers would notice. At least not unless they try porting programs written by people who organize top down.

I called Goldleaf and the fellow I talked to didn't even know if it was single-pass or multi-pass. Maybe I didn't talk to their best compiler man. Anyway, he's going to look into it and call me back tomorrow. If this is true, then I think I'd call it a *major* deficiency in their documentation. It should have said so on Page 2 right under the title "What is Lattice C 5?" The very first sentence should have said that it's a single-pass compiler. If it's not a single pass compiler, then I seem to have found a serious bug. :-)
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

1503. Where to get PC-DITTO II PALs ??????

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 18:43:36 UTC
From: george@electro.com
Message-ID: <1991Jul24.184336.3460@electro.com>
Source record: 230083
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I would like to buy my friend's PC-DITTO II from him
but... He has no PALS for it!!

He sent them away for the upgrade they offered but
they went belly up before he got the replacements.

Is there anyway to get these devices?
You can't copy them , cause the security fuse's are blown.

Has someone got a spare set?
Has someone got the PAL equations?
Has someone got a person to contact , formerly of PC-DITTO?

Help would be greatly appreciated.

--

____
|---|---|line--upon--line---|---|---|---| watmath!watcgl!electro!george
|---|--building the foundations-|---|---|---| george@electro.com

1504. WANTED: Stereo-Tek Glasses

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 18:56:24 UTC
From: patrick@hpmcaa.mcm.hp.com
Message-ID: <1991Jul24.185624.27908@hpmcaa.mcm.hp.com>
Source record: 230080

Is there a Commercial Source available for the Stereo-Tek Glasses?

DO You have a pair you want to sell?

Contact Me:

```
___
/__/ ___
/atrick /
<_/ames/__/
/ /awke
```

patrick@hpmcaa.mcm.hp.com

1505. Latest Gulam or better shell

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 19:00:50 UTC
From: zafiris@motcid.UUCP
Message-ID: <5261@navy23.UUCP>
Source record: 230082

I have an old (very old: alpha version from ~1985) version of gulam.
I like it and the built in emacs but it has bugs particularly in its
memory management. Is there a more recent version or is there another
program that does a similar thing and includes emacs? I've heard of
something called okami (sp?); what is it like. I don't have access
to any of the archives (I've tried and tried) so is anybody willing to
mail me a copy of a newer gulam or something better?

Thanks in advance... ...John

1506. Re: Word Perfect and fonts

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 20:21:29 UTC
From: gs32+@andrew.cmu.edu
Message-ID: <QcXS59O00awCA1z0Um@andrew.cmu.edu>
Source record: 230079

I don't think WP uses GDOS fonts, it just selects the fonts from those the printer has available (I have a VERY OLD Okidata and I have no font options...)

Geoffrey Spear
gs32+@andrew.cmu.edu
Carnegie Mellon Summer Pre-College

1507. Re: Turbo-C

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 21:38:00 UTC
From: Martin_Gaeckler@m.maus.de
Message-ID: <11582@m.maus.de>
Source record: 230123

Dave Halliday D.C.Halliday%newcastle.ac.uk @ SUB am Mo, 15.07.91 11:02 writes

>|>Did Borland give a reason for stopping to support the Atari ST product?

No, Borlang USA didn't give any reason for that. Turbo C for the Atari ST was only supported by Borland Germany an independed company which was owned by Fritz Heimsoeth. After Borland USA bought Borland Germany (in July 1990) they didn't take interesting in supporting Turbo C. And, unfortunately, it take a long time to give back Turbo C to the the developpers.

Greeting from bavaria

Martin Gaeckler

1508. Re: digittal sample playback question

Newsgroup: comp.sys.atari.st
Date: 1991-07-24 22:08:32 UTC
From: micro@imada.ou.dk
Message-ID: <1991Jul24.220832.17728@imada.ou.dk>
Source record: 229985

trux@beyond.caltech (Flem Snopes) writes:

> I wonder if anyone knows anything about how digitized sounds are played back
>on an Atari ST. I have a digitizer for my IBM which produces a file of size
...
> I know that impressive digital replay is possible on the ST, any ideas
>how?

Try to look at NT_COMP at atari.archive.umich.edu in the sound/player directory.
NT_COMP will load and play the file, but more interestingly there is source
to all kinds of player hardware, ROM port, Printer port, STe DMA and the good
old standard ST soundchip...

-Klaus.

1509. Upload to Atari.archive (MOD player accesory for STe/TT)

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 00:38:43 UTC
From: micro@imada.ou.dk
Message-ID: <1991Jul25.003843.18038@imada.ou.dk>
Source record: 229986

I have just send

JUKEBOX.LZH : An accesory that plays MOD and SEGM files in the background
on STe/TT computers with DMA sound (not Book and Pad as I
Understand it).

Please let me know if you find errors in the program, I can't use it myself
because I only have a MEGA ST2, so your help is needed...

(this program is written for Ed Krimem and now back to the serious stuff)

-Klaus

1510. FAST Graphics Routines For Medium Res WANTED! (please)

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 02:00:02 UTC
From: Bobster@cup.portal.com
Message-ID: <44765@cup.portal.com>
Source record: 230081
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have been told that the graphics routines built into the operating system are not efficient. I am tinkering around with 3d graphics and would really like to get my hands on some (FAST) graphics routines. Specifically, a line drawing routine, a filled polygon routine, and a filled ellipse. If you have some of these, I WOULD REALLY like to have them. I am sure others will too.

Thanks in advance!

1511. Re: Multisync Monitor question

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 02:21:14 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jul25.022114.21134@mailer.cc.fsu.edu>
Source record: 230087

In article <3Rik63w164w@cellar.UUCP>, revpk@cellar.UUCP (Brian 'Rev P-K' Siano) writes:
>
> I'm led to believe that, with a Multisync monitor, I'd be able to use
>both monochrome and color resolutions on my ST.

That is true, although the mono is a bit grainy on the two such units I have
seen. It has been posted that will a high grade Multisync this is not true,
but I have not seen this.

>
> My question is: Does it matter just what kind of Multisync monitor I
>get? I've seen some 2Ds as low as two hundred dollars-- would it workl with
>an Omniswitch?
>

Yes, it does matter. There are some specs that the monitor must meet. I
suggest that you call Toad Computers (1-800-544-6923) and ask them. They have
introduced a monitor-switchbox/multisync adaptor box themselves (in
this months issue of Current Notes) which costs $59 ($39 for monitor switching
only). They should know the specs you need.

I am in no way connected with Toad blah blah.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-----------------------------------

1512. GhostScript 2.2 available

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 04:24:40 UTC
From: timothyg@ncsa.uiuc.edu
Message-ID: <1991Jul25.042440.4338@ux1.cso.uiuc.edu>
Source record: 230078

I uploaded the executable of GhostScript 2.2 for the Atari ST to atari.archive Monday evening. It should be available for downloading soon, probably in /atari/gnustuff/tos/ghstscrpt/gs22b.zoo. I am in the process of moving, so the sources won't be posted for a little while (maybe not until 2.3, which is due around the end of August).

GS 2.2 sports some bug fixes, a monochrome screen driver, and five printer drivers (only one of which is tested). Improved 2.2 fonts are available at other archive sites, but the old fonts seem to work fine with 2.2 if you want to delay another lengthy download. This release is a considerable improvment over 2.1.1 and I recommend it highly. With the new screen driver, you can use ghostscript interactively to learn postscript or test a small piece of PS code.

If anyone is interested, any email sent to me after August 15 1991 should be directed to:

Tim Gallivan
timg@landau.ph.utexas.edu

1513. Re: Plea for help <-- dead 1040!

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 04:54:29 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <680422271.0@therip.FidoNet>
Source record: 230097

Well just pushing them down will work for a while but really just pushing them down is only a temporary fix at best...
There are a few things you can do to stop it...
#1, DO NOT smoke near the computer. (My dad doesnt listen to anyone and smokes at the computer... Every 2 years it has to be cleaned out. And I mean CLEANED OUT! You wouldnt believe how rough smoke is on connections and such..)
#2, Get some contact cleaner (Be careful cause SOME will eat plastic too.. You do not want that...)
#3, Pull all the socketed chips out one by one. (I place all the chips on my workbench in the same order they are onthe motherboard so I know where they go.)
#4, once all the chips are out you can spray the cleaner over the contacts. (Note, if you do not want to do it this way you can pull each chip out one by one, spray the socket and then put the chip back in but pulling all the chips is faster. And wastes less.) This cleaning disolves any oxidation and any smoke or other residues on the contacts.
#5, With the square chips you can sometimes loose contacts between the socket and the chip. (Tech specialties memory boards are good at causing this!)
To fix it you take a medium sized paper clip and unfold it by half. YOu make the big loop into a handle and you cut the small loop so it has very little of the loop. YOur gonna use it as a pry bar and pull the pins in the socket out slightly. (NOT too far, remember that bending metal back and forth is not a good idea. So the less you bend it the better.. You dont need to bend it much anyhow..
#6, Put all the chips back in in the proper orientation and your alset. I did this with my dads machine and my own as well as three other computers. None of them responded well to my pushing the chips down.. (Had to keep pushing them down all the time.. Once a week at the least..) Once I went through the procedure above with all the machines they worked perfectly and still are. (2+ years!)

I would suggest getting someone knowlegable to do it though..
(Note this message was really to the original poster but figured you could learn from this message too.. ;-))

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

1514. mgif v3.7

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 06:49:55 UTC
From: rosenkra@convex.com
Message-ID: <1991Jul25.064955.4031@convex.com>
Source record: 230085

since so many people asked for this, i have made mgif use dynamically
allocated arrays (and fixed a few bugs). i uploaded file mgif37b.arc
to atari.archive where it should be available in a few days. binary
only at this point.

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1515. Re: Use Unlzh 1.72 for Unlzhing! Works with all!

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 07:03:34 UTC
From: rosenkra@convex.com
Message-ID: <1991Jul25.070334.4547@convex.com>
Source record: 230086

In article <44749@cup.portal.com> Bryan_Jones_Woodworth@cup.portal.com writes:
>I have heard ENOUGH! I don't see why everyone has problems with LZH and
>LHarc.. All you need to do is use UNLZH 1.72 and all your files will be
>unlzh'd easily and painlessly! It uses a nice GEM interface and I have
>had *no* problems with it.

i'll tell u why: unless there is source code, i can't run it on a unix
box. and i do NOT want to download (at 2400 baud) a 500kB file before i
look at it. i admit to not checking if source was included. if it is,
which i doubt, then...never mind. oh, the source better be C, not assembler,
too. by telling me it has a gem interface, i can guess it is highly
non-portable.

it's real simple: if u think unlzh solves the world's problems, then post
source code (so we can port it) and we won't complain (too much... :-).
then after unpacking, we can "zoo" it like it should have been in the
first place :-).

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1516. Re: OSI Personal Pascal bug

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 09:24:36 UTC
From: jan@janhh.hanse.de
Message-ID: <1898.07.91@janhh.hanse.de>
Source record: 230145

Charles Richmond wrote:
> I believe I have found a but in my Personal Pascal V2.0
> compiler.

Maybe there are more peple interested (like me). Please ost a short description.

> Since Optimized Systems Software (OSI) is no
> longer in business, does anyone still support this compiler?
> Can anyone direct me to the people in Germany who actually
> wrote this compiler?

As far as I know the complier was written by Joerg Lohse (currently working at the University of Hamburg). But I don't think he is involved in supporting the compiler any more.

The German distributor is:
CCD, K. Meyfeld, Schoene Aussicht 41, D-6229 Walluf, Germany.

I heard rumors that they might drop ST-Pascal. Details anyone ?

- Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

1517. Mega STe in UK.

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 09:29:43 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Jul25.092943.22343@newcastle.ac.uk>
Source record: 230098

In article <1991Jul24.113038.24357@cs.nott.ac.uk>,
cczcole@unicorn.nott.ac.uk (Marlon Cole) writes:

|> Still none of the ads. in it are mentioning Mega STEs for sale - anyone
|>in the UK got one yet, and if so, for how much?
|>

There arn't any! Not even for the smaller developers. I've been waiting for one
for about 2 months now and I'm a registered developer!

At least one good thing may come of it. We may not be the beta test site of the
world like we were when the STe came out so hopfully many of the mega
STe faults
will have been fixed by the time we finally get them here.

Dave Halliday
(D.C.Halliday@newcastle.ac.uk)

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

1518. Function Proto types (was Re: Lattice C -- Single Pass?)

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 09:59:47 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Jul25.095947.24697@newcastle.ac.uk>
Source record: 230099

In article <1991Jul24.180103.25979@lsuc.on.ca>, jimomura@lsuc.on.ca (Jim Omura) writes:

```
|>
|> I got my first "do nothing" program to compile and link and waddling
|>through a slow program development I started to run into problems. Then
|>something occurred to me. I compiled the sample program (WTEST.C) that
|>comes with Lattice C and it compiled, linked and ran perfectly. Then
|>I moved the 'main()' from the bottom of the source code to my normal
|>location just under the globals (the "top" of the program) and it failed
|>to compile.
|>
|> My best guess is that Lattice is a single pass compiler after all.
|>I asked around before and was told it was multi-pass. But it's not
|>something that some programmers would notice. At least not unless
|>they try porting programs written by people who organize top down.
|>
```

No, It's a multi pass compiler but ANSI compatable. You have run into ANSI function prototyping. In ANSI C the compiler checks to see if you pass the correct values to functions in a simmilar manner to Pascal, thus if the function is not declaired by the time you come to use it you get errors. I allways write my programs in two file one a header file and the other a C file. The header file in included in any file that uses the function I have defined in the C file.

Example:

```
/* -------- FILE test.h -------- */

int addNumber(int,int); /* Just tell the compiler about */
void printString(const char*); /* The function definitions */

/* -------- FILE test.c -------- */

#include "test.h" /* Tells the compiler what the */
/* Function defs are. */
#include <stdio.h>

int addNumbers(int a, int b);
{
return(a+b);
};

void printString(const char* string)
{
printf("%s\n",string);
};
```

```
/* -------- FILE main.c -------- */

#include "test.h" /* again tell the compiler of */
/* the definitions. */

void main()
{
int a;
a = addNumbers(10,15);
printString("Hello I have just added some numbers");
}
```

OK, the above don't do anything except illurstrate function prototyping. You will have to compile the two c files and then link them. For fast development I would recomend useing a make utilitly (eg, GNU make) but the link control files that Lattice provides work OK.

The other less desirable solution to your dilemer is to set the compiler into K&R and turn off function prototypeing.

Dave Halliday.

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

1519. Re: Lattice C -- Single Pass?

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 10:04:42 UTC
From: marc@sequoia.cray.com
Message-ID: <040103.22763@timbuk.cray.com>
Source record: 230111

In article <1991Jul24.180103.25979@lsuc.on.ca>, jimomura@lsuc.on.ca (Jim Omura) writes:
>
> I got my first "do nothing" program to compile and link and waddling
> through a slow program development I started to run into problems. Then
> something occurred to me. I compiled the sample program (WTEST.C) that
> comes with Lattice C and it compiled, linked and ran perfectly. Then
> I moved the 'main()' from the bottom of the source code to my normal
> location just under the globals (the "top" of the program) and it failed
> to compile.

Moving main() to the `top' of your program means that, unless you give
declarations for the functions used by main(), they will be assumed to return
ints. Now, when the functions are actually encountered, and they return
something OTHER than ints, the compiler will barf. And quite rightly so (no
matter how many passes it makes). I also write my C programs with main() at the
`top', but I also religiously declare all the functions I'm going to use. It's
a good habit to get into ;-)

> [other stuff deleted]

[M][a][r][c]

##
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
##

1520. Lynx info wanted

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 10:23:43 UTC
From: martijn@cwi.nl
Message-ID: <3947@charon.cwi.nl>
Source record: 230101

Hi,

A couple of articles ago I saw something about the Lynx in this group.
Is there another group where I can find more about the Lynx, or is this
the group where Lynx-oriented articles appear?

Yesterday I bought a Lynx, and I am interested in the opinions on
existing games, especially the multi-player games. Before spending
money on games not worth it I'd like some feedback on what games are
worth their money. At a friend's place I saw two people play Slime World,
which is the main reason I bought the machine. Gauntlet looks promising
as well. Any other info around ???

Thanks!

Martijn Roos Lindgreen
martijn@cwi.nl

1521. Re: Multisync Monitor question

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 11:29:43 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul25.112943.17203@actrix.gen.nz>
Source record: 230103

In article <3Rik63w164w@cellar.UUCP> revpk@cellar.UUCP (Brian 'Rev P-K' Siano) writes:
>
> I'm led to believe that, with a Multisync monitor, I'd be able to use
> both monochrome and color resolutions on my ST.
>
> My question is: Does it matter just what kind of Multisync monitor I
> get? I've seen some 2Ds as low as two hundred dollars-- would it workl with
> an Omniswitch?
>
> """
> Brian Siano, Delaware Valley Skeptics
> Rev. Philosopher-King of The First Church of the Divine Otis Redding
> revpk@Cellar.UUCP "Ecrasez l'enfame!" - Voltaire
> """

Get a 3D, they can save the settings in NVRAM, then there is no need
to make ajustments each time you change resolutions.
from what I have read from otheres, get a 3D and you won't be
disappointed.
I don't think that the 2D will work with the ST, the frame rate of
the ST mono mode is 71.2 hz
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1522. Re: Gemini and .APPs...

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 11:35:36 UTC
From: michaels@kaa.informatik.rwth-aachen.de
Message-ID: <michaels.680441736@kaa>
Source record: 230100

rjast1@unix.cis.pitt.edu (Robert J Anisko) writes:

> APP files are basically the same thing as PRG files (you runthem the
>same,etc). Look at your DESKTOP.INF file, and notice that the line
>with *.PRG and the line with *.APP are virtually identical...
APP files are identical, and you can simply rename them. The extension .APP
is usually used if the program needs or supports GDOS (which GEMINI does).

>file instead of GEMINI (very similar, but I think with a couple
>options missing)...
VENUS is only the Desktop part of GEMINI - the whole MUPFEL (command line
interface) is missing.

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany
michaels@messua.informatik.rwth-aachen.de
PLEASE KEEP MAIL FROM OUTSIDE GERMANY SHORT-I HAVE TO PAY FOR INCOMING MAIL

1523. Re: A Decent Debugger Interface (was Re: An idea for DC Software? (wish list))

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 11:52:49 UTC
From: mm@cloche.chorus.fr
Message-ID: <11482@chorus.fr>
Source record: 230106
Cross-posted to: comp.sys.atari.st,alt.sys.sun,comp.lang.lisp,comp.windows.x,gnu.misc.discuss

```
In article <RALPH.91Jul18185320@orion.laas.fr>, ralph@laas.fr (Ralph P. Sobek) writes:
| In article <1991Jul15.163633.26800@ux1.cso.uiuc.edu> timothyg@ncsa.uiuc.edu (Timothy
Gallivan) writes:
| | 4) A graphical interface to one of the PD debuggers would also be nice,
| | something like dbxtool on Suns. One window has the source
| | listing with an arrow pointing to the current line. Break points
| | can be selected with the mouse, etc.
|
| That would already be decent! But why can't we get a decent debugger
| environment (even on a Sun)? I mean to have something under X11 as [...]

Looks like you want xxgdb, which is to gdb what dbxtool is to dbx.
Take a look at your favorite ftp site (e.g. at nuri.iniria.fr in
X/contrib/clients).

--
Marc Maathuis Tel: +33 (1) 30 64 82 57 (direct)
Chorus systemes Fax: +33 (1) 30 57 00 66
6, avenue Gustave Eiffel E-mail: mm@chorus.fr
F-78182 St. Quentin en Yvelines Cedex
```

1524. Dave Baggett's .au converter

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 12:08:46 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Jul25.120846.5868@oz.plymouth.edu>
Source record: 230107

Hello,

Yesterday I was extremely excited when I read a message by
Dave Baggett speaking of the files he was plaicing in DIGISTUF.ARC and
putting on atari.archive. I ftped the file and unarced to find 3 more arc's.
None of them contained the .au converter to ST digitized sounds which is
too bad, because that was the only thing I really wanted from the archive.
Dave, if you are reading this, could you please put that file in
atari.archive, thanks.

Stephan

--
\/\/\/

1525. supra clock

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 12:11:48 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul25.121148.18021@actrix.gen.nz>
Source record: 230104

Can some one help me with the Supra Clock Problem,
this is the problem with the Clock Chip, Part No.
RCA CDP6818 or Motorola MC146818 draging down the battery.

I read some where that Supra was replacing faulty Clock chips.

But the real problem is that this clock chip uses to
much power 50ua max, from the RCA data book.

I did ring Supra to find out, but I was told that I
would have to send my Host Adapter back for them to replace
the Clock IC, with a Dallas one.

This was not just a plug in job, traces have to be cut, etc.
I asked them if they could give me the details,
so I could do it myself, I told them that I was a competent
Computer Engineer, no way and could not even give me the
Dallas clock chip part No.

So is there some one that can give me the Part No.
of the Dallas Clock Chip, and also if Possible some of
the changes that where made to use this device.

If I get the Dallas Part No. I can possibly work out the modifications
for myself, but will post the information here for otheres to carry out.

From what I can see in the Dallas data book, they make 99.9%
compatible MC146818 that have a 10 year life with the
built in battery, Part No. DS1287 and one with a external battery
Part No. DS1285/Q with a current drain of 100 time less than
the MC146818.

Note: I also found out that there software version 4.01, (latest)
does not support BGM partions.

Thanks, Roger..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1526. Internet-address wanted

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 12:12:55 UTC
From: LZ@noc.belwue.de
Message-ID: <1991Jul25.114021.258@rusmv1.rus.uni-stuttgart.de>
Source record: 230102

Could someone please mail the Internet-address of

atari.archive

to me.

Thank you in advance,

Marcel

--
Marcel Lutz
IfW, Institute for Machine Tools
University of Stuttgart, 7000 Stuttgart, Germany
X400: lutz@ifw.fertigungstechnik.uni-stuttgart.dbp.de

1527. Re: Gemini and .APPs...

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 12:36:23 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91206.131527ONM07@DMSWWU1A.BITNET>
Source record: 230108

In article <1991Jul24.011234.12997@ccu.umanitoba.ca>, umhagma1@ccu.umanitoba.ca (Dr. Phrancinstyne) says:
>
>Excuse my stupidity, but what are (and how do you use) .APP files?
>That's all that Gemini comes as and it confuses me.
>
APP files really are the same as PRG files. Normally, GEM applications are names this way (to make sure that nobody copies them into the AUTO folder).

>Also, Gemini is only supposed to work with TOS 1.02 or greater. I'm
>really not sure what TOS version I have. I tried using TOSVERS.PRG and
>it told me that I have TOS 1.0. It could be correct but I'm unsure.
>I have a 520STfm which had an old single sided floppy built in.
>
>Can anyone give me info?

Simply start Gemini. It checks for the correct TOS version and tells you so, if you still have TOS 1.00.

_____________________________ cut here _____________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong _____________________

1528. Re: Accidently formatting

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 12:42:20 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul25.124220.1136@informatik.uni-erlangen.de>
Source record: 230105

carlfred@idt.unit.no (Carl-Fredrik Soerensen) writes:

>A friend of mine have an Atari 1040STE.
>He has accidently formatted a floppy with some days work (he had no
>backup).
>I wonder if there exists any opportunities to recover the data (as
>Norton Utilities etc.)

Formatting a disk means deleting the data completely. You don't have
the slightest chance of recovering them unless your friend stopped the
process soon enough.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

1529. Re: Internet-address wanted

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 14:34:15 UTC
From: mathnew2@watserv1.waterloo.edu
Message-ID: <1991Jul25.143415.7372@watserv1.waterloo.edu>
Source record: 230109

In article <1991Jul25.114021.258@rusmv1.rus.uni-stuttgart.de> LZ@noc.belwue.de (MARCEL LUTZ) writes:
>Could someone please mail the Internet-address of
>
>atari.archive
>
>to me.
>
>Thank you in advance,
>
>Marcel
>
>--
>Marcel Lutz
>IfW, Institute for Machine Tools
>University of Stuttgart, 7000 Stuttgart, Germany

I tried to mail this, but my mailer barfed at me.

The address is "141.211.164.8". I just tried it, and it connects
properly to the ftp site.

--
Marcel Goudeseune
\mN Editor S91
mathnew2@watserv1.uwaterloo.ca

1530. Interesting Archiver Facts [was Re: Use Unlzh 1.72 ...]

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 15:19:08 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Jul25.151908.16706@wam.umd.edu>
Source record: 230110
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <44749@cup.portal.com> Bryan_Jones_Woodworth@cup.portal.com writes:
>I have heard ENOUGH! I don't see why everyone has problems with LZH and
>LHarc.. All you need to do is use UNLZH 1.72 and all your files will be
>unlzh'd easily and painlessly! It uses a nice GEM interface and I have
>had *no* problems with it.

I have to agree with this, and I've said it before myself. I use unlzh 1.72 by John Harris to extract on the ST, Lharc 1.20 (1.30 as of last night) by Roger Burrows to LHarchive on the ST, and Lharc 0.03 (Beta) by Y. Tagawa to extract and Lharchive on Unix machines.

I upload and download tons of stuff and I've never had a problem. Not once. I believe that early incompatibility problems have been solved.

A few interesting things I've found about archivers in general:

o If you Arc an already-compressed file, Arc will fiddle around for a while and then say "Storing", which is most likely the correct thing to do. HOWEVER, it seems that if Arc changes its mind like this (from crunching to storing), the Arc file is * strangely large *. My recent DigiStuff posting is an example: I Arc'ed the self-extracting LZH file alled DIGISTUF.TOS and came up with an Arc file of about 250K. Then I forced "storing" by using "arc as ..." and the archive came out to be 215K. Perhaps Arc is storing CRC information in the first case but not in the latter? Still, it seems strange.
BTW, this is with Arc 6.02ST.

o Of all the LHArchivers, Roger Burrows' seems to make the smallest files. The Unix LHA 0.03 (Beta) makes files that are a tiny bit bigger (no surprise I guess), and * strangely * the otherwise excellent Lharc 113 from Thomas Quester makes .LZH files that are several K larger than their Burrows LHA counterparts, at least in the several cases I've tried. All three lharc programs can uncompress files made with each other, though, even though the compression factors are different.

o The new Zoo 2.1ST at least sometimes creates smaller files than even Lharc. Here are the results of a recent test I ran:

```
mrw------- 1 u 251231 update.zoo (hi)
mrw------- 1 u 283792 update.lzh
mrw------- 1 u 395288 update.zoo (normal)
mrw------- 1 u 418149 update.arc
```

```
mrw------- 1 u 1125376 update.tar
```

The tar file consisted of mostly C source files and DRI .o files. With "high compression" Zoo 2.1 achieved 78% compression. Burrows' Lharc 130 was close behind, but the other schemes seem much less effective. With "normal compression," however, Zoo gave its typically sad performance. Given my personal experience with Zoo, I was actually suprised to see it do better than Arc in this mode.

Granted, this is only one example. But it does show that at least for some kinds of data, Zoo 2.1 gets compression factors favorable to those previously achieved only by the "dreaded" Lharc.

Just some food for thought...

Dave Baggett
dmb@wam.umd.edu

1531. PC-Ditto I -vs- SoftPC

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 15:42:20 UTC
From: patrick@hpmcaa.mcm.hp.com
Message-ID: <1991Jul25.154220.24871@hpmcaa.mcm.hp.com>
Source record: 230112

I want to use a Serial PC Scanner on my ST because of the availabilty.

I currently have PC Ditto I. How does this compare to SoftPC in Spectre (MAC).

I mostly want to use this to transfer documents using PC-OCR software.

Thanks,

```
___
/__/ ___
/atrick /
<_/ames/__/
/ /awke
```

patrick@hpmcaa.mcm.hp.com

1532. Re: Plea for help <-- dead 1040!

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 16:11:27 UTC
From: unknown@disk.uucp
Message-ID: <1991Jul25.161127.14083@disk.uucp>
Source record: 230121

Well, in my old user group (WACE) we had a cure for that..
Lift the computer about three inches off the table, and drop it!
I know this sounds drastic, but it works.. The condition you described is usually due to some of the chips inside being loose, and dropping the computer is like droping a hammer on its handle to push the head on tighter..
(NOTE: Although this works, don't hold me responsible if your St winds up in several small and inconvenient peices :))

--

Shawn Beltz :) :) :) The opinions expressed in this message are
unknown@disk.UUCP the opinions expressed in this message are
uunet!ukma!corpane!disk!unknown the opinions expressed in this message....

1533. Re: Word Perfect and fonts

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 17:04:13 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Jul25.170413.18293@rodan.acs.syr.edu>
Source record: 230115

In article <1991Jul24.160452.13609@ccu.umanitoba.ca> bright@ccu.umanitoba.ca (Bob Bright) writes:
>In article <1991Jul24.134124.20465@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>>[stuff about using different fonts on WP...]
>
>A couple of years ago I needed some special characters in a document I
>was working on. I tried replacing the system font using font.ttp, and
>also some accessory that does a similar trick (the name escapes me
>right now), but in each case WP just reverted to using the normal
>system font. I know that my new font was resident, because when I
>called up the Alt/Ctl key mapping screen, the table of characters at
>the bottom was displayed using the new font; but for some reason WP
>would only display the normal system font on the document screen.
>
>I called WPCorp to find out whether they had hard-coded the address of
>the ROM character tables into the program, or whether the program uses
>its own built-in display font (which just happens to be identical to
>the system font). The ST Support person didn't want to tell me much
>(it seems that WPCorp takes a dim view of people hacking on their
>executables), but did finally hint that the program uses its own
>fonts. So I went searching through the program with a binary editor,
>thinking that I would find the character tables and modify them
>directly. But I wasn't able to locate them. :-(Truth to be told, I
>don't even know exactly what to look for.
>
>If anyone has any suggestions I'd be forever grateful, as I'm sure
>would Gerry and others who would like to see some different characters
>in their WP documents.
>
>BBB
>--
>Bob Bright <bright@ccu.umanitoba.ca>
>Dept. of Philosophy
>University of Manitoba
>Winnipeg, Man R3T 2N2 (204) 474-9105
This does indeed make things interesting! This is one of the
main reasons I do NOT like the ST incarnation of WP.
Different fonts can be used on other versions, e.g. Mac and
msdos, but not on the ST! (Amiga?)
I would really love to have other fonts with WP...even if it
meant only using ONE font...as long as I could design the
layout of the font and be able to get to the upper ascii
characters with a key-stroke (e.g. with caps-lock on, or

something like that).
Thanks for your input, Bob, and I second your call for help
from others...and maybe I'll write to WP (again).
--Gerry
ggreenbe@rodan.acs.syr.edu

1534. Re: Plea for help <-- dead 1040!

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 17:32:28 UTC
From: fsctc@csduts1.lerc.nasa.gov
Message-ID: <1991Jul25.173228.29589@eagle.lerc.nasa.gov>
Source record: 230113

Also, remember to ground yourself! I did that to my 520 in the winter of 85. It was dry in the house, and I thought I could get away with it by immersing myself in the stream of my ultrasonic humidifier. I pulled my mmu and glu out of their sockets, rubbed pencil erasers over the contacts to get rid of the oxides, and then put the chips back in. I turned the power on. A blank, white screen stared back at me. At that moment, I thought my chance of getting out of the dungeon of MIT (with insanity certification) just evaporated. Well, not quite. $140 (parts and labor) and two weeks later, the beast was back.

Ever since then, I've always attached myself to a wire (tuck a strip into my metal watch band) and connect the other end to the ground on the wall socket. The human body can easily generate up to 10000 volts of static electricity.

Clarence

1535. Re: Interesting Archiver Facts [was Re: Use Unlzh 1.72 ...]

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 18:03:22 UTC
From: hvaalde@cs.vu.nl
Message-ID: <10500@star.cs.vu.nl>
Source record: 230116
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

dmb@wam.umd.edu (David M. Baggett) writes:

>In article <44749@cup.portal.com> Bryan_Jones_Woodworth@cup.portal.com writes:
>A few interesting things I've found about archivers in general:
> I Arc'ed the self-extracting LZH file alled DIGISTUF.TOS and
> came up with an Arc file of about 250K. Then I forced
> "storing" by using "arc as ..." and the archive came out to
> be 215K. Perhaps Arc is storing CRC information in the first
> case but not in the latter? Still, it seems strange.
> BTW, this is with Arc 6.02ST.

I once tried to arc an uucoded arc file with unix 5.12 arc version
after about 1/2 an hour I got the message 'Disk full' or something
it turned out that the arc program used up about 100Mb diskspace
(OK it was a large file 1 a 2 Mb, but not that large)

I think it is the 'crunching' algorithme thats breaks down under certain
conditions like compressing compressed data. Therefore you could consider it
to be a bug of the arc program not recognizing this.

Am I wright? (any comment of programmers of various compressors)

Harold van Aalderen (hvaalde@cs.vu.nl)

1536. Where's George?

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 18:49:44 UTC
From: rrd@hpfcso.FC.HP.COM
Message-ID: <7340100@hpfcso.FC.HP.COM>
Source record: 230131

If you don't know George Soumakis, then hit "j" now...

I'm looking for George Soumakis. The latest address I have for him is

george@bony1.BONY.COM

and apparently he isn't there anymore. If you have a more current address for him, please email it (email ONLY, please) to me at the address given below.

Thank you.

Regards
Ray Depew
HP ICBD -- IC's By Dictatorship
Hewlett Packard Co, Fort Collins, Colorado
rrd@hpfitst1.hp.com

1537. Re: Amusing insites re Amiga owners (For ST owners only)

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 20:04:51 UTC
From: chen@digital.sps.mot.com
Message-ID: <52fa44e9.3593b@digital.sps.mot.com>
Source record: 230117

In article <1991Jul18.104858.31967@qut.edu.au> lunnon@qut.edu.au writes:
>2048x1024 GT 56 plane Z buffered 3d Graphics system. One 15 Y-o
>decided to tell me that his Amiga could do that !!!!

I call that Amiga mentality. Case of point, just keep reading reader's letter section in any non-dedicate PC magazine, such as Byte, Inforworld. Once a whlie there will be an Amiga owner writting letter to complain about either the lack of coverage of his machine, or his machine could do the same thing as well.

1538. re: use unlzh 1.72 for unlzhing! works with all!

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 20:36:04 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Jul25.203604.20473@wam.umd.edu>
Source record: 230118

In article <1991Jul25.070334.4547@convex.com> rosenkra@convex.com (william rosenkranz) writes:
>In article <44749@cup.portal.com> Bryan_Jones_Woodworth@cup.portal.com writes:
>>I have heard ENOUGH! I don't see why everyone has problems with LZH and
>>LHarc.. All you need to do is use UNLZH 1.72 and all your files will be
>>unlzh'd easily and painlessly! It uses a nice GEM interface and I have
>>had *no* problems with it.
>
>i'll tell u why: unless there is source code, i can't run it on a unix
>box. and i do NOT want to download (at 2400 baud) a 500kB file before i
>look at it. i admit to not checking if source was included. if it is,
>which i doubt, then...never mind. oh, the source better be C, not assembler,
>too. by telling me it has a gem interface, i can guess it is highly
>non-portable.

look, we've been thru this before. u can get source to lharc 0.03 (beta)
which, as i described, has worked fine for me on plenty of archives,
from atari.archive.umich.edu. i compiled mine from that c source on
an ultrix machine and have been using it with no problems.

>it's real simple: if u think unlzh solves the world's problems, then post
>source code (so we can port it) and we won't complain (too much... :-).
>then after unpacking, we can "zoo" it like it should have been in the
>first place :-).

standard zoo is complete garabge compared to either arc or lharc. if
u want ease of use (with subdirs) and speed, use arc. if u want good
compression use lharc. there's been no reason to use zoo until
very recently. with the advent of the "high compression" method
zoo is now viable, but before it wasn't even in the running.

dave baggett
dmb@wam.umd.edu

1539. lharc source (Was: Use Unlzh 1.72 for Unlzhing! Works with all!

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 21:23:57 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Jul25.212357.25613@watmath.waterloo.edu>
Source record: 230122

In article <1991Jul25.070334.4547@convex.com> rosenkra@convex.com (William Rosenkranz) writes:

>it's real simple: if u think unlzh solves the world's problems, then post
>source code (so we can port it) and we won't complain (too much... :-).

I thougt that Bill Shroka (ncoast!bjsjr@hal.cwru.edu) has lharc code
that he makes available for Unix Boxes.

--
Prof Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
UUCP: ljdickey@watmath.UUCP ...!uunet!watmath!ljdickey
Obsolescent?: ljdickey@watmath.waterloo.edu BITNET/EARN: ljdickey@watdcs

1540. Re: WANTED: Stereo-Tek Glasses

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 22:15:04 UTC
From: gs32+@andrew.cmu.edu
Message-ID: <ocXopcS00awUA=xUU4@andrew.cmu.edu>
Source record: 230124

I've been looking for a pair too.

If anyone knows where to get some, send me a message too! I need them (okay... maybe I don't NEED to animate stuff in 3-D, but I enjoy killing my brain cells...)

Geoffrey Spear
gs32+@andrew.cmu.edu
Carnegie Mellon Summer Pre-College

1541. Help!

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 22:25:38 UTC
From: arktik@ersys.edmonton.ab.ca
Message-ID: <F6VN61w164w@ersys.edmonton.ab.ca>
Source record: 230126

I have successfully connected to Atari archive at 141.211.164.8. It asks for a login and password. I used "anonymous" for the login, what is the password?

Ilu Iluvatar en kare eldain a firimoin ar antarota mannar valion :
numessier. Toi aina, mana, meldielto -- enga morion : talantie.

The father made the world for elves and mortals and he gave it into
the hands of the Lords in the West. They are blessed, holy and loved,
except the black one. He has fallen.

1542. Re: Amusing insites re Amiga owners (For ST owners only)

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 22:31:58 UTC
From: rjc@geech.gnu.ai.mit.edu
Message-ID: <1991Jul25.223158.11591@mintaka.lcs.mit.edu>
Source record: 230120

In article <52fa44e9.3593b@digital.sps.mot.com> chen@digital.sps.mot.com (Jinfu Chen) writes:
>In article <1991Jul18.104858.31967@qut.edu.au> lunnon@qut.edu.au writes:
>>2048x1024 GT 56 plane Z buffered 3d Graphics system. One 15 Y-o
>>decided to tell me that his Amiga could do that !!!!

First of all I think this phrase may have been taken out of context.
Perhaps what the 15 year old meant was "my amiga can raytrace too", not
thathis Amiga cold run at the same speed.

>I call that Amiga mentality. Case of point, just keep reading reader's letter
>section in any non-dedicate PC magazine, such as Byte, Inforworld. Once a
>whlie there will be an Amiga owner writting letter to complain about either
>the lack of coverage of his machine, or his machine could do the same thing
>as well.

And if you go back to the 1986-87 era Mac users were doing the same thing
before the Mac was accepted as a "serious" business machine. The complaints
are justified again BYTE however. BYTE Used to be a general industry
magazine but now 75% of the articles are about the PC. It is getting
better (more Unix, Mac and Amiga articles) but is still mostly PC
oriented. All I can say is, the technique of writing to magazine editors
telling them you want more coverage of product X works, and now the
Amiga is covered in many US non-Amiga magazines. (BYTE-occasionally,
Video PROphiles, Camcorder Magazine, Electronic Learning, CGM)
Perhaps if more ST users would write into magazines asking for coverage
they might get some, and the ST wouldn't have such an appalling
sales rate in the US.

Asking for coverage isn't a sin as long as your message is well
written (not ranting and raving). Recently only a few letters to computer
shopper was enough to get them to restore the Amiga section (which they
removed).

--
/ INET:rjc@gnu.ai.mit.edu * // The opinions expressed here do not \
| INET:r_cromwe@upr2.clu.net | \X/ in any way reflect the views of my self.|
\ UUCP:uunet!tnc!m0023 * /

1543. Re: crabs -- Screen-eating program for MiNT

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 22:37:21 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Jul25.223721.3488@watmath.waterloo.edu>
Source record: 230119
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <RALPH.91Jul12104924@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>There seems to be a problem with the crabexe.lzh file that was posted.
>Neither Unix uudecode or uud or even uud on my ST could decode this
>file.
>
>In article <binaries.15.53@twitterpater.eng.sun.com> koreth@twitterpater.eng.sun.com
(Steven Grimm) writes:
>| table
>| !"#$%&'()*+,-./0123456789:;<=>?
>| @ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_
>| begin 644 crabexe.lzh
>| M'\TM;&@Q+68< !:-0 0E6K%B "4-204)3+E144,*)]FFQF'NG[!@R#==Cz
>| M0SK72P UW;UG[MOM>J6TW[!9;2FD7#2FHL$R,!K)<!$Y[P E97YY2AG?OFEZy
>...
>| M-44-MP8$40/Q)&)FC;N[@]\8+$">_"0G,S-.MNAR!;:^RC0$5AC:LUC.(LF/w
>| M<\=+6)+<S:26 N/R[BH+F5;9=W#R>.@[0?,ISZ;SD$2P6N+8TPQ^;:!;@W!v
>| M$7Z'5@D@;_%+ZQF0B/:J<OGCD^IW L-IEBM>Q?#DN/07BQRBS(F_0^<'T$C2u
>| ..8>OG83<SX LGU[._T "Jt
>| s
>| end
>
>On the ST uud complained about the sequence letter <J> in the next to
>last line. The Unix versions all did a nice `segmentation violation.'
>Have others successfully recovered this file?

Open letter to Ralph,

I started with the file "crabs" that I took from the binaries news group.
I tried UUD on my MIPS machine. I got segmentation fault, just as you did.
I tried uudecode on my MIPS machine.
A file called crabexe.lzh was created.
I then used UUE on MIPS to encode it, and got the file crabexe.uue.
Then I did "diff crabs crabexe.uue > t.di". (so far I have four files).

-rw-r----- 1 ljdickey 2174 Jul 25 18:09 t.di
-rw-r----- 1 ljdickey 10330 Jul 25 18:09 crabexe.uue
-rw-r--r-- 1 ljdickey 7304 Jul 25 18:08 crabexe.lzh
-rw-r----- 1 ljdickey 12333 Jul 25 18:08 crabs

Here is the important stuff from t.di :

1,43d0
...
< Message-ID: <binaries.15.53@twitterpater.eng.sun.com>
< Date: 4 Jul 91 17:32:04 GMT
```

```
[...]
< o /
< >--------X--snip snip snip-------
< O \
210c167
< ..8>OG83<SX LGU[._T "Jt
---
> ..8>OG83<SX LGU[._T"Jt
213,214d169
<
<
```

In my explorations, I found that if I now used the revised file,
(the one with the <T">), that UUD and uudecode would both handle
it and both gave the same results.

Of course, the ".lzh" _appears_ to be corrupted, but I did not
move the file to the ST and try to run it. It might be OK.

Comments about uudecode:
I know that the first char of a line (usually the M) tell how many chars
the decoder should find on the line. The "." (first char) seems to be
saying, pick up <..8>OG83<SX LGU[._T ">, then UUD looks at the next char
and says OOPS, the J is wrong, and should give a "sequence error".
On the other hand, "uudecode" ignores superflous characters. (It
ignored all of the trailing characters "z", "y", and so on, from the
top of the file. If your "uudecode" does not ignore superflous chars,
it is not "standard".

I hope this helps.

--
Prof Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
UUCP: ljdickey@watmath.UUCP ...!uunet!watmath!ljdickey
Obsolescent?: ljdickey@watmath.waterloo.edu BITNET/EARN: ljdickey@watdcs

1544. For Sale - Atari 520 ST

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 23:12:50 UTC
From: mgjsq@Sequoia.uucp
Message-ID: <1991Jul25.231250.2266@bellcore.bellcore.com>
Source record: 230125

For Sale: Atari 520 ST including:

SM124 Hi-Res B&W Monitor
2 3 1/2" Floppy Disk Drives
Lots of Software including Flash, WordPerfect, Degas

Asking $200.00 or Best Offer

Please Contact Mitch Javeline , (908) 566-1900 (Days)
(908) 671-5730 (Eves/Wkends)

1545. Which archiver ? (Was: use unl ...

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 23:46:34 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Jul25.234634.8967@watmath.waterloo.edu>
Source record: 230128

In article <1991Jul25.203604.20473@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
> [...].
> if u want ease of use (with subdirs) and speed, use arc. if u want good
>compression use lharc. there's been no reason to use zoo until
>very recently. with the advent of the "high compression" method
>zoo is now viable, but before it wasn't even in the running.

I would like to report that I have done some recent tests with
arc, zip, zoo, and (gasp) lharc. I have tried both ".prg" files
and tried plain text files. In my tests, lharc always had the best
compression ratios. But I know from earlier experience, that some
compressors do better with certain kinds of data than others do, so
I don't make the claim that lharc always has a better compression
ratio.

I suppose that once someone spends a lot of time playing with three
or four different versions of lharc, they might feel comfortable with
picking one version to run on one machine and another version to run
on another. Frankly, it makes me nervous, and I dont know whose
advice to trust when it comes to picking the version of lharc to use
on my machine. What I do know is that right now, I have some ".lzh"
files around that can not be extracted by "lharc_X" and I have some
other ".lzh" files that can not be extracted by "lharc_Y". (Names
changed to protect the guilty.)

What I would like to see now is a review by someone who does not have
an axe to grind who would advise me about the advantages and
disadvantages of the most recent lharc programs and make some solid
recommendations. I want to read a reasoned argument, and not
someone who shouts "Use X!" or "Use Y!", or "Its the best thing
since sliced bread!".

I do not insist on having the source code, but what I have now, and
what I want from any new archiver I might choose, is to be able
to run on my current favorite UN*X box, on my ST, and on the PC
at the office. (I hold out little hope for the Mac, in this regard;
Mac users seem steeped in stuffit and binhex. :-).

I have seen that there is some hope, because compression ratios
are enough better with lharc to stimulate my interest, but there is
this incompatability problem that I still worry about.

--
Prof Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
UUCP: ljdickey@watmath.UUCP ...!uunet!watmath!ljdickey

Obsolescent?: ljdickey@watmath.waterloo.edu BITNET/EARN: ljdickey@watdcs

1546. Re: Plea for help <-- dead 1040!

Newsgroup: comp.sys.atari.st
Date: 1991-07-25 23:50:14 UTC
From: schultzd@kira.uucp
Message-ID: <1991Jul25.235014.204@msuinfo.cl.msu.edu>
Source record: 230127

More than likely, the garbled screen is resulting from bad memory.
The fix will crack you up. (It's really funny!) The chips come lose,
AND you can reseat them WITHOUT opening the case. Just press down
firmly on the vented section of the case and all the way the keyboard.
You will probably hear some creaking noises. THis is FIXING things!!!

As a last resort, open the case and press all the chips (THAT AREN'T
SOLDERED) back into place. (GROUND YOURSELF FIRST)!!!!!!!

Not responsible for injuries so BE CAREFUL. It works well for me....

Someone else suggested lifting the case about 1" off the desk and
dropping it. I wouldn't recommend THAT on a machine with a drive...

--
||| David W. Schultz |||
||| uunet[!rutgers!mailrus]!frith!schultzd |||
/ | \ Work Phone: (517)-353-8891 / | \
/ | \ "All I see Pornographitti, All I hear Pornographitti..." / | \

1547. Re: Lynx info wanted

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 01:44:27 UTC
From: jjung@aludra.usc.edu
Message-ID: <18567@chaph.usc.edu>
Source record: 230129

In article <3947@charon.cwi.nl> martijn@cwi.nl (Martijn Roos Lindgreen) writes:
>A couple of articles ago I saw something about the Lynx in this group.
>Is there another group where I can find more about the Lynx, or is this
>the group where Lynx-oriented articles appear?

Subscribe to rec.games.video -- it covers all home dedicated video game systems, including the Lynx. Save comp.sys.atari.st for the computer talk.

>Yesterday I bought a Lynx, and I am interested in the opinions on
>existing games, especially the multi-player games. Before spending
>money on games not worth it I'd like some feedback on what games are
>worth their money. At a friend's place I saw two people play Slime World,
>which is the main reason I bought the machine. Gauntlet looks promising
>as well. Any other info around ???

Too much to put in a single message in an inappropriate newsgroup. I suggest you re-submit your request to rec.games.video; if you can't get that, I'll be glad to answer any Lynx-specific questions via e-mail.

(Quick tidbit -- the best multiplayer Lynx game out now is WARBIRDS. 1-4 players in an honest-to-gosh WWI biplane combat/flight simulator. Pitting your flying skills against your friends is a real high...)

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to jjung@nunki.usc.edu | If it has pixels, I'm for it.
-------------------------------------+---------------------------Lynx me up!
"If it moves, shoot it. If it doesn't move, shoot it anyway."

1548. Re: PC-Ditto I -vs- SoftPC

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 05:10:57 UTC
From: revpk@cellar.UUCP
Message-ID: <yweo66w164w@cellar.UUCP>
Source record: 230130

patrick@hpmcaa.mcm.hp.com (Patrick Hawke) writes:

> I want to use a Serial PC Scanner on my ST because of the availabilty.
>
> I currently have PC Ditto I. How does this compare to SoftPC in Spectre (MAC
>
>
> I mostly want to use this to transfer documents using PC-OCR software.
>
>
> Thanks,
>
> ___
> /__/ ___
> /atrick /
> <_/ames/__/
> / /awke
>
> patrick@hpmcaa.mcm.hp.com

Just one recommendation; I've been using ReadRight with a Logitech
hand-held scanner on my IBM at work, and-- with a few problems-- it's easily
the best OCR on the market.

"""
Brian Siano, Delaware Valley Skeptics
Rev. Philosopher-King of The First Church of the Divine Otis Redding
revpk@Cellar.UUCP "Ecrasez l'enfame!" - Voltaire
"""

1549. Re: Help!

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 10:03:48 UTC
From: marc@sequoia.cray.com
Message-ID: <034621.8539@timbuk.cray.com>
Source record: 230142

In article <F6VN61w164w@ersys.edmonton.ab.ca>, arktik@ersys.edmonton.ab.ca (Ryan Daum) writes:
> I have successfully connected to Atari archive at 141.211.164.8. It asks
> for a login and password. I used "anonymous" for the login, what is the
> password?

Anything you like, really... Typically, it will ask you for your ID. So I usually enter `marc@sequoia.cray.com', just as a courtesy (just in case anyone's listening at the other end ;-)).

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

1550. Re: WANTED: Stereo-Tek Glasses

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 12:35:14 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul26.123514.16263@actrix.gen.nz>
Source record: 230134

In article <1991Jul24.185624.27908@hpmcaa.mcm.hp.com> patrick@hpmcaa.mcm.hp.com (Patrick Hawke) writes:
> Is there a Commercial Source available for the Stereo-Tek Glasses?
>
> DO You have a pair you want to sell?
>
> Contact Me:
>
> ___
> /__/ ___
> /atrick /
> <_/ames/__/
> / /awke
>
> patrick@hpmcaa.mcm.hp.com

I think that the Sega Glasses that I have seen could be modified to work.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1551. Re: Use Unlzh 1.72 for Unlzhing! Works with all!

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 12:42:37 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul26.124237.16419@actrix.gen.nz>
Source record: 230135

In article <44749@cup.portal.com> Bryan_Jones_Woodworth@cup.portal.com writes:
> I have heard ENOUGH! I don't see why everyone has problems with LZH and
> LHarc.. All you need to do is use UNLZH 1.72 and all your files will be
> unlzh'd easily and painlessly! It uses a nice GEM interface and I have
> had *no* problems with it.
>
> I use DC Utilities' DC Xtract 2.0 to LZH files. Before I upload them, I
>
> "test" the archive for errors. Once in a while the file fails the CRC check,
> but when it passes 95% of the time, I proceed to upload it.
>
> If you do the above -- use UNLZH 1.72 to unlzh, then use a LZH'r which can
> test LZHives -- you will have no problems whatsoever. However, there is no
> way you can get around bad LZH files someone else may have uploaded. WE
> just need to encourage everyone to test their LZH'd files; otherwise, use
> ARC.
> Here is how to get Unlzh 1.72 from Terminator:
>
> (This is the description of the file):
>
> >unlzh172.lzh 176 Unlharc version 1.72. I don't use this one. :).
>
> YOU SHOULD :)
>
> Request terminology:
>
> send archivers/unlzh172.lzh
>
> Enclosed in a message to: atari@atari.archive.umich.edu
>
> sincerely, Bryan_Jones_Woodworth@cup.portal.com

I have DC Xtract 2.0 and find it Very buggy, not very useful with
Folders, will include the Folder name of the Files that they are in,
also this UNLZH172 will not work with Questers new LZH 2.0a,
If you wan't the best Pack use LZH 2.0a, and it will unpack any
LZH file.

But I find DC Xtract very slow, I have left a few messages to DC about
the problems with DC Xtract but to no evail.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1552. Re: Plea for help <-- dead 1040!

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 12:56:26 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul26.125626.23624@actrix.gen.nz>
Source record: 230136

In article <1991Jul25.173228.29589@eagle.lerc.nasa.gov> fsctc@csduts1.lerc.nasa.gov (Clarence T. Chang) writes:
> Also, remember to ground yourself! I did that to my 520 in the winter of 85.
> It was dry in the house, and I thought I could get away with it by immersing
> myself in the stream of my ultrasonic humidifier. I pulled my mmu and glu
> out of their sockets, rubbed pencil erasers over the contacts to get rid of the
> oxides, and then put the chips back in. I turned the power on. A blank, white
> screen stared back at me. At that moment, I thought my chance of getting out
> of the dungeon of MIT (with insanity certification) just evaporated. Well, not
> quite. $140 (parts and labor) and two weeks later, the beast was back.
>
> Ever since then, I've always attached myself to a wire (tuck a strip into my
> metal watch band) and connect the other end to the ground on the wall socket.
^^^^^^^^^^^^^^^^ NEVER EVER DO THIS UNLESS YOU WISH TO KILL YOURSELF..

> The human body can easily generate up to 10000 volts of static electricity.
>
> Clarence

All Static straps have a 1 meg 1 watt resistor fitted in them, so make
sure you fit one of these, this will stop you being killed ,
wire this resistor in the far end of the lead, and cover it with
heat shrink tubing.
** It payes to be safe **..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1553. Re: Accidently formatting

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 12:57:23 UTC
From: pbh@jake.tmc.edu
Message-ID: <1991Jul26.125723.27759@cs.wayne.edu>
Source record: 230148

In article <1991Jul25.124220.1136@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>carlfred@idt.unit.no (Carl-Fredrik Soerensen) writes:
>
>>A friend of mine have an Atari 1040STE.
>>He has accidently formatted a floppy with some days work (he had no
>>backup).
>>I wonder if there exists any opportunities to recover the data (as
>>Norton Utilities etc.)
>
>Formatting a disk means deleting the data completely. You don't have
>the slightest chance of recovering them unless your friend stopped the
>process soon enough.
>---
>Claus Brod, Am Felsenkeller 2, Things. Take. Time.

Perhaps you could use something like DC Format to put an IBM boot
sector on the disk, then take it to an IBM shop to "unformat" it.
Norton Utilities has an unformat utility; however I'm not aware of
how it works (I don't think the format process writes zeros to all
the sectors, I think it just re-maps them--?)
.

--
Genie - P.HAGGOOD2 Internet -pbh@jake.cc.wayne.edu
PRODIGY - Not anymore, Jackson. Bitnet - phaggoo@waynest1
Phone - (313) 577-0669
Voice - "HEY, YOU WITH THE BAGGY PANTS!"

1554. Could someone answer this?

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 12:58:27 UTC
From: r_gambs@etsuv2.etsu.edu
Message-ID: <26JUL91075827@etsuv2.etsu.edu>
Source record: 230132

Maybe I missed something, since I don't read this group often, but
Could someone please tell me what happened to START magazine? Last I heard
they were going bi-monthly, but I haven't gotten anything from them since.

Thanks to whoever posted the address for CN. Now, can someone give me an
address for Sideline Software? Do they have a free catalogue?

////////////////////////////////////-\\
//// Send EMAIL to: |Robert Gambs |||| \\\\
/// s54394gr@etsuacad.etsu.edu |Computer "Games" Major |||| \\\
// Or R_Gambs@etsuv2.etsu.edu |East Texas State University/ || \ \\
/===\

1555. Re: WANTED: Stereo-Tek Glasses

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 13:00:29 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul26.130029.26087@actrix.gen.nz>
Source record: 230137

In article <ocXopcS00awUA=xUU4@andrew.cmu.edu> gs32+@andrew.cmu.edu (Geoffrey Spear) writes:
>
> I've been looking for a pair too.
>
> If anyone knows where to get some, send me a message too! I need them
> (okay... maybe I don't NEED to animate stuff in 3-D, but I enjoy killing
> my brain cells...)
>
> Geoffrey Spear
> gs32+@andrew.cmu.edu
> Carnegie Mellon Summer Pre-College

Well I have seen some Sega Game Glasses in a Kmart Store here,
I think they could be moded to do the job.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1556. Re: Help!

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 13:00:30 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Jul26.130030.9520@newcastle.ac.uk>
Source record: 230144

In article <F6VN61w164w@ersys.edmonton.ab.ca>,
arktik@ersys.edmonton.ab.ca (Ryan Daum) writes:
|>I have successfully connected to Atari archive at 141.211.164.8. It asks
|>for a login and password. I used "anonymous" for the login, what is the
|>password?
|>
|>

You should use your mail address as the password. This also applies for almost
all ftp which have anonymous logins.

Dave Halliday

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

1557. Re: Turbo-C

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 13:03:59 UTC
From: univwa@sbuvax.rz.uni-sb.de
Message-ID: <12116@sbsvax.cs.uni-sb.de>
Source record: 230141

In article <11582@m.maus.de>, Martin_Gaeckler@m.maus.de (Martin Gaeckler) writes:
>
> Dave Halliday D.C.Halliday%newcastle.ac.uk @ SUB am Mo, 15.07.91 11:02 writes
>
> >|>Did Borland give a reason for stopping to support the Atari ST product?
>
> No, Borlang USA didn't give any reason for that. Turbo C for the Atari ST was
> only supported by Borland Germany an independed company which was owned by
> Fritz Heimsoeth. After Borland USA bought Borland Germany (in July 1990) they
> didn't take interesting in supporting Turbo C. And, unfortunately, it take a
> long time to give back Turbo C to the the developpers.
>
> Greeting from bavaria
>
> Martin Gaeckler

Just for your information:

In Germany, the distributor of Turbo C is now Application Systems, Heidelberg
(ASH), better: of the successor of TC called PureC.

PureC is a complete development system (graphics shell-editor-Ansi C compiler-
assembler-debugger-linker). It will cost about 400.- DM. The Developpers of
Pure-Software have also done the developpement of TC 2.0.
Users of Laser-C and Megamax C will automatically be offered an update to
Pure-C.

(informations taken from: TOS 8/91, p.11)

greetings bst


```
*****************************************************************************
* *
* Dipl.Ing. Bernhard Stumpf | | | *
* / ___ / University of the Saarland | | | *
* /----. /__. -/- D-6600 Saarbruecken | | | *
* /____/ ___/ /_. / | \ *
* phone : ++49-681-302-41.43 / | \ *
* e-mail: bestu@sbuvax.rz.uni-sb.de / | \ *
* *
*****************************************************************************
```

1558. Re: XCONTROL & Mouse Accel

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 13:13:51 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991Jul26.131351.20375@cs.yale.edu>
Source record: 230133

In article <RALPH.91Jul15180231@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>I have had *NO* troubles using MACCEL3.PRG with XCONTROL on my Mega 4
>ST. It even puts some gibberish (non-ASCII) in the cookie jar.

I no longer have troubles, either. The problem was due to an ill-behaved program that destroyed the cookie jar. (The latter program has since been fixed!) That's why things worked when MACCEL3.PRG was loaded last but not when it was loaded first. Thanks to everyone who responded to my original message.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

1559. The Vault 3.0 announcement -- THE BEST in Atari Hard Disk Backup

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 13:45:11 UTC
From: fischer-robert@cs.yale.edu
Message-ID: <1991Jul26.134511.20719@cs.yale.edu>
Source record: 230138

```
************************************************************
*************** Major upgrade to The Vault ***************
************************************************************

I recently posted a number of programs I wrote, including a large
upgrade to The Vault (hard disk backup -- fast, safe, reliable) to
comp.binaries.atari.st and comp.sources.atari.st. I also uploaded
them to atari.archive.umich.edu for anonymous FTP. Some have been
filed while others are still in the atari/new directory.

40424 Jul 16 21:17 ff32bin.zoo Speeds up floppy disks without reformatting them,
safe, faster than Twister.
30689 Jul 16 21:17 ff32src.zoo Source for ff32bin.zoo
164028 Jul 16 23:52 lynxlib.zoo C library needed to compile most of my programs
15353 Jul 16 21:17 mclock.zoo Corner clock, works even on Megas, also has option
for a 100-hour-per-day clock
20191 Jul 16 21:17 shfflbin.zoo Game -- makes a puzzle out of any bitmap picture
12523 Jul 16 21:17 shfflsrc.zoo Source for shfflbin.zoo
31371 Jul 16 21:17 sokobin.zoo New port of Sokoban, lets you take back as many
moves as you like.
19515 Jul 16 21:17 sokosrc.zoo Source to sokobin.zoo
29007 Jul 17 10:50 key.zoo Repost of the key -- restore program for The Vault
This is no change from the last version of The Key,
posted over 1 1/2 years ago.
99880 Jul 16 21:17 vltbin.zoo

The Vault 3.0. The best in Atari hard disk backup just got better!
If you use The Vault, upgrade to version 3.0. It is totally
rewritten, has a much better user interface, and has been well tested
for half a year now. And it still writes TOS-format disks with the
same speed it always has. I you don't use The Vault, try it -- you'll
like it.

If you have any questions, comments or problems with any of the above
programs, please send a message directly to me at
fischer-robert@cs.yale.edu. A message posted to a newsgroup will
never get to me, because I don't read newsgroups.

Enjoy,
--- Bob
--
| Robert Fischer |
| Arpanet: <fischer-robert@cs.yale.edu> |
```

1560. Re: TT memory (was allocation)

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 13:49:35 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <2092@richsun.cpg.trs.reuter.com>
Source record: 230139
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <RALPH.91Jul15155649@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>I am considering upgrading to an Atari TT. As I understand it TT's
>only come in two models: the TT/2 and the TT/8. Is the ST RAM *only*
>on the mother board, or is half of it on the extra TT RAM card?

A. Pratt from Atari posted info about TT RAM a while back. Here in the U.S.
one can purchase TT/2, TT/4 or TT/8. The TT/2 is ST RAM 2M on the Mother
Board. To upgrade or purchase TT/4 you will get 2M more of ST RAM on
a ST RAM daughter board. To upgrade or purchase TT/8 you will get another
daughter board with TT RAM - another 4M of RAM (these are SIMMs -
no SIMMs for ST RAM).
>
>Also what kind of RAM is in the two types of RAM for the TT: SIMMs,
>SIPs, chips, or some mixture of the above? I would prefer getting a
>TT/2 and upgrading the ST RAM to 4 Mb in the case that SIMMs are
>involved. I would probably later on, sometime next year when the
>European plant for 16 Mb chips starts operation, get the faster TT RAM
>when prices would fall.
>--
You can expand ST RAM to get a total of 10M. If you replace the 1M SIMMs
from the TT RAM daughter board with 4M SIMMs you will get 16M of TT (fast)
RAM. That means total memory could be 10M + 16M = 26M.

>Ralph P. Sobek Disclaimer: The above ruminations are my own.
>ralph@laas.fr Addresses are ordered by importance.
>ralph@laas.uucp, or ...!uunet!laas!ralph
>If all else fails, try: sobek@eclair.Berkeley.EDU
>Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
>==
>Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

You may not want a TT - STe is much cheaper and you can update memory with SIMMs.
I have a TT and a ST. Many programs run on both, but of course, most games from
the ST will probably not run on the TT. I believe that all of the Double Click
Software that has been posted in the binaries is ST and TT compatible.

CUL,
Chuck

1561. Re: Dave Baggett's .au converter

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 14:26:23 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Jul26.142623.4035@wam.umd.edu>
Source record: 230140

In article <1991Jul25.120846.5868@oz.plymouth.edu> pyr579@oz.plymouth.edu (Technoid) writes:
>Hello,
>
> Yesterday I was extremely excited when I read a message by
>Dave Baggett speaking of the files he was plaicing in DIGISTUF.ARC and
>putting on atari.archive. I ftped the file and unarced to find 3 more arc's.
>None of them contained the .au converter to ST digitized sounds which is
>too bad, because that was the only thing I really wanted from the archive.
>Dave, if you are reading this, could you please put that file in
>atari.archive, thanks.

Before we get TOO excited, I should mention that the main reason I never posted the converter before is that the sound quality you get from the resulting sounds sort of, well, leaves "something to be desired". It works, but some sounds come out better than others. (I've never been able to understand why the uLaw encoding process seems to lose information. You should be able to get 8-bit resolution back. BTW, I did it two different ways, both by the uLaw spec, and both sounded about the same. Hmmm.)

The digistuf.arc that's currently up on atari.archive is OLD. I did post the new digistuf.arc but the good fellows at atari.archive haven't put it up yet. (They have real lives too?!?!?) In any case, my announcement was perhaps premature. Sorry for the confusion, folks. Look for digistuf.arc next week.

Dave Baggett
dmb@wam.umd.edu

1562. Start magazine

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 16:45:58 UTC
From: bboychuk@sdcc13.ucsd.edu
Message-ID: <21947@sdcc6.ucsd.edu>
Source record: 230143

In article <26JUL91075827@etsuv2.etsu.edu> r_gambs@etsuv2.etsu.edu writes:
>
> Maybe I missed something, since I don't read this group often, but
>Could someone please tell me what happened to START magazine? Last I heard
>they were going bi-monthly, but I haven't gotten anything from them since.
>

And you won't. Start is dead, along with Antic (the magazine, not
the company -- the company is now putting out a PC rag, "PC Home
Journal.")
And speaking of Start, is anybody else having trouble
collecting money owed for articles printed? Antic Publishing has
owed me over $1,800 for nigh six months now and is refusing to
acknowledge that I exist, despite the fact that I've been to Small
Claims and won a settlement against them. The money guy there,
Chris Ballard, won't even call me back -- even though I've
threatened to send in the sheriff to start impounding stuff.
And since the company still exists, shouldn't we subscribers
be getting reimbursement for undelivered issues? Or issues of
another magazine?
Ah! Nothing like a healthy instance of getting screwed to
make you look at the world with a bright, sunny outlook.
--
---
bboychuk@ucsd.edu "My GOD, did you see the power and majesty radiated by
that llama?" "Well, of course I did, you fool..."

1563. Re: use unlzh 1.72 for unlzhing! works with all!

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 16:58:26 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Jul26.165826.8393@chinet.chi.il.us>
Source record: 230149

People a lot more familiar with computers than I am have tried to get lharc running on chinet (running Interactive Sys V r 5, I believe), and failed. If someone knows the proper incantations to compile a publicly-available version of lharc on a this system, I'd appreciate a note explaining how (I won't thank you right away because I'll be away for a while).
Steve saj@chinet.chi.il.us

1564. Re: WANTED: Stereo-Tek Glasses

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 17:10:28 UTC
From: patrick@hpmcaa.mcm.hp.com
Message-ID: <1991Jul26.171028.10993@hpmcaa.mcm.hp.com>
Source record: 229952

I too have wondered about the Sega Glasses. I'd be willing and would love to hack a pair to make'em work.

Does anybody have the Lead/in/out info a pair of the Stereo-Tek glasses?

Without this info I'd be lost in the fog.

Thanks all,
Patrick

1565. Re: skates.lzh at terminator

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 17:21:46 UTC
From: iam@stiatl.salestech.com
Message-ID: <1991Jul26.172146.1818@stiatl.salestech.com>
Source record: 229979

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

>In article <5057@hh.maus.de> Thomas_Quester@hh.maus.de (Thomas Quester) writes:
>>
>> JM>Well, first I should express my feelings toward .LZH files:
>> JM> "There should be a law against them!"
>> JM>I finally obtained an LZH extractor that worked with the .LZH file :)
>> JM>ANYWAY, I placed the files in A:/skates/jmw as documented, but keep
>> JM>getting a mysterious "error #052, press any key"...
>>

This is the last time I'm posting this:

The files go in a folder called A:\SKATES.JMW NOT A:\SKATES\JMW
^ --- ^

Play it once, erase it, and go your merry way like I did.

--
-------- ---- ---- -- | Ian Mercado: iam@stiatl.salestech.com |
-- - - ----- -- | emory!stiatl!iam |
-- -------- -- ----- | |
-------- -- -- -- ---- | "Can't keep my mind from the circling sky" |

1566. Re: PC-Ditto I -vs- SoftPC

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 17:47:36 UTC
From: jan@janhh.hanse.de
Message-ID: <1908.07.91@janhh.hanse.de>
Source record: 229978

Patrick Hawke asked:
> I currently have PC Ditto I. How does this compare to SoftPC in Spectre (MAC).

Maybe the better question would be how does PC Ditto compare to SoftPC
on the ST. On CeBit '91 I talked with someone from Insignia who said
that had already finished a ST-Version and Atari has it.

Does anybody know why Atari doesn't release it ?

- Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

1567. neo 1040 for sale (upgraded 520STfm)

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 17:51:34 UTC
From: chad@oscar.cs.byu.edu
Message-ID: <1991Jul26.175134.29569@hamblin.math.byu.edu>
Source record: 230146

--

FOR SALE:

Atari 520STfm upgraded to 1meg RAM and DSDD floppy.
Has external "mungo big" industrial power supply that can
power several HD too. (power supply is > $100 value)

SM124 mono Monitor.

NEC P2200 24 pin printer and cable

Home built HD adapter to attach a SCSI disk.

Atari Word Perfect

Microsoft Flight Simulator
Balance of Power game

HD backup utility

Lots of PD disks

Personal Pascal v2

This machine has not been used for a year because I
started to use a Mac for my MIDI due to a piece of
software that I needed on Mac.

All for $600 plus shipping.

for more information contact Chad @ (801) 378 6472

or email chad@yvax.byu.edu

****
Chad Leigh
Brigham Young University / on leave from DEC
chad@yvax.byu.edu / chad@norge.enet.dec.com
****

1568. Re: Could someone answer this?

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 19:33:07 UTC
From: nelson@cygnus.Kodak.COM
Message-ID: <1991Jul26.193307.1637@kodak.kodak.com>
Source record: 230150

START has gone to the big bit bucket :-(

There have been rumors of START being taken over by another magazine but
nothing has happened yet.

--
Bruce Nelson | Phone: (716) 726-7890
Rochester Distributed Computer Services | Internet: nelson@kodak.com
Eastman Kodak Company |
Rochester, NY 14653-5221 |

1569. Re: Accidently formatting

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 19:39:12 UTC
From: dkoski@cs.arizona.edu
Message-ID: <1701@caslon.cs.arizona.edu>
Source record: 229951

In article <1991Jul26.125723.27759@cs.wayne.edu> pbh@jake.tmc.edu (Patrick Haggood) writes:
>Perhaps you could use something like DC Format to put an IBM boot
>sector on the disk, then take it to an IBM shop to "unformat" it.
>Norton Utilities has an unformat utility; however I'm not aware of
>how it works (I don't think the format process writes zeros to all
>the sectors, I think it just re-maps them--?)

No, the format uses the WRITE_TRACK command on the FDC... The whole track is written over with some gaps between the sectors, and some header info. The sectors themselves are written with a 'virgin' value, usually $E5. The norton utilities won't do it, I think the way that they work is to use a non-destructive format (that is, read the sectors, write the track, write the sectors). It is IMPOSSIBLE to recover a formatted disk.

David Koski

1570. Re: crabs -- Screen-eating program for MiNT

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 19:44:03 UTC
From: ripley@cs.tu-berlin.de
Message-ID: <RIPLEY.91Jul26214403@track.cs.tu-berlin.de>
Source record: 230147
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, I just took the lzh that I got from uudecode and tried it...
It worked flawlessy.

Sigh,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)
Attention: My phone-# is changing 01-Jan-1991 ! s/246292/2186292/

1571. Re: Function Proto types (was Re: Lattice C -- Single Pass?)

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 21:19:24 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Jul26.211924.17569@lsuc.on.ca>
Source record: 229953

In article <1991Jul25.095947.24697@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:
>In article <1991Jul24.180103.25979@lsuc.on.ca>, jimomura@lsuc.on.ca (Jim
>Omura) writes:

...

>|>
>|> My best guess is that Lattice is a single pass compiler after all.
>|>I asked around before and was told it was multi-pass. But it's not
>|>something that some programmers would notice. At least not unless
>|>they try porting programs written by people who organize top down.
>|>
>
>No, It's a multi pass compiler but ANSI compatable. You have run into
>ANSI function prototyping. In ANSI C the compiler checks to see if you
>pass the correct values to functions in a simmilar manner to Pascal, thus

... [deleting a nice example of function prototype usage -- JO]

Well, I know about function prototyping. The problem is that
I had ANSI compatibility switched off. Now in that case the compilers
I've used has supported forward and backward references without
function declarations. In effect making them "old style K & R C."

As far as I know, ANSI's spec doesn't tell you whether a compiler
is going to be restricted regarding forward referencing when ANSI
compatibility is "disabled". (An interesting point of logical reasoning
there. :-) So properly, it's a subject for the manual to discuss in
an appropriate place. I'd put it in the general description of the
compiler. Alternatively, it might be mentioned in the area of compiler
switches. If possible, it should be *everywhere* that one might reasonably
look for it.

So far, I think the Lattice C compiler will be a very satisfactory
compiler (subject to that 1 major compiler bug that I seem to have
hit in my most important project), but the 1st edition manual is
annoyingly deficient in many ways. I hope I'll be able to arrange to
buy an updated manual.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

1572. Re: Accidently formatting

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 22:41:04 UTC
From: kurto@cc.usu.edu
Message-ID: <1991Jul26.164105.48531@cc.usu.edu>
Source record: 229956

In article <1701@caslon.cs.arizona.edu>, dkoski@cs.arizona.edu (David Koski) writes:
> No, the format uses the WRITE_TRACK command on the FDC... The whole track
> is written over with some gaps between the sectors, and some header info. The
> sectors themselves are written with a 'virgin' value, usually $E5. The norton
> utilities won't do it, I think the way that they work is to use a
> non-destructive format (that is, read the sectors, write the track, write the
> sectors). It is IMPOSSIBLE to recover a formatted disk.
^^^^^^^^^^
>
> David Koski

No it's not. It's just very difficult and you need some expensive equipment.
The reason it's still possible is because very seldom do the read/write heads
line up in the EXACT same place for a given track so there is usually
some of the old information available. It is like this:

* - old info
= - new info (ie. from the format or whatever)

blah blah blah blah blah ...
track x blah blah blah blah blah ... (where blah = bits on disk)
blah blah blah blah blah ...

********************** ...
track x+1 ========================== ...
========================== ...

blah blah blah blah blah ...
track x+2 blah blah blah blah blah ...
blah blah blah blah blah ...

So if you have the correct equipment and know enough about how a given
disk system stores information, you can read the disk bit for bit using
a track density about five times higher then the original and then pick
out the stuff you want. If you know what was written over (E5 E5 E5 for
most ataris) then it is even easier to find your original data. Even
when you actually write directly over the top of data it is possible to
read ghost images from the disk, again with the correct equipment.

1573. Mint

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 23:41:21 UTC
From: sma@walt.disney.com
Message-ID: <sma.680571681@walt>
Source record: 229957

I have started using mint. I have bash, mgr, ksh. I had to dig out an old copy of mg (micro-gnu emacs) to do editing, as my vi and emacs crashed mint. So I have a basic system and want more. Several of the sample scripts/setups with mint referenced other utilities but I don't know where to find them. I have rummaged through archive, but it is difficult to try to find mint compatible progs/utils etc.

I would appreciate any pointers to archives or utils/progs that are mint compatible. I would also enjoy working on the mint system (in all of my spare time :-) if needed.

Thanks

Steve Acheson
sma@walt.disney.com

1574. Re: Lattice C -- Single Pass?

Newsgroup: comp.sys.atari.st
Date: 1991-07-26 23:48:23 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Jul26.234823.2778@lsuc.on.ca>
Source record: 229955

In article <040103.22763@timbuk.cray.com> marc@sequoia.cray.com (Marc Bouron) writes:
>
>In article <1991Jul24.180103.25979@lsuc.on.ca>, jimomura@lsuc.on.ca (Jim Omura) writes:
>>
>> I got my first "do nothing" program to compile and link and waddling
>> through a slow program development I started to run into problems. Then
>> something occurred to me. I compiled the sample program (WTEST.C) that
>> comes with Lattice C and it compiled, linked and ran perfectly. Then
>> I moved the 'main()' from the bottom of the source code to my normal
>> location just under the globals (the "top" of the program) and it failed
>> to compile.
>
>Moving main() to the `top' of your program means that, unless you give
>declarations for the functions used by main(), they will be assumed to return
>ints. Now, when the functions are actually encountered, and they return
>something OTHER than ints, the compiler will barf. And quite rightly so (no

Ah, but it isn't "quite rightly so. You see, I didn't bother
-
a
Ah, but is isn't "quite rightly so." You see, I didn't bother
stating all the permutations that I tried (it would take a few pages).
Some of the permutation I tried was declaring all functions as "int"
and then making sure that they in fact did return an "int" (value of 0
if I needed a dummy value). So even if the functions "assumed to return
ints", I had that covered.

There seems to be "something else" going wrong. That's why I
called it more generically "a referencing error." That was the best
way I could think of to describe an error caused by lack of support
for forward referencing.

>matter how many passes it makes). I also write my C programs with main() at the
>`top', but I also religiously declare all the functions I'm going to use. It's
>a good habit to get into ;-)

It looks like it's a habit I'm going to have to get into.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

1575. DC Weekly Post 7/26

Newsgroup: comp.sys.atari.st
Date: 1991-07-27 00:01:04 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Jul27.000104.2139@menudo.uh.edu>
Source record: 229959
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

DC No-Stic will prevent hard disk stiction from happening. Stiction
was such a problem with Seagate drives that they put in circuitry to
move the hard disk heads after a length of disk inactivity. DC
No-Stic emulates this logic.
100% assembly. ST, STe and TT compatible. Work with all hard disks.

- mike vederman / double click software

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

1576. Re: A Decent Debugger Interface (was Re: An idea for DC Software? (wish list))

Newsgroup: comp.sys.atari.st
Date: 1991-07-27 00:07:00 UTC
From: lance@motcsd.csd.mot.com
Message-ID: <4638@motcsd.csd.mot.com>
Source record: 229954
Cross-posted to: comp.sys.atari.st,alt.sys.sun,comp.lang.lisp,comp.windows.x,gnu.misc.discuss

You want to get UPS from the University of Kent.
Check ARCHIE for the exact machine.

UPS is 10 times better than DBX, SDB, GDB, and that ilk.

It has an Ansi C interpreter built in; you can type in code,
splice it in, and hit the GO button. Very very slick.

Lance

1577. Re: Accidently formatting

Newsgroup: comp.sys.atari.st
Date: 1991-07-27 04:41:43 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <16505@ccncsu.ColoState.EDU>
Source record: 229958

Don't know how Norton's utility does it, but in DOS5.0 there is actually two
format. One will physical format the disk and destory the data, the other one
(called quick format) will reset the FAT table area and if the disk has enough
space left, it will keep a copy of FAT to that place so the disk can be unformat
, however it does not work with normal reformatted disk.
Tang
sytang@lamar.colostate.edu

1578. BLACKOUTS

Newsgroup: comp.sys.atari.st
Date: 1991-07-27 05:47:21 UTC
From: chuj@spot.Colorado.EDU
Message-ID: <1991Jul27.054721.18449@colorado.edu>
Source record: 229960

This may be a very stupid question. I just experienced 3 blackouts in 1 day while my ST was on. I was wondering does blackouts have the same effect or any effect on the hardware as do surges? Of course I do have a surge protector, but it probably didn't help any in this situation. I might just be paranoid about this, but I'm just cautious about my cpus.

Thanks,
Jeff

1579. need help with dead 1040 modem port

Newsgroup: comp.sys.atari.st
Date: 1991-07-27 07:33:33 UTC
From: linda@wpg.com
Message-ID: <4094@wpg.com>
Source record: 229961

I was using my 1040ST as a terminal emulator this afternoon
when a power surge (?) simultaneously killed the ST modem port
as well as the serial controller board on the host computer.

The serial controller board showed visible signs of heat damage
but the atari board looks flawless. Does this mean the atari
damage is minor?

Could someone recommend a good repair facility --- reliable,
inexpensive, and fast?
--
Linda Guidry, WP Group, New Orleans (504) 443-5000
linda@wpg.com uunet!wpg!linda

1580. Re: OSI Personal Pascal bug

Newsgroup: comp.sys.atari.st
Date: 1991-07-27 12:38:08 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul27.123808.15587@actrix.gen.nz>
Source record: 229962

In article <1898.07.91@janhh.hanse.de> jan@janhh.hanse.de (Jan Willamowius) writes:
> Charles Richmond wrote:
> > I believe I have found a but in my Personal Pascal V2.0
> > compiler.
> > Since Optimized Systems Software (OSI) is no
> > longer in business, does anyone still support this compiler?
> > Can anyone direct me to the people in Germany who actually
> > wrote this compiler?
>
> As far as I know the complier was written by Joerg Lohse (currently
> working at the University of Hamburg). But I don't think he is involved
> in supporting the compiler any more.
>
> The German distributor is:
> CCD, K. Meyfeld, Schoene Aussicht 41, D-6229 Walluf, Germany.
>
> I heard rumors that they might drop ST-Pascal. Details anyone ?
> Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
> E-Mail: jan@janhh.hanse.de

Well from what I know, I think ICD took over Personal Pascal in
the USA.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1581. DC Programs of the Weeks

Newsgroup: comp.sys.atari.st
Date: 1991-07-27 13:52:07 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Jul27.135207.3837@menudo.uh.edu>
Source record: 229963
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just got done sending all of our Programs of the Week to the ftp site atari.archive.umich.edu

All of our Programs of the Week are there, plus some oldies but goodies.

Over 40 programs if I remember correctly. Get 'em while they're hot! :-)

- mike vederman / double click software

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

1582. Atari Meese 1991

Newsgroup: comp.sys.atari.st
Date: 1991-07-27 13:58:22 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Jul27.135822.4089@menudo.uh.edu>
Source record: 229964
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just thought I'd drop a note to the net letting all of our international friends know that Double Click Software will be attending, displaying and selling our wares at this year's Atari Meese show in Duesseldorf.

We will be showing something of particular interest to owners of AT Speed or PC Speed. Can't say more, you have to wait. :-)

We will also be showing (but not selling) our new game authoring package. Wow, it is hot!

Plus, our DC Utilities, DC Desktop, DC Shower and (tadum!) Data Diet - the _only_ realtime compression program for the Atari computer. Not to mention our DC Port serial expansion cartridge, too.

We really look forward to meeting our net friends face to face (and sharing a few rounds with them too!).

- mike vederman / double click software
--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

1583. Re: A Decent Debugger Interface (was Re: An idea for DC Software? (wish list))

Newsgroup: comp.sys.atari.st
Date: 1991-07-27 14:04:08 UTC
From: elrond@frmug.fr.mugnet.org
Message-ID: <1991Jul27.140408.14076@frmug.fr.mugnet.org>
Source record: 229971
Cross-posted to: comp.sys.atari.st,alt.sys.sun,comp.lang.lisp,comp.windows.x,gnu.misc.discuss

```
In article <RALPH.91Jul18185320@orion.laas.fr>, ralph@laas.fr (Ralph P. Sobek) writes:
> In article <1991Jul15.163633.26800@ux1.cso.uiuc.edu> timothyg@ncsa.uiuc.edu (Timothy
Gallivan) writes:
> | 4) A graphical interface to one of the PD debuggers would also be nice,
> | something like dbxtool on Suns. One window has the source
> | listing with an arrow pointing to the current line. Break points
> | can be selected with the mouse, etc. By the way, do any of
> | the commercial C packages have anything like this?
>
> That would already be decent! But why can't we get a decent debugger
> environment (even on a Sun)? I mean to have something under X11 as
> ergonomic as some of those old Lisp Machine debuggers were. I would
> just love to have something as usable as Xerox's Interlisp debugger
> front-end; that alone would reduce debugging time by at least 50%.
>
> Maybe this is all wishful thinking...
>

TD (Turbo Debugger) have a nice GEM interface but it is very slow to
use this kind of interface. I perfer ADEBUGC+ a french source level debugger
with a monst-like interface.

--
| Bertrand Petit | Signature is under construction |
| alias | |
| >Elrond le demi-Elfe< | Be sure to wear your helmet |
```

1584. CFN Programming/Developing Forum

Newsgroup: comp.sys.atari.st
Date: 1991-07-27 15:09:26 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <9107271509.AA05471@cwns2.INS.CWRU.Edu>
Source record: 229969

The Cleveland Free-Net Atari SIG's Programming/Developing Forum is growing
in usage and population.

Atari computer users are working on new projects both in software and
hardware.

If you are a programmer or even a developer, why not help users bring new and grea
great products to the Atari world?

You can discuss almost any programming topic that you wish. The only thing
we cannot allow is for developers to release classified developer information.

If you are interested in programming or making great things for your computer,
why not log on to the Cleveland Free-Net?

You can 'telnet' any of the following:

129.22.8.82, 129.22.8.75, 129.22.8.76
freenet-in-a.cwru.edu, freenet-in-b.cwru.edu, freenet-in-c.cwru.edu
cwns16.INS.CWRU.Edu, cwns9.INS.CWRU.Edu, cwns10.INS.CWRU.Edu

Len Stys (aa399)

1585. Re: Accidently formatting

Newsgroup: comp.sys.atari.st
Date: 1991-07-27 15:17:41 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Jul27.151741.3645@newcastle.ac.uk>
Source record: 229965

In article <1991Jul26.125723.27759@cs.wayne.edu>, pbh@jake.tmc.edu
(Patrick Haggood) writes:
|>In article <1991Jul25.124220.1136@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
|>>carlfred@idt.unit.no (Carl-Fredrik Soerensen) writes:
|>>
|>>>A friend of mine have an Atari 1040STE.
|>>>He has accidently formatted a floppy with some days work (he had no
|>>>backup).
|>>>I wonder if there exists any opportunities to recover the data (as
|>>>Norton Utilities etc.)
|>>
|>>Formatting a disk means deleting the data completely. You don't have
|>>the slightest chance of recovering them unless your friend stopped the
|>>process soon enough.
|>>--
|>>Claus Brod, Am Felsenkeller 2, Things. Take. Time.
|>
|>Perhaps you could use something like DC Format to put an IBM boot
|>sector on the disk, then take it to an IBM shop to "unformat" it.
|>Norton Utilities has an unformat utility; however I'm not aware of
|>how it works (I don't think the format process writes zeros to all
|>the sectors, I think it just re-maps them--?)

If you realy think an IBM shop can unformat disks then there should be no problem. The STE makes standard IBM disks so there is no need to use and extra programs such as DC Format. Go ahead and try whatever PC stuff you think can recover the disk. Good luck.

Dave Halliday.

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

1586. Re: Plea for help <-- dead 1040!

Newsgroup: comp.sys.atari.st
Date: 1991-07-27 18:47:00 UTC
From: adamd@rhi.hi.is
Message-ID: <3436@krafla.rhi.hi.is>
Source record: 229966

fsctc@csduts1.lerc.nasa.gov (Clarence T. Chang) writes:

>The human body can easily generate up to 10000 volts of static electricity.

It is not the body itself but dry hair and certain types of clothing which
can generate static. Simply by avoiding woolen and synthetic fabrics it is
possible to considerably reduce the danger of static. I have never earthed
myself before handling delicate CMOS components but I take care to avoid
certain movements which generate static:

shuffling on carpetted floors,
ruffling, rubbing or scratching of the hair,
sleeves rubbing against the wrists.

I haven't fried a chip with static yet!
Also it is not good to have cats nearby. I once had a program crash because
a cat walked to close to the computer (no, it wasn't an ST)!

Pure cotton and linen generate virtually no static. I guess hemp and nettle
are also similar fabrics electrically (if you can get them).
Wear vegetable fibre!

Also it is a good idea to rinse the hands before starting.

-Adam David-
adamd@rhi.hi.is

1587. Atari ST languages for sale

Newsgroup: comp.sys.atari.st
Date: 1991-07-27 20:03:30 UTC
From: kimmel@umvlsi.ecs.umass.edu
Message-ID: <1991Jul27.200330.10965@risky.ecs.umass.edu>
Source record: 229967
Cross-posted to: misc.forsale.computers,ne.forsale,comp.sys.atari.st

I recently sold my Atari ST system and was left with a bunch of language
software. So...

FOR SALE: TDI Modula-2 $20
An older version, I think, but a good
starter system for someone who wants to
learn Modula-2.

Personal Pascal v2.0 $30

Mark Williams C v3.0 $40
Includes CSD source-level debugger and
resource editor.

Abacus Assempro $20
A rather nice assembler/debugger package.

Philon FAST/BASIC-M $35
A sophisticated BASIC compiler.
IBM MBASIC-compatible.

All prices are negotiable! E-mail me if you're interested!
-Matt
--
Matt Kimmel University of Massachusetts Amherst, Mass.

Internet: kimmel@umvlsi.ecs.umass.edu Bitnet: KIMMEL@UMAECS
kimmel@risky.ecs.umass.edu

1588. Atari 520 ST forsale

Newsgroup: comp.sys.atari.st
Date: 1991-07-27 20:39:42 UTC
From: gathings@duncan.cs.utk.edu
Message-ID: <1991Jul27.203942.18746@cs.utk.edu>
Source record: 229968
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Keywords:

I have the following system for sale :

Atari 520 ST with, external drive mono monitor, TOS and various software,

asking $300 , O.B.O (price includes shipping).

Thanks
Golando

1589. BibTeX locking up

Newsgroup: comp.sys.atari.st
Date: 1991-07-27 21:01:43 UTC
From: bremner@cs.sfu.ca
Message-ID: <1991Jul27.210143.13694@cs.sfu.ca>
Source record: 230019

Problem: Bibtex C Version 0.99c (atari.archive:atari/tex31/bibtex.zoo
) locks up when I run it, right after it says "The style file:
plain.bst"

I am running a 1040ST, with TOS 1.x, x < 4, 1 Meg of memory.

The only things in my auto folder are foldr140.prg, and supra hard
drive boot and clock-read.

Is this known to work on one meg ST's ?

I am running from within Bammi's minimal shell, but TeX runs O.K., so
I don't think thats the problem.

--
bremner@cs.sfu.ca ubc-cs!fornax!bremner

1590. Re: Interesting Archiver Facts [was Re: Use Unlzh 1.72 ...]

Newsgroup: comp.sys.atari.st
Date: 1991-07-27 22:29:05 UTC
From: ripley@cs.tu-berlin.de
Message-ID: <RIPLEY.91Jul28002905@troll.cs.tu-berlin.de>
Source record: 229970
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello.

Perhaps this is interesting news for you: There is a new version
of lharc (lharc 2.0) which has a new compression method. It packs
better than zip. I could send Thomas Quester's version to comp.binaries,
but I better ask him first...
Anyway, it has already been distributed through the Maus-net here in
Germany...

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)
Attention: My phone-# is changing 01-Jan-1991 ! s/246292/2186292/

1591. apple][emulator

Newsgroup: comp.sys.atari.st
Date: 1991-07-28 02:43:42 UTC
From: selick@bucsf.bu.edu
Message-ID: <86806@bu.edu>
Source record: 229973

Has anybody in net-land gotten the apple][emulator on
terminator.cc.umich.edu to work? Please e-mail me all
files/documentation that I will need to get it running.
<selick@bucsf.bu.edu> -=> Steve Selick

1592. Re: Multisynch and other monitors (Help!)

Newsgroup: comp.sys.atari.st
Date: 1991-07-28 05:03:11 UTC
From: seitz@netcom.COM
Message-ID: <1991Jul28.050311.13781@netcom.COM>
Source record: 229972

In article <1991Jul23.185606.18946@unx.sas.com> snoret@unx.sas.com (Rick Tatem) writes:
>Anyway... Does anyone have any (reasonable) suggestions,
>recommendations, tips, leads, etc. on a good multisynch
>or other compatible monitor for a 1040STf?

My multiscanning monitor is an Acer 7015 Multiscanning Color Monitor. It cost me about $450 dollars new at my Atari dealer. One problem: the IB Mult-Switch adapter I use to hook up the monitor reaures a 9-pin analog RGB monitor port, while the Acer has a 25-pin analog port. I had to buy a 9-25 pin adaptor cable to hook things up.

The monochrome is not as sharp as a dedicated monochrome monitor, but still very acceptable. And the color works just great.

--
Matthew Seitz
seitz@netcom.com

1593. Re: NEW NEW MEGA STE problem?

Newsgroup: comp.sys.atari.st
Date: 1991-07-28 12:41:00 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.680704860.larserio@kvart.ifi.uio.no>
Source record: 229974

On my MEGA STE I get the "Drive A: not ready / not responding" all the time, but a click on "RETRY" and everything goes well. Could be a drive problem (my first drive stopped stepping, and this one is an old one Atari had lying around .-)

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
__________/ _____/ _____/ ____/ /

1594. Re: OSI Personal Pascal bug

Newsgroup: comp.sys.atari.st
Date: 1991-07-28 12:42:02 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.680704922.larserio@kvart.ifi.uio.no>
Source record: 229975

I just upgraded my Personal pascal 2.02 to 2.05 from HiSoft in England
i costed my almost nothing and the new version is 3 years newer !!!

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
__________/ _____________________/ _____________________/ ____/ /

1595. Personal pascal 2.05

Newsgroup: comp.sys.atari.st
Date: 1991-07-28 12:46:32 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.680705192.larserio@kvart.ifi.uio.no>
Source record: 229976

PERSONAL PASCAL Version 2.05

The following bugs/difficulties reported for earlier versions were FIXED:
==========

1. Esc key doesn't always clear editable text field in dialog box.

2. Off-center dialog boxes not displayed correctly.

3. The default button in Compiler Options dialog box doesn't respond
to return key.

4. Read(char) waits for carriage return to exit.

5. Bugs in register allocations.

6. Arrays having more than one dimension incorrectly compiled if size
was over 32k.

7. EOF and EOLN improperly handled. Last line of text file not read if
no cr/lf at end of file.

8. After reset(f,'CON:') EOLN is correctly edited and input can be
edited.

9. Entering/exiting supervisor mode sometimes caused bombs.

10. Obj_Redraw and Show_Dialog not in libraries.

11. Read and write cannot be used in random access file i/o.

12. Demos don't compile or run properly.

13. Improper memory allocation through new/dispose.

14. Procedural parameters didn't compile or run correctly.

15. The author states "there were a lot of other fixes in the last 1.5
years but I don't remember them."

The following bugs/problems are still known to exist.
==========

1. Pressing alternate-N more than twice bombs the editor.

2. Cannot exit editor with keystrokes after closing file from menu.

3. EDIT.RSC must be in the current default directory.

4. Long_trunc sometimes delivers incorrect value. Solution is to use
the function longtrunc in file LTRUNC.PAS.

In addition the new COMPILER call appl_exit as it should when it exits after
a succesful compilation (the old one forgot, and this caused crash after 5-10
compilations on some machines....()

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
__________/ _____/ _____/ ____/ /

1596. Power supply for Atari DS and SS disk drive

Newsgroup: comp.sys.atari.st
Date: 1991-07-28 14:30:49 UTC
From: unknown@disk.uucp
Message-ID: <1991Jul28.143049.1154@disk.uucp>
Source record: 229998

Does anyone know how much power-supplies are for the ATARI SF314 DS drive
and the ATARI SF354 SS Drive? During an elictrical storm (with the system
up!) the SS drive stopped working. So I switched power supplies between
the two, and found it was just a bad supply. But the bad supply must
still send some strange voltage, because the drive it's hooked up to is
constantly spinning with it's light lit. I've tried the drive with the
good supply, and it works perfectly.. Anyone heard of this condition or
have any fix for it or where and how much for a new power supply?
Thanks.............
--
____
Shawn Beltz :) :) :) The opinions expressed in this message are
unknown@disk.UUCP the opinions expressed in this message are
uunet!ukma!corpane!disk!unknown the opinions expressed in this message....

1597. Re: Turbo-C

Newsgroup: comp.sys.atari.st
Date: 1991-07-28 17:45:51 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Jul28.124551.12021@doug.cae.wisc.edu>
Source record: 229980

In article <12116@sbsvax.cs.uni-sb.de> univwa@sbuvax.rz.uni-sb.de (Bernhard Stumpf)
writes:
>In article <11582@m.maus.de>, Martin_Gaeckler@m.maus.de (Martin Gaeckler) writes:
>>
>> Dave Halliday D.C.Halliday%newcastle.ac.uk @ SUB am Mo, 15.07.91 11:02 writes
>>
>> >|>Did Borland give a reason for stopping to support the Atari ST product?
>>
>> No, Borlang USA didn't give any reason for that. Turbo C for the Atari ST was
>> only supported by Borland Germany an independed company which was owned by
>> Fritz Heimsoeth. After Borland USA bought Borland Germany (in July 1990) they
>> didn't take interesting in supporting Turbo C. And, unfortunately, it take a
>> long time to give back Turbo C to the the developpers.
>>
>> Greeting from bavaria
>>
>> Martin Gaeckler
>
>Just for your information:
>
>In Germany, the distributor of Turbo C is now Application Systems, Heidelberg
>(ASH), better: of the successor of TC called PureC.
>
>PureC is a complete development system (graphics shell-editor-Ansi C compiler-
>assembler-debugger-linker). It will cost about 400.- DM. The Developpers of
>Pure-Software have also done the developpement of TC 2.0.
>Users of Laser-C and Megamax C will automatically be offered an update to
>Pure-C.
>
>(informations taken from: TOS 8/91, p.11)
>
>
>
>greetings bst
>
>
>
> **
> * *
> * Dipl.Ing. Bernhard Stumpf | | | *
> * / ___ / University of the Saarland | | | *
> * /----. /__. -/- D-6600 Saarbruecken | | | *
> * /____/ ___/ /_. / | \ *
> * phone : ++49-681-302-41.43 / | \ *

> * e-mail: bestu@sbuvax.rz.uni-sb.de / | \ *
> * *
> **********

They make an English version, better than or equal to Turbo C 2.0, I'll
have my check ready!

Turbo C 2.0 for the ST never ceases to amaze me.

--Greg

PS: Although, its not perfect it does have some annoying bugs :)

1598. Re: HELP!!! with lharc

Newsgroup: comp.sys.atari.st
Date: 1991-07-28 20:24:30 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0b9ajgs@nathan.ruhr.de>
Source record: 230001

>I have lharc 0.51 it extracts the files and gives me one unamed file but no
Oh my good, stoneage is greeting... ;-)

>Any ideas or someone who can tell me which version of lharc to use
>would be most helpful and appreciated.
Try to get LHarc 2.00 ASAP! Should be on atari.archive...
/s/
--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

1599. 1040STe questions

Newsgroup: comp.sys.atari.st
Date: 1991-07-28 22:20:59 UTC
From: azog@world.std.com
Message-ID: <1991Jul28.222059.4531@world.std.com>
Source record: 229981

Well, in a few weeks, I will have the money to purchase a new 1040STe
to replace my lightning-struck 520STfm, and wanted to ask a few
questions... (had to sell one of my beloved pdp-11s to get the money)

Anyways. I know the 1040STe can use SIMMs for memory upgrade, and
I am curious as to the difference between 1m*8 and 1m*9 SIMMs.
Is there any pin difference? If I plug in a 1m*9 into a 1040STe,
what will happen? Will it work, and just ignore the extra bit?

Also. can the 1040STe use the 1mb TOS parts, that are found in the
Megas? Reason I ask is I would like the TOS in a Mega, but cant
afford a Mega STe! (1040STe for about $380, Mega-2 STe for about $1300,
yes I relize its got a hard drive, but I cant get that kinda cash)

I mostly do MIDI with some other 'hacking' (Ive thought before my
520ST died, and after, about an Amiga, its does have some nice
gee-whiz features, you must admit, but Ill stick with Atari, thank
you)

Also, I see lots of complaints about problems on Mega STe's, and
am wondering if any big time major bugs live in the 1040STe?
I wont be using Spectre or anything fancy like that...

Thanx

+--------------------------+---+
| Billy D'Augustine | I beg to differ! |
| azog@world.std.com | -- Prong -- |
+--------------------------+---+

1600. Idea for a program (maybe DC?)

Newsgroup: comp.sys.atari.st
Date: 1991-07-28 22:44:08 UTC
From: r_gambs@etsuv2.etsu.edu
Message-ID: <19468@helios.TAMU.EDU>
Source record: 229983

I just thought of a neat idea for a program. Maybe it already exists and
if so, if someone would point me in the right direction, I would appreciate
it. What I need is a Quota program for my HD. It would tell me how much
of the disk is used, and maybe break it down with a bar graph for each
partition. I hate having to do a 'show info' for each partition individually
then whip out the old calculator. I have a Syquest drive and ICD Host,
if it makes a difference.

////////////////////////////////-\\
//// Send EMAIL to: |Robert Gambs |||| \\\\
/// s54394gr@etsuacad.etsu.edu |Computer "Games" Major |||| \\\
// Or R_Gambs@etsuv2.etsu.edu |East Texas State University/ || \ \\
/===\

1601. zoo 2.1 on comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1991-07-28 22:53:05 UTC
From: koreth@twitterpater.Eng.Sun.COM
Message-ID: <17592@exodus.Eng.Sun.COM>
Source record: 229982

I've just sent out Bill Shroka's port of Zoo 2.1. As noted at the top of the first part, I will now accept submissions to both comp.sources.atari.st and comp.binaries.atari.st in Zoo 2.1 high-compression format, and will use that format when I repack things to save space. A new archive type keyword, "zoo-high", will be placed in the Keywords line of articles posted in the new format.

Sources are in comp.sources.atari.st (and 10 parts long, so only half of it went out today.)

Steven Grimm koreth@eng.sun.com Moderator, comp.{sources,binaries}.atari.st
"We must be brave, and not let them know how frightened we really are."
-- OPEN LOOK Graphical User Interface Functional Specification

1602. what I think about GEM

Newsgroup: comp.sys.atari.st
Date: 1991-07-28 23:08:00 UTC
From: Martin_Gaeckler@m.maus.de
Message-ID: <11697@m.maus.de>
Source record: 230020

>WINDOWS looks great but, compared to GEM or the Mac OS, it is quite clumsy.
>If you want to copy a file, you have to run the File Manager, find the file
>you want to copy and then TYPE out the destination INCLUDING pathways! Yikes,

No, that's not right. You may drag the file(s) you want to copy to that win-
dow where you want to move the file(s). If you hold the Control-Key while you
drag the files they wille be copied (not moved).

regards Martin from bavaria

1603. Re: Idea for a program (maybe DC?)

Newsgroup: comp.sys.atari.st
Date: 1991-07-29 03:48:59 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul29.034859.6068@actrix.gen.nz>
Source record: 229984

```
In article <19468@helios.TAMU.EDU> r_gambs@etsuv2.etsu.edu writes:
> I just thought of a neat idea for a program. Maybe it already exists and
> if so, if someone would point me in the right direction, I would appreciate
> it. What I need is a Quota program for my HD. It would tell me how much
> of the disk is used, and maybe break it down with a bar graph for each
> partition. I hate having to do a 'show info' for each partition individually
> then whip out the old calculator. I have a Syquest drive and ICD Host,
> if it makes a difference.
> ////////////////////////////////-\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
> //// Send EMAIL to: |Robert Gambs |||| \\\\
> /// s54394gr@etsuacad.etsu.edu |Computer "Games" Major |||| \\\
> // Or R_Gambs@etsuv2.etsu.edu |East Texas State University/ || \ \\
> /=========================================================================\

Well I use FREE and is very good, does all the Things that you ask, but
have seen others.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***
```

1604. Posting games to the net

Newsgroup: comp.sys.atari.st
Date: 1991-07-29 08:14:16 UTC
From: dddean@bluemoon.uucp
Message-ID: <He8T61w164w@bluemoon.uucp>
Source record: 229989

Hello:

I have recently just finished a game I created using the game creator STOS, and am wondering what the "rules" are for posting a new game/program to comp.binaries.

If I remember reading it somewhere, I think that I can post one all I want, but to have it kept at the atari archives, what so I have to do?

YES... the program WILL be UUENCODED...

Thanks

You can send any replies to:
David D. Dean, President David D. Dean, Vice Chairman
Explorer Post 891 Exploring Officer's Association
AT&T Systems/Bell Labs Central Ohio Council
dddean@bluemoon.uucp Columbus, OH 43227

**** Any opinions are that of the author, and NOT of AT&T ****

1605. Re: Atari Meese 1991

Newsgroup: comp.sys.atari.st
Date: 1991-07-29 11:06:37 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91210.104102ONM07@DMSWWU1A.BITNET>
Source record: 229987
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jul27.135822.4089@menudo.uh.edu>, uace0@menudo.uh.edu (ATARI Computer Enthusiasts) says:
>
>Just thought I'd drop a note to the net letting all of our international
>friends know that Double Click Software will be attending, displaying and
>selling our wares at this year's Atari Meese show in Duesseldorf.

Nice to hear this. The Atari fair in Duesseldorf is a great thing to meet people!

>Plus, our DC Utilities, DC Desktop, DC Shower and (tadum!) Data Diet - the
>_only_ realtime compression program for the Atari computer. Not to mention
>our DC Port serial expansion cartridge, too.
>

Umph, this is not entirely true. A similar program (don't konw how good it is) was published by 'TOS-Magazin' last year.

>We really look forward to meeting our net friends face to face (and sharing
>a few rounds with them too!).
>
>- mike vederman / double click software
>--
>---
>Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274
>---
>Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

1606. Re: Accidently formatting

Newsgroup: comp.sys.atari.st
Date: 1991-07-29 11:39:57 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul29.113957.20942@informatik.uni-erlangen.de>
Source record: 229988

pbh@jake.tmc.edu (Patrick Haggood) writes:

>Perhaps you could use something like DC Format to put an IBM boot
>sector on the disk, then take it to an IBM shop to "unformat" it.
>Norton Utilities has an unformat utility; however I'm not aware of
>how it works (I don't think the format process writes zeros to all
>the sectors, I think it just re-maps them--?)

Formatting a disk on an ST completely overwrites all data in all
sectors. What you mean is what one might call a 'logical erase'
operation which is offered by some formatters and GEMINI as an
option. In this case, you probably could save the data, but not
after a standard format operation. This whole confusion stems
from the fact that those DOS people don't seem to know exactly
what they are talking about when they speak of 'formatting a disk'.
Sometimes they mean 'low-level formatting', sometimes just
'logical erase'.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

1607. Re: A Decent Debugger Interface (was Re: An idea for DC Software? (wish list))

Newsgroup: comp.sys.atari.st
Date: 1991-07-29 11:57:27 UTC
From: rhaar@albert.cs.gmr.com
Message-ID: <59873@rphroy.ph.gmr.com>
Source record: 229990
Cross-posted to: comp.sys.atari.st,alt.sys.sun,comp.lang.lisp,comp.windows.x,gnu.misc.discuss

```
In article <RALPH.91Jul18185320@orion.laas.fr>, ralph@laas.fr (Ralph P.
Sobek) writes:
|> In article <1991Jul15.163633.26800@ux1.cso.uiuc.edu>
timothyg@ncsa.uiuc.edu (Timothy Gallivan) writes:
|> | 4) A graphical interface to one of the PD debuggers would also be nice,
|> | something like dbxtool on Suns. One window has the source
|> | listing with an arrow pointing to the current line. Break points
|> | can be selected with the mouse, etc. By the way, do any of
|> | the commercial C packages have anything like this?
|>
|> That would already be decent! But why can't we get a decent debugger
|> environment (even on a Sun)? I mean to have something under X11 as
|> ergonomic as some of those old Lisp Machine debuggers were. I would
|> just love to have something as usable as Xerox's Interlisp debugger
|> front-end; that alone would reduce debugging time by at least 50%.
|>
|> Maybe this is all wishful thinking...
|>

Look at the Saber C and C++ products. They are particularly nice under
X11 or OpenWindows.

Robert Haar, Ph.D., InterNet : rhaar@gmr.com
Computer Science Dept., G.M. Research Laboratories
DISCLAIMER: Unless indicated otherwise, everything in this note is
personal opinion, not an official statement of General Motors Corp.
```

1608. Re: NEW NEW MEGA STE problem?

Newsgroup: comp.sys.atari.st
Date: 1991-07-29 12:05:48 UTC
From: johnj@echo.philips.nl
Message-ID: <1991Jul29.120548.28853@echo.philips.nl>
Source record: 229997

One week ago I posted the problem to the net, and as I got some
messages back via email, I think It is worthwhile summarizing.

I will include only two (small) letters I got, as most were either
similar or not of help.

Anyway, thanks everyone who reacted.

> From: LarsErikOsterud
>
> On my MEGA STE I get the "Drive A: not ready / not responding" all the time,
> but a click on "RETRY" and everything goes well. Could be a drive problem
> (my first drive stopped stepping, and this one is an old one Atari had lying
> around .-)
>

Strange, I don't get that particular message. Not at all.
Except ofcourse when there is no floppy in the drive.

But what I meant is, the message:
"Drive A does not exist",
and this does not have a "RETRY" button, only "OK" or so.

And even tryinf thousands of times doesnot work out.
Only cold-booting once or twice.

I got a mail from John Henders:

> From: John Henders
>
> This problem has been reported elsewhere. It seems to come from
> interference from the monitor. Try spacing the monitor a few inches
> above the computer or put a cookie sheet under the monitor to see if
> that fixes the problem.

I did, but I have only used the computer once since that, so
I'm not sure that this really solves my problem.
But it looks promissing.

--
John Janssen Email: johnj@echo.philips.nl
The Netherlands
Work: +31 40 756588 Atari Mega STE, MIDI, C-lab Notator and Unitor.
Priv: +31 77 513177 Astro -Birth/Place/Date/Time you > you.doc

1609. Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1991-07-29 13:10:40 UTC
From: mrh@uk.ac.uea.sys
Message-ID: <1455@sys.uea.ac.uk>
Source record: 229851

Yes, I know everyones finished it, but I've not
had much time to play games, any way my questions.

I have found a scroll which appears to have some
coded information on it, can some one tell me how
to read this scroll. it starts GYNRAX well something
like that.

What does the Gem of Ages do ?

Are there four pairs of Boots of speed ? I've only
found the ones near the entrence to the Demond
Director.

PS is there anyway of getting the oracle to tell
me this sort of information ?

E-mail replies rather than postings please.
Thanks in Advance

1610. Re: PC-Ditto I -vs- SoftPC

Newsgroup: comp.sys.atari.st
Date: 1991-07-29 13:33:12 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5651@syma.sussex.ac.uk>
Source record: 230049

From article <1908.07.91@janhh.hanse.de>, by jan@janhh.hanse.de (Jan Willamowius):
> Maybe the better question would be how does PC Ditto compare to SoftPC
> on the ST. On CeBit '91 I talked with someone from Insignia who said
> that had already finished a ST-Version and Atari has it.

Why, oh why did they give it to Atari of all people? OK, maybe Atari
Germany won't screw up the distribution, but I wouldn't be confident
about any of the other operations (well, maybe Canada aren't too bad,
from what I've read).

> Does anybody know why Atari doesn't release it ?

Because they just LOVE sitting on products for years while they decide
whether to release them or not, whether to sell them or bundle them,
what price to charge, etc. - in the UK we have the examples of
Hyperchart and the Epson emulator for the SLM804, each of which could
have been released a full year earlier than they were.

I won't mention hardware delays. Well, except maybe for the CD-ROM
drive. (Again, I except the few Atari subsidiaries who are actually
marketing the thing - they are a minority.)

Graham
--
Graham Thomas, SPRU, Mantell Building, Univ. of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: +44 273 685865

1611. Re: Turbo-C

Newsgroup: comp.sys.atari.st
Date: 1991-07-29 13:40:25 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5653@syma.sussex.ac.uk>
Source record: 230048

From article <1991Jul28.124551.12021@doug.cae.wisc.edu>, by carter@cae.wisc.edu (Gregory Carter):
>>
>>In Germany, the distributor of Turbo C is now Application Systems, Heidelberg
>>(ASH), better: of the successor of TC called PureC.
>>
>>Users of Laser-C and Megamax C will automatically be offered an update to
>>Pure-C.

This is good news. ASH have a good reputation. Their prices tend to be a little on the high side, but their support is good.

Now, I wonder if this upgrade offer applies to all Laser C users, or just those who bought their copies from Application Systems Heidelberg? (At least part of Megamax has now taken to calling itself Applications Systems Dallas, for what that's worth.)

It would be nice if ASH offered the upgrade to all registered Megamax/Laser C users. Does anyone from Germany have any information on this?

Graham
--
Graham Thomas, SPRU, Mantell Building, Univ. of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: +44 273 685865

1612. Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1991-07-29 14:20:17 UTC
From: malay@sae.com
Message-ID: <1991Jul29.142017.8877@sae.com>
Source record: 229992

Hey,
I just got a brand new GCR w/ROMS and I was wondering if anybody out there can give me a list of Mac goodies that I should be on the look out for, particulary, version numbers. Like what version of System/Finder is the definitive one to use?

Bob Malay

1613. Re: Turbo-C

Newsgroup: comp.sys.atari.st
Date: 1991-07-29 14:41:26 UTC
From: michaels@kaa.informatik.rwth-aachen.de
Message-ID: <michaels.680798486@kaa>
Source record: 229991

>>In Germany, the distributor of Turbo C is now Application Systems, Heidelberg
>>(ASH), better: of the successor of TC called PureC.
>>
>>PureC is a complete development system (graphics shell-editor-Ansi C compiler-
>>assembler-debugger-linker). It will cost about 400.- DM. The Developpers of
>>Pure-Software have also done the developpement of TC 2.0.
>>Users of Laser-C and Megamax C will automatically be offered an update to
>>Pure-C.
PureC is an improved version of TurboC 2.0 - they have improved compiling
speed and and the help system, and a new assembler (68000-68040) is
included. As an owner of TurboC2.0 ('Profi-Pack' - incl. Source-Level
debugger etc.), the update would cost me 150.- DM - I think that's pretty
much money for the minor improvements I would get :-(

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany
michaels@messua.informatik.rwth-aachen.de
PLEASE KEEP MAIL FROM OUTSIDE GERMANY SHORT-I HAVE TO PAY FOR INCOMING MAIL

1614. Re: Which archiver ? (Was: use unl ...

Newsgroup: comp.sys.atari.st
Date: 1991-07-29 15:37:47 UTC
From: ZVM055@DMSWWU1C.BITNET
Message-ID: <91210.164925ZVM055@DMSWWU1C.BITNET>
Source record: 229994

In article <1991Jul25.234634.8967@watmath.waterloo.edu>,
ljdickey@watmath.waterloo.edu (L. J. Dickey) says:
>I suppose that once someone spends a lot of time playing with three
>or four different versions of lharc, they might feel comfortable with
>picking one version to run on one machine and another version to run
>on another. Frankly, it makes me nervous, and I dont know whose
>advice to trust when it comes to picking the version of lharc to use
>on my machine. What I do know is that right now, I have some ".lzh"
>files around that can not be extracted by "lharc_X" and I have some
>other ".lzh" files that can not be extracted by "lharc_Y". (Names
>changed to protect the guilty.)
>
>What I would like to see now is a review by someone who does not have
>an axe to grind who would advise me about the advantages and
>disadvantages of the most recent lharc programs and make some solid
>recommendations. I want to read a reasoned argument, and not
>someone who shouts "Use X!" or "Use Y!", or "Its the best thing
>since sliced bread!".
Some days ago, I've got lha200 from minnehaha.rhrk.uni-kl.de; its an lharc
version 2.0, so it can unpack the lh5 method which is even better in
compression than the 'old' lh1 method. This version is from Th.Quester and
he seems to be aware of the incompatibility problem, because he built in
a switch for compatibility with those old unix-lharcs and others, which do
some wrong things with the headers in the lzh file; so there should be not
more problem. (but do _not_ use the lh5 method when posting something, because
not everyone can unpack it)

Ulrich

1615. Re: digittal sample playback question

Newsgroup: comp.sys.atari.st
Date: 1991-07-29 16:07:14 UTC
From: patrick@hpmcaa.mcm.hp.com
Message-ID: <1991Jul29.160714.4660@hpmcaa.mcm.hp.com>
Source record: 229996

> Try to look at NT_COMP at atari.archive.umich.edu in the sound/player directory.
> NT_COMP will load and play the file, but more interestingly there is source
> to all kinds of player hardware, ROM port, Printer port, STe DMA and the good
> old standard ST soundchip...

How do you get the printer port to output. Is there a schematic for an
interface? I would assume it was just some DAC chip on the parallel lines.

Anybody have information on such a critter?

*Patrick

1616. Re: A Decent Debugger Interface (was Re: An idea for DC Software? (wish list))

Newsgroup: comp.sys.atari.st
Date: 1991-07-29 16:17:00 UTC
From: heirich@quark2.aero.org
Message-ID: <29JUL199108175408@quark2.aero.org>
Source record: 229993

```
In article <4638@motcsd.csd.mot.com>, lance@motcsd.csd.mot.com (lance.norsko writes...
>You want to get UPS from the University of Kent.
>Check ARCHIE for the exact machine.
>
>UPS is 10 times better than DBX, SDB, GDB, and that ilk.
>
>It has an Ansi C interpreter built in; you can type in code,
>splice it in, and hit the GO button. Very very slick.
>
>Lance

Sounds great, I would like to get it. But where? These
directions are from from explicit... (what is ARCHIE?)
```

1617. Re: Turbo-C

Newsgroup: comp.sys.atari.st
Date: 1991-07-29 17:06:56 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <7527@eastapps.East.Sun.COM>
Source record: 229995

michaels@kaa.informatik.rwth-aachen.de (Michael Schwingen) writes:
=PureC is an improved version of TurboC 2.0 - they have improved compiling
=speed and and the help system, and a new assembler (68000-68040) is
=included. As an owner of TurboC2.0 ('Profi-Pack' - incl. Source-Level
=debugger etc.), the update would cost me 150.- DM - I think that's pretty
=much money for the minor improvements I would get :-(

Could you provide more information on what the update involves/costs/etc.

Is there English documentation [yet] !?!?!?!?

Thanx for any help.

Joe
-=-

1618. Re: 1040STe questions

Newsgroup: comp.sys.atari.st
Date: 1991-07-29 17:32:10 UTC
From: pegram@kira.UUCP
Message-ID: <1991Jul29.173210.7577@uvm.edu>
Source record: 229999

From article <1991Jul28.222059.4531@world.std.com>, by azog@world.std.com (azog-thoth):
>
> Well, in a few weeks, I will have the money to purchase a new 1040STe
> to replace my lightning-struck 520STfm, and wanted to ask a few
> questions... (had to sell one of my beloved pdp-11s to get the money)
>
> Anyways. I know the 1040STe can use SIMMs for memory upgrade, and
> I am curious as to the difference between 1m*8 and 1m*9 SIMMs.
> Is there any pin difference? If I plug in a 1m*9 into a 1040STe,
> what will happen? Will it work, and just ignore the extra bit?

Yes, it will work and ignore the parity bit, I got mine off of
the net and they are working fine. Better than before actually, since
Spectre screens were showing patterns of stuck bits in my original
memory. Do note, you lose your 90 day guarantee if you do it yourself
(the tell-tale sticker must be removed 8-).
>
> Also. can the 1040STe use the 1mb TOS parts, that are found in the
> Megas? Reason I ask is I would like the TOS in a Mega, but cant
> afford a Mega STe! (1040STe for about $380, Mega-2 STe for about $1300,
> yes I relize its got a hard drive, but I cant get that kinda cash)

You mean the TOS ROMS... Mega STE ROMS (TOS 2.0x) might work, if
there are only two of them. You'd probably lose the analog joystick
port support, and the ROMS are not officially available. Earlier
TOSes won't work at all (including TOS 1.4), and are less good than
the TOS 1.62 that comes with current machines. Some programs don't
know about 1.62 yet - pinhead 1.8, an STE demo program - nothing
catastrophic. Good luck, post your experiences if you succeed please.

> I mostly do MIDI with some other 'hacking' (Ive thought before my
> 520ST died, and after, about an Amiga, its does have some nice
> gee-whiz features, you must admit, but Ill stick with Atari, thank
> you)
>
> Also, I see lots of complaints about problems on Mega STe's, and
> am wondering if any big time major bugs live in the 1040STe?
> I wont be using Spectre or anything fancy like that...

Spectre works just fine. I do suffer from the DMA sound/shifter
problem documented by Lars Erik Osterud. It's annoying, but not
fatal - unless it stops you from seeing Spectrum pictures. I run a
mono machine for now.

> Thanx

You're welcome.
>
> +--------------------------+---+
> | Billy D'Augustine | I beg to differ! |
> | azog@world.std.com | -- Prong -- |
> +--------------------------+---+

Bob Pegram

pegram@{griffin,kira,newton,sadye}.uvm.edu
or
...!uvm-gen!pegram

1619. Re: Idea for a program (maybe DC?)

Newsgroup: comp.sys.atari.st
Date: 1991-07-29 17:32:12 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <59985@aurs01.UUCP>
Source record: 230012

In article <19468@helios.TAMU.EDU> r_gambs@etsuv2.etsu.edu writes:
>I just thought of a neat idea for a program. Maybe it already exists and
>if so, if someone would point me in the right direction, I would appreciate
>it. What I need is a Quota program for my HD. It would tell me how much
>of the disk is used, and maybe break it down with a bar graph for each
>partition.

MaxiFile 3 from CodeHead has such a function. It gives a bar graph for each drive (including floppy), and you may select information on any one or all of the drives. There is also a numerical display next to each bar indicating the total capacity of the drive, number of bytes used and free and the percentage of the drive used and free.

Just one of many reasons to get this fine program.
****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems, Raleigh, NC GEnie: J.WHITCOMB3

1620. Help wanted: Dead 520st with EZRAM II upgrad, double fault halt detected

Newsgroup: comp.sys.atari.st
Date: 1991-07-29 18:44:01 UTC
From: lee@infotec.UUCP
Message-ID: <823@infotec.UUCP>
Source record: 230028

I have a dead 520st that had been upgraded with an EZRAM II board, it worked fine until I moved the unit. The processor is halted, all socketed chips have been reseated. Any one have similar problems?

--
Lee Van Dyke UUCP: ...sun!sunkist!infotec!lee
Infotec or
Costa Mesa, CA ...zardoz!infotec!lee
(714) 241-8254

1621. Re: Lattice C -- Single Pass?

Newsgroup: comp.sys.atari.st
Date: 1991-07-29 21:24:03 UTC
From: apratt@atari.UUCP
Message-ID: <3004@atari.UUCP>
Source record: 230005

>In article <040103.22763@timbuk.cray.com> marc@sequoia.cray.com
>(Marc Bouron) writes:
>>I also write my C programs with main() at the
>>`top', but I also religiously declare all the functions I'm going to use.

and jimomura@lsuc.on.ca (Jim Omura) writes:
> It looks like it's a habit I'm going to have to get into.

I can't address the issue of whether the Lattice compiler really requires this, because I don't know what version you have and I can't try it, but if it does, it's wrong. My ANSI C spec (admittedly a draft from 10/86) in Section 3.3.2.2 (Function Calls) states:

"If no declaration is in scope for an identifier used as the first expression in a function call [that is, the function to be called], the identifier is implicitly declared exactly as if, in the innermost block containing the function call, the declaration

extern int identifier();

appeared."

Thus, the behavior is not "implementation defined" but very specifically defined by the spec.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1622. Re: TT memory (was allocation)

Newsgroup: comp.sys.atari.st
Date: 1991-07-29 21:28:02 UTC
From: apratt@atari.UUCP
Message-ID: <3005@atari.UUCP>
Source record: 230006

chuck@cpg.trs.reuter.com (Chuck Menard) writes:
>You may not want a TT - STe is much cheaper...

Well, yeah, if you don't care about running a 32MHz 68030 with a 32MHz 68882 for math and more memory and faster memory and VMEbus for expansion and more serial ports and a 256-color mode and a 16-color mode at 640x480... If you don't care about any of that then sure, go with the STe!

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1623. Re: 1040STe questions

Newsgroup: comp.sys.atari.st
Date: 1991-07-29 21:51:31 UTC
From: lchd_ltd@uhura.cc.rochester.edu
Message-ID: <1991Jul29.215131.8840@galileo.cc.rochester.edu>
Source record: 230000

In article <1991Jul29.173210.7577@uvm.edu> pegram@kira.UUCP (Robert B. Pegram) writes:
>From article <1991Jul28.222059.4531@world.std.com>, by azog@world.std.com (azog-thoth):
>>
>> Well, in a few weeks, I will have the money to purchase a new 1040STe
>> to replace my lightning-struck 520STfm, and wanted to ask a few
>> questions... (had to sell one of my beloved pdp-11s to get the money)
>>
>> Anyways. I know the 1040STe can use SIMMs for memory upgrade, and
>> I am curious as to the difference between 1m*8 and 1m*9 SIMMs.
>> Is there any pin difference? If I plug in a 1m*9 into a 1040STe,
>> what will happen? Will it work, and just ignore the extra bit?
>
> Yes, it will work and ignore the parity bit, I got mine off of
>the net and they are working fine. Better than before actually, since
>Spectre screens were showing patterns of stuck bits in my original
>memory. Do note, you lose your 90 day guarantee if you do it yourself
>(the tell-tale sticker must be removed 8-).
>>

Does thos SIMMs for IBM and Mac work on Atari Ste? What should I look
for to endure a 1 Mag SIMM work on my 1040 Ste?

Thanks

...
Ling Cherd

1624. Re: Idea for a program (maybe DC?)

Newsgroup: comp.sys.atari.st
Date: 1991-07-29 22:15:20 UTC
From: r_gambs@etsuv2.etsu.edu
Message-ID: <19512@helios.TAMU.EDU>
Source record: 230004

In article <19468@helios.TAMU.EDU>, r_gambs@etsuv2.etsu.edu (The Pendragon) writes...
>it. What I need is a Quota program for my HD. It would tell me how much
>of the disk is used, and maybe break it down with a bar graph for each
>partition. I hate having to do a 'show info' for each partition individually
>then whip out the old calculator. I have a Syquest drive and ICD Host,
>if it makes a difference.
>
Well, I'll answer my own question. first, thanks to all who so generously
and promptly responded. As it turns out, there are several that do exactly
what I asked. I got dskchart.arc from atari.archive and it is great.
Also mentioned were diskSTAT-X and a program called FREE.PRG. Could someone
please send me FREE? It sounds really good but I wasn't able to find it
anywhere.

//// Send EMAIL to: |Robert Gambs |||| \\\\
/// s54394gr@etsuacad.etsu.edu |Computer "Games" Major |||| \\\
// Or R_Gambs@etsuv2.etsu.edu |East Texas State University/ || \ \\
/===\

1625. Re: 1040STe questions

Newsgroup: comp.sys.atari.st
Date: 1991-07-29 22:21:43 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.680826103.larserio@kvart.ifi.uio.no>
Source record: 230002

The "MEGA STE bug" does give flicker on Spectrum512 pictures, but if you replace the chip every thing is 100% ok. The MEGA STE is a *GREAT* machine

And BTW - The MEGA STE TOS (2.05) works in standard STE's (it actually checks for the MEGA STE hardware before it uses it :-) A friend of mine got it to work on a standard ST too (this involved some serious hacking, but :-)

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
__________/ _____/ _____/ ____/ /

1626. atarivir file

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 02:30:53 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <16562@ccncsu.ColoState.EDU>
Source record: 230009

A group of Gremany is cataloging and testing virus for various computer which including ST. They published the ST file in Feb.91 and stored in their FTP server in uni-hamburg.de . To make it availble to more ST user, it has been send to atari.archive.umich.edu and shall be availible soon.
It currently contain description of 20 virus including what configuration of hardware the virus attack, the trade mark of the attack and the prevention.
Oh, file is atarivir.791 (which should be atarivir.291 to be correct, atarivir.a89 was old file so should be disgard).
Tang
sytang@lamar.colostate.edu

1627. Atari stuff for sale!

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 02:47:07 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1991Jul30.024707.2072@umbc3.umbc.edu>
Source record: 230010
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

I have the following ST equipment for sale:

Atari SC1224 Original JVC Model $275
Beautiful condition
Brilliant display
Includes cable and power cord

Please make another if you don't like the price! Also, trades are welcome!
Currently looking for (IBM parts) ATI 8514/A video card, Hercules Graphics
Station, SCSI CD-ROM units, BIG SCSI hard drives, Laser Printers, and
any other weird or unusual IBM & Atari ST products.

Also, shipping and COD charges (if necessary) are not included in the price.

Thanks!

Chuck Rickard
(chuck@umbc5.umbc.edu)
--

Chuck Rickard
(chuck@umbc5.umbc.edu)

1628. Re: PD BBS software for Atari-ST.

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 04:16:12 UTC
From: elrond@frmug.gna.tfd.com
Message-ID: <1991Jul30.041612.20084@frmug.gna.tfd.com>
Source record: 230011

In article <fido_2_282/301.10_288bc26b@linn.fidonet.org>,
Robert.Elsinga@p10.f301.n282.z2.fidonet.org (Robert Elsinga) writes:
> In a message of <10 Jul 91 21:03:43>, elrond@frmug.fr.mugnet.org
> (2:320/100.1) writes:
>
> e> From: elrond@frmug.fr.mugnet.org (Bertrand Petit)
> e> Newsgroups: alt.bbs,comp.sys.atari.st
> e> Organization: Minix User Group France
> e>
> e>
> e> I am seeking for a public domain or freeware BBS software for the
> e> Atari-ST. I can't afford shareware because i have bought QuickBBS ST
> e> and dropded it last week. This program is a shame: full of bugs. I
> e> nearly must reboot the computer between each calls.
>
> What? I can't believe that... I know several QBBS/ST BBS and *none* of them is
> having trouble of some sort... but maybe you did something wrong? All the
> other people who are using QBBS/ST 1.02 are very happy with it!
>

I have droped QuickBBs for many reasons but the most important is it's
lack of fiability. I have expressed to Jon Webb my desapointment in the fidonet
QUICKBBS echo with full details.

This is a little summary of my troubles:
-Sometimes (very often) the system locks completely or crash. This can
append at anytime in any part of the sotware. I'm not the only one who have this
kind of misfunctions, i know anthoer quick bbs sysop who have reported the
same things.
-Somethimes (very often too) messages were saved with physcho hallo-
genic heaer. These header can contain everything: strings of menus, internal
strings of quickbbs or even 68000 code. Sometimes, somewere a pointer is
trashed and give this strange result.
-Informations about the curent user are to small for doors programs
and give back modified informations to the main program is nearly impossible.

I can't renember exactly all bugs i have founds (Jon is advertised for
almost of thems) so i can't give a full list in this message.

I have decided to write my own bbs. It's on the way and will be
operational in one or two months.

--
Bertrand Petit	Signature is under construction
alias	
>Elrond le demi-Elfe<	Be sure to wear your helmet

1629. Re: HELP!!! with lharc

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 04:26:44 UTC
From: jvance1@maxwell.oac.uci.edu
Message-ID: <2894EA84.6484@orion.oac.uci.edu>
Source record: 230013

In article <24886@shlump.lkg.dec.com> oconnor@vino.dec.com (My name is Joe O'Connor) writes:
>
>I'm not trying to start a falme war or anything but I need to know which lharc
>will work with these 2 files:
>[...]
>Any ideas or someone who can tell me which version of lharc to use
>would be most helpful and appreciated.

I believe that UNLZH v1.72 is probably the best utility to use. It's
4 times faster at unarching .LZH files than anything else and I have never
had problems with any lzh file. Probably the best all around LZH archiver
is LZH11316.

Joachim Vance
jvance@bonnie.ics.uci.edu

1630. Re: atarivir file

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 04:44:45 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <16567@ccncsu.ColoState.EDU>
Source record: 230014

After read the files found out that new file did not including those in the
old files, so the complete catalog consists of 4 file: atarivir.a89,.789,.690
and .291 total 20 virus from these 4 files.
Tang
sytang@lamar.colostate.edu

1631. mntolb10 vs libolb71

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 05:10:41 UTC
From: rosenkra@convex.com
Message-ID: <1991Jul30.051041.306@convex.com>
Source record: 230007

well, i have finally done it: i am switching from good ol' alcyon to GNU c. i was able to daisychain my old sh204 onto a megafile 60 (for the curious, the mf60 has both in/out ports and all u do is change the sh204 to LUN 1 with the little switches inside and plug it in - i use ahdi 3.0something - power the sh204 first, then the mf60, then the st) so i have an extra 10-20 MB free. i have gcc up and running (except the problem with redirecting stderr under gulam - but that will be solved when i get mint and bash or ksh up, i hope). i am still having problems with make (3.54 and 3.59) but i think i can figure it out (once i get the sources, that is).

my question (for eric or bammi or whomever) is what is the relationship between mntolb10 and libolb71? the latter was recently uploaded to a.a along with gcc 1.40 (appearently). i am assuming that mntolb10 is not as current as libolb71, but then again it is mint-ized. and what relation to "official" gnu.olb are these, version number-wise? if i go with mntolb versions, is is safe to use the includes and .olb's from mint and trash the libolb versions? are there any problems with gcc 1.40 and gas 1.37 and ld 71 (i think), what i have now, with the latest (version 10) mntolb? in otherwards, will i have to keep both sets of .olb and includes hanging around? i probably will diff the include files, just to amuse myself.

one more thing: will uniterm 2.0a run under mint? if not, will 2.0e?

just one more thing: does make 3.59 read the environment for macros (else why the "setenv gcc path\gcc" in gnu.g)? i use gnu make under unix, so i look forward to using it on the st.

heck, one more thing: how does gcc 1.40 support floating point now? is pml incorporated into gnu.olb now? do i need pml.olb? i tried a small project (a simple calculator entirely in yacc - which went thru bison and gcc without a hitch) and did nothing special to compile (i.e. no "-lpml" or whatever). it worked fine.

i have been able to compile BSD system software virtually unchanged (e.g. 4.2BSD ls.c compiles with 2-3 changes - like kill utmp.h stuff), which will be a huge timesaver. porting should be a joy (compared to 16-bit alcyon). and i expect mint to be just as nice to work with. i like the fact that the gnu library is already fairly POSIX compliant (like dirent.h rather than sys/dir.h). saves me lots of time. i can kick myself for recently taking the time to update my own dirent stuff for alcyon (made it POSIX compliant). on that note, if any sozobon users want readdir/opendir/closedir/rewinddir/seekdir/telldir (dirent stuff), drop me a line. i will post it.

now with gcc and RCS, i can start on nroff 2.0, or possibly look into
porting groff (BTW: has anybody started this?)...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1632. Re: Turbo-C

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 05:20:25 UTC
From: dkreiner@faui09.informatik.uni-erlangen.de
Message-ID: <dkreiner.680851225@faui09>
Source record: 230003

michaels@kaa.informatik.rwth-aachen.de (Michael Schwingen) writes:

>included. As an owner of TurboC2.0 ('Profi-Pack' - incl. Source-Level
>debugger etc.), the update would cost me 150.- DM - I think that's pretty
>much money for the minor improvements I would get :-(

Yep, I agree on this point.

The biggest part of the development cost was already funded by
Heimsoeth/Borland, so IMHO ASH didn't have to invest much money
into it yet. A nominal fee for the conversion would be acceptable,
but 150.- DM are a bit above that.

I don't consider it a wise decision of ASH trying to get rid of
the large customer-base TC had (How large was it, anyway?).
Thousands of potential updaters are not to be neglected, me thinks.

Maybe ASH should think about that again ...

Dirk

P.S.: What about going to dnet.atari or sub.sys.st with this dis-
cussion, it's getting pretty german ...
--
--- dkreiner@faui09.informatik.uni-erlangen.de
(invisible .sig following)

1633. Re: Reset-Proof Ramdisk

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 05:24:18 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <31385@know.pws.bull.com>
Source record: 230015

From: pv@polari.UUCP (Paul Varn)

>In article <31304@know.pws.bull.com> aa384@cleveland.Freenet.Edu (Doug Wokoun) writes:
>>
>>From: Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk)
>>
>>>That more sounds like a problem with your memory then a buggy program..
>>
>> No, I have had the same problem with my 4160STe. It throws two
>>bombs on the screen.
>>
>Have you also elliminated all auto/accessory incompatabilities by removing
>them one by one?

Even if I put Eternal first in the Auto folder, it does the bombs and
the rest of the boot proceeds. The copy of Eternal I have I got as part of an
archive called SYSTEM2.ARC, so I don't know how current it is.

--
Doug Wokoun / / | If you don't
(aa384@cleveland.Freenet.Edu) [o]-[o] | stand for something,
||| L ((((STe)))) | you will
Atari / | \ S I G ___/ | fall for anything.

1634. TT RAM

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 07:19:06 UTC
From: univwa@sbuvax.rz.uni-sb.de
Message-ID: <12167@sbsvax.cs.uni-sb.de>
Source record: 230008
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,dnet.atari

Hi there,

I have some questions concerning memory upgrade in TT030:

I have a TT030/6/48MB, achieved in Germany in 11/90:

- How can I upgrade the ST RAM? (now: 2MB)
What kind of RAM Chips do I need?
Where are they sitting? Socketed on motherboard?

- How I can I manage to upgrade TT RAM? (now: 4MB)
(same questions as before)

I know that I may need a so called daughterboard, is this beast already
built in with my 4MB TT RAM?
Where can I buy such a thinW?

Thank you for your help.

greetings Bernhard


```
*****************************************************************************
* *
* Dipl.Ing. Bernhard Stumpf | | | *
* / ___ / University of the Saarland | | | *
* /----. /__. -/- D-6600 Saarbruecken | | | *
* /____/ ___/ /_. / | \ *
* phone : ++49-681-302-41.43 / | \ *
* e-mail: bestu@sbuvax.rz.uni-sb.de / | \ *
* *
*****************************************************************************
```

1635. Re: Lattice C -- Single Pass?

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 08:32:19 UTC
From: marc@sequoia.cray.com
Message-ID: <033220.18364@timbuk.cray.com>
Source record: 230018

In article <3004@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> ...
> I can't address the issue of whether the Lattice compiler really requires
> this, because I don't know what version you have and I can't try it, but if
> it does, it's wrong. My ANSI C spec (admittedly a draft from 10/86) in
> Section 3.3.2.2 (Function Calls) states:
>
> "If no declaration is in scope for an identifier used as the first
> expression in a function call [that is, the function to be called], the
> identifier is implicitly declared exactly as if, in the innermost block
> containing the function call, the declaration
>
> extern int identifier();
>
> appeared."
>
> Thus, the behavior is not "implementation defined" but very specifically
> defined by the spec.

This is fine for functions which return int, but if the function in question turns out to return void (as it very often does, I find) then this assumption rather cocks things up. I'd rather the compiler not make ANY assumptions, but then I used Algol68 for a number of years, so I'm used to this (`strict') philosophy. Like I said, it's good programming practice... :-)

[M][a][r][c]

##
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
##

1636. Idea for a (DC?) program

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 11:32:46 UTC
From: johnj@echo.philips.nl
Message-ID: <1991Jul30.113246.6662@echo.philips.nl>
Source record: 230023

I just thought of a nice small program (utility?) to have.

The MEGA STE lets you start programs from function keys,
which is really nice. Only one problem remains...
Some programs need the cpu speed set back to 8 MHz
(think of the MIDI programs with their keys in the
rom port) while you want other programs to run
as fast as possible.

It would be nice to have a program that first sets cpu speed,
cache on or off (and probably blitter as well) as required
for the specific program you want to run, and then exits by
starting that specific program (handing the default
directories, etc to that program).

--
John Janssen Email: johnj@echo.philips.nl
The Netherlands
Work: +31 40 756588 Atari Mega STE, MIDI, C-lab Notator and Unitor.
Priv: +31 77 513177 Astro -Birth/Place/Date/Time you > you.doc

1637. Re: Turbo-C

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 13:19:18 UTC
From: michaels@ikki.informatik.rwth-aachen.de
Message-ID: <michaels.680879958@ikki>
Source record: 230016

gaudreau@juggler.East.Sun.COM (Joe Gaudreau (Dances with PostScript)) writes:

>Could you provide more information on what the update involves/costs/etc.

>Is there English documentation [yet] !?!?!?!?

I don't know about english docs. If you have the TC2.0 professional pack
(that is TC + MAS + Turbo-Debugger), the update costs 150DM. They only
want to know your BORLAND serial numbers. If tou have older TC versions
or do not have the Assembler/Debugger, the update gets more expensive.
I have not got the address of ASH at hand - sorry.

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany
michaels@messua.informatik.rwth-aachen.de
PLEASE KEEP MAIL FROM OUTSIDE GERMANY SHORT-I HAVE TO PAY FOR INCOMING MAIL

1638. Re: Turbo-C

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 13:22:19 UTC
From: michaels@ikki.informatik.rwth-aachen.de
Message-ID: <michaels.680880139@ikki>
Source record: 230017

dkreiner@faui09.informatik.uni-erlangen.de (Dirk Reiners) writes:

>I don't consider it a wise decision of ASH trying to get rid of
>the large customer-base TC had (How large was it, anyway?).
>Thousands of potential updaters are not to be neglected, me thinks.

>Maybe ASH should think about that again ...

Maybe they will if only enough Borland customers complain at the 'Atari-Messe'
in duesseldurf and do not order the update immediately ...

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany
michaels@messua.informatik.rwth-aachen.de
PLEASE KEEP MAIL FROM OUTSIDE GERMANY SHORT-I HAVE TO PAY FOR INCOMING MAIL

1639. Re: TT memory (was allocation)

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 13:24:03 UTC
From: meulenbr@cst.prl.philips.nl
Message-ID: <meulenbr.680880243@cst2>
Source record: 230024

This is in reply to which is better STe or TT.
Allen Pratt mentions that the TT can use VME cards. I think few people
who buy a TT will care. At least I won't.
As far as memory concerns. Yes you can have more memory in the TT, but
it will cost some $$.
The 68882 is definitely a benefit if you do a lot of math work.
For graphics programs/text processing/compiling/program development
there is no gain in it.
Also don't overestimate the 32 Mhz 68030 (I did; the TT was not as fast
as I expected it to be). The memory subsystem still runs at 16 Mhz, not
32, and that is a major bottleneck.
The TT when running in ST ram performs about 3 times as fast as a 1040.
In TT ram the gain is about 4.6 (figures based
on dhrystone runs under MINIX; same binary, so no use is made of the
special 030 specific instructions; both caches on and in burst fill
mode)

ST games typically don't run on the TT, or are too fast to play.
It seems that most utilites are not that much of a problem.
Furthermore the TOS 3.05 desktop is definitely impressive.

If you have to choose between an STe or TT definitely look at the
use you are going to make of it, the amount of money you can afford etc.
I strongly recommend buying the 6MB or 8MB models which have TT ram.
The price/performance ration drops by having TT ram.
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

1640. Re: Reset-Proof Ramdisk

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 13:33:51 UTC
From: jvance1@maxwell.oac.uci.edu
Message-ID: <28956ABF.26213@orion.oac.uci.edu>
Source record: 230021

In article <31385@know.pws.bull.com> aa384@cleveland.Freenet.Edu (Doug Wokoun) writes:
>
>From: pv@polari.UUCP (Paul Varn)
>
> Even if I put Eternal first in the Auto folder, it does the bombs and
>the rest of the boot proceeds. The copy of Eternal I have I got as part of an
>archive called SYSTEM2.ARC, so I don't know how current it is.

I remember having problems with Eternal too. Try EDISK v2.1. I
don't think that Eternal2 (v2 was the latest version of Eternal) even
works correctly with 4meg. EDISK was based on Eternal2 and is written
by Volker A. Brandt. Here is a short excerpt from the docs:

EDISK features:

- Works with 4 MB RAM. (V1.6)
- ECONF companion program configures RAM disk directly. (V1.6)
- EDISK displays a message on restart. (V1.6)
- Fast data transfer to/from even-address buffer, using "movem". (V1.8)
- 'Real' boot sector, thus enabling disk editors etc. to run. (V2.0)
- Driver fits into RAM disk boot sector, thus saving 512 bytes. (V2.0)
- Configurable size (10 to 3900 KB), 16-bit FAT for speed. (V2.0)
- 'Virtual 2nd FAT', ie. we save one FAT but pretend to have two. (V2.0)
- RAM disk volume label shows version and boot time. (V2.1)

Due to the 'virtual FAT trick', the RAM disk actually provides more
space than an equivalent 'real' disk. It does require that it is first
in the auto folder so that it can control the hard-disk vectors, as is
the case with all reset-proof ramdisks that I know of. Tho, I do run
Pinhead 1.8 Before EDISK 2.1 for faster booting. You can find EDISK
2.1 on Atari Archive under utilities/edisk21.arc.

Joachim Vance
jvance@bonnie.ics.uci.edu

1641. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 13:59:38 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Jul30.135938.23593@magnus.acs.ohio-state.edu>
Source record: 230022

In article <1991Jul29.142017.8877@sae.com> malay@sae.com (Bob Malay) writes:
>Hey,
>I just got a brand new GCR w/ROMS and I was wondering if anybody out there
>can give me a list of Mac goodies that I should be on the look out for,
>particulary, version numbers. Like what version of System/Finder is the
>definitive one to use?
>
>Bob Malay

I thought I might as well post my answer in case anyone has any similar questions.

1) The system version to use should either be 6.0.5 or 6.0.7 the differences are: 6.0.5 is ROCK SOLID on both the Mac and Spectre, but does not support True Type. 6.0.7 has a few bugs (nothing too bad, but you will have a few more resets from time to time), but supports True Type fonts. Also, Spectre sound does not work with 6.0.7, but it does with 6.0.5 and under. I'm currently running 6.0.7 and having very few problems, occasionally I get "Finder out of memory" errors when they should not exist (I tried increasing my Finder memory allocation, and it did no good).

2) ATM. Everyone with a Mac should have ATM. First, there are lots more ATM fonts than there are True Type, and also you can convert ATM (type 1 postscript) into Calamus and Pagestream formats. ATM also prints in about 1/2 the time of True Type (I've timed it myself), and looks just as good. True Type is nice because you don't have to have seperate screen and printer versions of the fonts however. Also, True Type includes all the System fonts, which is nice (and why I went to 6.0.7).

3) You might want Resedit. I used resedit to alter all my mac Icons and Menus to look more like NeoDesk on the Atari so I would get less confused when going between systems. I also used it to make my Mac seem less "User Condesending", no more cutsey little menu names (ERASE DISK, come on!) Changed it to "Format Disk" like it should be. Changed "SET STARTUP" to "BOOT PARAMETERS" and so on and so forth. This can be really helpful if you are always pulling down the wrong menu...

4) There are lots of neat utilities out there to make your Spectre (or Mac) look really neat! I would stay away from these, they work just fine on the GCR, but the take up memory and make startup take longer. This is a pitfall many Mac users fall into (I know one guy that uses over 40 INITS, takes him about 2 and a half minutes to boot up!). Also, remember that you don't need a screen saver for the GCR because you can switch the monitor off, this can save you more memory. You could say the Mac is not exactly memory efficient, I have a Mega 4 and run into lots of memory errors with big applications (PageMaker & UltraPaint).

5) Mulitfinder works fine on the GCR, but try it with just finder for a while and see if you really need multifinder; If you don't then you will again save lots of memory.

6) Word processors: I prefer WriteNow 2.2, it is quick, reasonably powerful, and easy to use. It has a Dictionary and Thesaurus, both of which work very nicely.

If you have any other questions just knock...

David Butler
(dhbutler@magnus.acs.ohio-state.edu)

(P.S. I hope this entire message gets posted, the editor here on Magnus often deletes parts, generally the original posted message I'm trying to answer, even though it is sitting there behind the > just fine on screen in my editor, anyone have any suggestions, I am using FSE (full screen editor)).

1642. LZH Path

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 14:57:03 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul30.145703.24784@actrix.gen.nz>
Source record: 230026

How does one LZH a Folder that is say 3 deep, that also contains
folders, but not to include paths of the 3 folders in the archive.

Sample Path..C:\path1\path2\main\auto\boot.prg
\folder\files.etc
\program.prg

So all the Files and Folders that in Main must be in the
Archive but not \path1\path2\main...

The only way that I have found so far is to copy the contents of
the main folder to disk, then LZH the disk.

Note: the LZH must include folders

Using LZH 1.3 or LZH1321/200A etc..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1643. Robotz: Author, author!

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 15:06:49 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Jul30.150649.2843@wam.umd.edu>
Source record: 230025

Does anyone know who wrote Robotz, recently posted to atari.archive? The doc file that came with it gives no information at all. If there was a post here about, I missed it. (Sorry.)

For those who haven't gotten a copy, get it. It's a good version of the old arcade game Berzerk, with that "ultra shaded metallic" look, decent game play, and good digitized sound effects.

(I couldn't get it to run correctly from the hard drive though, so make sure you try it from a floppy first.)

Dave Baggett
dmb@wam.umd.edu

1644. LZH Program

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 18:23:00 UTC
From: juemar@wpi.WPI.EDU
Message-ID: <1991Jul30.182300.19539@wpi.WPI.EDU>
Source record: 230035

Hi,
What de-archiver do I need to restore .lzh files. I looked in some places, but was unable to decide which one was needed.

Julian

1645. Re: A Decent Debugger Interface (was Re: An idea for DC Software? (wish list))

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 20:10:26 UTC
From: jtsillas@sprite.ma30.bull.com
Message-ID: <JTSILLAS.91Jul30161026@sprite.ma30.bull.com>
Source record: 230032
Cross-posted to: comp.sys.atari.st,alt.sys.sun,comp.lang.lisp,comp.windows.x,gnu.misc.discuss

If you are using motif 1.1, try mxgdb which is a motif translation of xxgdb. I recently posted it to alt.sources along with the first patch which allows you to build on Unix SysV.3.2 and SunOS 4.x. You will need GNU's gdb.

-Jim.

1646. Re: TT memory (was allocation)

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 20:14:56 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Jul30.151456.1149@doug.cae.wisc.edu>
Source record: 230029

In article <meulenbr.680880243@cst2> meulenbr@cst.prl.philips.nl (Frans Meulenbroeks) writes:
>This is in reply to which is better STe or TT.
>Allen Pratt mentions that the TT can use VME cards. I think few people
>who buy a TT will care. At least I won't.
>As far as memory concerns. Yes you can have more memory in the TT, but
>it will cost some $$.
>The 68882 is definitely a benefit if you do a lot of math work.
>For graphics programs/text processing/compiling/program development
>there is no gain in it.
>Also don't overestimate the 32 Mhz 68030 (I did; the TT was not as fast
>as I expected it to be). The memory subsystem still runs at 16 Mhz, not
>32, and that is a major bottleneck.
>The TT when running in ST ram performs about 3 times as fast as a 1040.
>In TT ram the gain is about 4.6 (figures based
>on dhrystone runs under MINIX; same binary, so no use is made of the
>special 030 specific instructions; both caches on and in burst fill
>mode)
>
>ST games typically don't run on the TT, or are too fast to play.
>It seems that most utilites are not that much of a problem.
>Furthermore the TOS 3.05 desktop is definitely impressive.
>
>If you have to choose between an STe or TT definitely look at the
>use you are going to make of it, the amount of money you can afford etc.
>I strongly recommend buying the 6MB or 8MB models which have TT ram.
>The price/performance ration drops by having TT ram.
>--
>Frans Meulenbroeks (meulenbr@prl.philips.nl)
> Philips Research Laboratories

Good lord people, if your going to spend 3 G's on a home computer why not get one that is REALLY AWESOME and has a 040 in it?

You guessed it, NeXT! You get a nice UNIX, nice apps, AWESOME DISPLAY, AWESOME memory, VIRTUAL MEMORY TO BOOT TOO!!!

I wouldn't consider a TT unless you could get it at developers prices, as REGULAR RETAIL price.

TT is just not that great, hardware wise. Although if you have never had anything else, and just upgraded from a ST...then I suppose it would be great.

It would be a great computer if the price was realistic, considering what you get.

But it just isn't.

--Gregory

1647. Re: Which archiver ? (Was: use unl ...

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 21:46:48 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0b9ecm0@nathan.ruhr.de>
Source record: 229852

In <91210.164925ZVM055@DMSWWU1C.BITNET>, U.Kuehn writes:
>Some days ago, I've got lha200 from minnehaha.rhrk.uni-kl.de; its an lharc
Hmm, seems you have some trouble in getting new software. I'm using the
LHa 2.00 for about a month, the current version is 2.01b. I'll post it
to comp.binaries.atari.st, if I manage to find that printout of "Welcome to
comp.sys.atari.st" here in this chaos named flat. ;-)
/s/
--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

1648. Lattice C implicit decls OK

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 22:10:38 UTC
From: kbad@atari.UUCP
Message-ID: <3006@atari.UUCP>
Source record: 230038

jimomura@lsuc.on.ca (Jim Omura) writes:

| I moved the 'main()' from the bottom of the source code to my normal
| location just under the globals (the "top" of the program) and it failed
| to compile.

I tried this with the current beta distribution of Lattice C TT (5.08),
with the default command-line compiler settings (which means that strict
ANSI conformance is turned off) and got the following results:

Moving main to the top of wtest.c I got 3 ERRORS for each of the
functions called by main(), "external item attribute mismatch." This
is what I'd expect to see with an implicit function declaration where
the function is later declared with a void return. The compile failed
because of the declaration mismatch.

Declaring each of the functions called by main as returning int,
I got 3 WARNINGS, and the output program worked fine.

I don't know if this is a problem with the 5.04 Lattice version, but
the current version works as one would expect, treating implicit
declarations as required by the ANSI spec.

I seem to remember one "old-style" or "K&R" switch in the compiler
that had problems. You probably shouldn't use that switch. If you're
dealing with old-style code, there are lots of switches you can use to
customize the error handling and reporting of the Lattice compiler.
It's probably worth your while to take a look at the switch summary
in the back of Vol 1 of the manual and check the ones that look useful
to you.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

1649. Re: You can't get there from here

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 22:21:31 UTC
From: kbad@atari.UUCP
Message-ID: <3007@atari.UUCP>
Source record: 230039

(Jim Omura mentions a fatal Lattice C link-time error that's giving
him headaches)

If you'd be a little more specific about the error the compiler's
giving you, I could probably help... I use Lattice for my C programming
these days, and have run into mysterious things similar to what you
described. Usually the solution involved diddling the plethora of
compiler & linker options until I came up with the right combination.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

1650. Re: what I think about GEM

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 22:55:45 UTC
From: azog@world.std.com
Message-ID: <1991Jul30.225545.7307@world.std.com>
Source record: 230030

```
In article <11697@m.maus.de> Martin_Gaeckler@m.maus.de (Martin Gaeckler) writes:
>
>>WINDOWS looks great but, compared to GEM or the Mac OS, it is quite clumsy.
>>If you want to copy a file, you have to run the File Manager, find the file
>>you want to copy and then TYPE out the destination INCLUDING pathways! Yikes,
>
>No, that's not right. You may drag the file(s) you want to copy to that win-
>dow where you want to move the file(s). If you hold the Control-Key while you
>drag the files they wille be copied (not moved).
>
>regards Martin from bavaria

Yea, but even so, its still rather clumsy. Think about the work needed to
copy a file from your floppy to the hard drive. The above is needed, because
(usually), you cant open a window onto the floppy. You could create a
folder called Floppy, and use Preferences to set path to A:, but thats
still awfully clumsy. And why press a keyboard key when using a mouse?
Isnt that the point of a GUI? Windows may be prettier than GEM, but
its _real_ easy to get things done, IMHO

+--------------------------+-----------------------------------------------+
| Billy D'Augustine | I beg to differ! |
| azog@world.std.com | -- Prong -- |
+--------------------------+-----------------------------------------------+
```

1651. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1991-07-30 23:15:31 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Jul30.231531.15552@rodan.acs.syr.edu>
Source record: 230027

In article <1991Jul29.142017.8877@sae.com> malay@sae.com (Bob Malay) writes:
>Hey,
>I just got a brand new GCR w/ROMS and I was wondering if anybody out there
>can give me a list of Mac goodies that I should be on the look out for,
>particulary, version numbers. Like what version of System/Finder is the
>definitive one to use?
>
>Bob Malay
OK, Bob, I was going to write you personally, but I think this
is valid for all Spectre users: Access PC. This is a program
from Insignia Solutions that lets you access msdos (and hence,
ST) disks while in Mac mode! No need to transfer files...just
work on your ST or msdos disk while in Mac mode. I just
discovered this myself recently and find it to work
fantastically. The program costs about $60-$65 mail order.
The one problem (not really a problem, but an
inconvenience) is that while Access PC can access MSDOS hard
drives and syquest drives on a 'real' Mac, it cannot do this
under Spectre, since Spectre does not recognize scsi! ***Why
can't this be faked out somehow for this use?*** Wouldn't it
be great to use your ST syquest cartridge while in Spectre?
Anyway, I still find it a very useful program just accessing
my ST/MSDOS floppies.
I also would recommend MacTools Deluxe. Good disk recovery
program AND you can use the backup, once you format your hard
disks from within Mac mode. Disinfectant from mac archives is
a good anti-virus program. WriteNow is a good wordprocessor,
but I find Word4 more powerful for certain things, and Word
still is quite acceptibly fast...WordPerfect 2, however, seems
to have some problems (as you may have seen in my earlier
posts). You're going to need Stuffit, probably, if you want
to get software from ftp sites.
That's about all I can think of now. Maybe we can get Dave
Small to cook up something for AcessPC?
(Bob...I hope to get back to you with the monitor info...)
--Gerry
ggreenbe@rodan.acs.syr.edu

1652. ST/STE sales - numbers required.

Newsgroup: comp.sys.atari.st
Date: 1991-07-31 01:02:43 UTC
From: swanee@megadata.mega.oz.au
Message-ID: <1991Jul31.010243.24317@megadata.mega.oz.au>
Source record: 230031

Hello all,
Does anybody have official figures of the number of Atari
ST/STE's sold in each country? In particular I'm interested in sale
figures for UK, Germany, Holland, France, Australia and the US. Any
others would also be appreciated.
Many thanking-you's in advance,
Geoff Swan.
(swanee@megadata.oz)

1653. Re: Lattice C -- Single Pass?

Newsgroup: comp.sys.atari.st
Date: 1991-07-31 01:16:06 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Jul31.011606.21682@lsuc.on.ca>
Source record: 230033

In article <3004@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>>In article <040103.22763@timbuk.cray.com> marc@sequoia.cray.com
>>(Marc Bouron) writes:
>>>I also write my C programs with main() at the
>>>`top', but I also religiously declare all the functions I'm going to use.
>
>and jimomura@lsuc.on.ca (Jim Omura) writes:
>> It looks like it's a habit I'm going to have to get into.
>
>I can't address the issue of whether the Lattice compiler really requires
>this, because I don't know what version you have and I can't try it, but if

For the record, I'm using Lattice C version 5.06.02, with the
first edition (Mar. 1990) manuals. As I understand it, the "current
off-the-shelf version" is this compiler, but with the new second
edition manuals. I will be calling Goldleaf shortly to see if I
can get the new manuals.

>it does, it's wrong. My ANSI C spec (admittedly a draft from 10/86) in
>Section 3.3.2.2 (Function Calls) states:
>
> "If no declaration is in scope for an identifier used as the first
>expression in a function call [that is, the function to be called], the
>identifier is implicitly declared exactly as if, in the innermost block
>containing the function call, the declaration
>
> extern int identifier();
>
>appeared."
>
>Thus, the behavior is not "implementation defined" but very specifically
>defined by the spec.
>

I think it's worth it for me to go over what I think is the
situation for people thinking about buying a Lattice C compiler.

First, the compiler has a dizzing array of switching combinations.
I won't bother trying to summarize them all, but the relevant switches
are as follows:

-c This switch takes 16 different modifying "subswitches". When
this switch is NOT used, "[T]he compiler defaults to compatibility
with previous releases with many ANSI C language features ... " Note
that the default case is NOT full ANSI compatibility mode.

Now, for full ANSI compatibility you use "-ca". Furthermore
"-caf" will give full ANSI compatibility and make function prototypes
necessary in ALL cases. If you want to make function prototypes
necessary, but WITHOUT full ANSI compatibility, then you can use "-cf".

But there are more dialect variations: "-cl" " ... allows a
pre-ANSI language dialect." What are the characteristics of this
dialect? It's not entirely clear, but I would presume that it refers
to Lattice 3.04 which is covered somewhat in Appendix G in the manual.
But I have NOT found any clear statement to this effect. The appendix
also refers to HiSoft C, so there's some reason to doubt this.

And also there's "-co" which " ... [p]rovides a compatibility
mode to use the pre-ANSI style preprocessor found in previous releases
of the compiler. The most important aspect of this occurs in
substitution of symbols within quoted strings."

-j "This option allows control over the error messages reported by
the compiler. . . ."

Ok, so that's an overview of the problem area I've been concerned
with. I've tried a *lot* of variations and yet have not covered all
the possibilities, but I think I have a feeling for what's going on.

IF you make function prototypes completely necessary, in effect
there isn't any problem. You simply have to have function prototypes
everywhere and if you have them, you get no warnings or error reports.

IF NOT, then IF you have the functions in "bottom up order", all
in the same source code, then again there's no problem. You won't
get any warnings or errors (ok, assuming everything else is right :-).

But if you use a different function definition order, you will
get a WARNING (non-fatal) that the compiler is presuming an "int" is
to be passed. Now, that's not in itself terrible, but what I'm used
to in other compilers is that such warnings only occur where there's
reason to doubt the situation. I would expect to be able to get rid
of the warnings by properly declaring type "int" returns and forcing
dummy values to be returned, or alternatively, by specific casting
of functions as they are used. NEITHER of these approaches will stop
the Lattice C compiler from issueing these clearly unnecessary warning.
Thus they are clutter and make it difficult to isolate important warning.

There are 2 methods to get rid of the warnings. First is to
use the "-j" switch to stop *all* warnings of this type. That's
not really great because you might want these warnings in appropriate
cases. The other alternative is to make your function declarations.

So what it boils down to is that despite all those variations
of switching, you might as well just stick in function prototypes
all over the place anyway. But there's really nothing *wrong* with
the compiler per se. At least not in regard to this problem.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

1654. Re: Plea for help <-- dead 1040!

Newsgroup: comp.sys.atari.st
Date: 1991-07-31 02:46:34 UTC
From: thaanuj@prism.cs.orst.edu
Message-ID: <1991Jul31.024634.20034@lynx.CS.ORST.EDU>
Source record: 230034

In article <1991Jul25.161127.14083@disk.uucp> unknown@disk.uucp (unknown) writes:
>Well, in my old user group (WACE) we had a cure for that..
>Lift the computer about three inches off the table, and drop it!
>I know this sounds drastic, but it works.. The condition you described is usually due to some of the chips inside being loose, and dropping the computer is like droping a hammer on its handle to push the head on tighter..
>(NOTE: Although this works, don't hold me responsible if your St winds up in several small and inconvenient peices :))
>
It seems that physical abuse has been an effective form of therapy for sick
Ataris for years. My first exposure to an Atari was my friends 800 right
about 10 years ago. The BASIC cartridge would lock up, and he'd open the
little door over the cartridge slot. And then WHAM!! he'd slap his fist down
on the cart as hard as he could. Then it would function fine for the rest of the day.

There is something to be said for machines that can survive such treatment...

>--
>____
>Shawn Beltz :) :) :) The opinions expressed in this message are
>unknown@disk.UUCP the opinions expressed in this message are
>uunet!ukma!corpane!disk!unknown the opinions expressed in this message....

John Thaanum thaanuj@prism.cs.orst.edu

1655. Re: Plea for help <-- dead 1040!

Newsgroup: comp.sys.atari.st
Date: 1991-07-31 03:30:29 UTC
From: marshall@cs.uq.oz.au
Message-ID: <2815@uqcspe.cs.uq.oz.au>
Source record: 230036

In <1991Jul31.024634.20034@lynx.CS.ORST.EDU> thaanuj@prism.cs.orst.edu (John Thaanum) writes:

>In article <1991Jul25.161127.14083@disk.uucp> unknown@disk.uucp (unknown) writes:
>>Well, in my old user group (WACE) we had a cure for that..
>>Lift the computer about three inches off the table, and drop it!
>>.....
>It seems that physical abuse has been an effective form of therapy for sick
>Ataris for years. My first exposure to an Atari was my friends 800 right
>There is something to be said for machines that can survive such treatment...

>>-...
Years ago I was a Radar mechanic in the RAF. The standard way to get a radar set working again was to kick it hard with one's steel-toed marching boots.
Not much progress over the years!
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

1656. Re: BLACKOUTS

Newsgroup: comp.sys.atari.st
Date: 1991-07-31 03:34:23 UTC
From: dave@msb.com
Message-ID: <1991Jul31.033423.13024@msb.com>
Source record: 229857

chuj@spot.Colorado.EDU (CHU JEFFREY) writes:

>I was wondering does blackouts have the same effect or any effect on the
>hardware as do surges?

The effect is generally no different than pulling the plug (which is a
no-no with digital equipment because you never know what it will do for
that split-second when it can't tell a 1 from a 0...disk drives are most
vulnerable here (not to hardware damage, but to data-damage).

HOWEVER, when the power comes back on, there is generally a surge, and yes,
your surge-protector will help. I generally turn off all the equipment
during a power-outage, and turn it back on only after the power has been
on steady for 10 minutes. I have a UPS*, so I rarely have to shut down,
and I can always do so gracefully.

>Of course I do have a surge protector, but it probably didn't help any
>in this situation. I might just be paranoid about this, but I'm just
>cautious about my cpus.

Yeah, it's paranoia, but it's healthy paranoia. :-) Some paranoids have
real enemies. Atari blamed the death of my first color monitor on "not
having a surge protector."

Cheers!
--
"There's a good creature. Let's talk | dave@msb.com (Dave Lockwood)
this over. I can get you diseases! | UUCP: ...!uupsi!mpoint!dave
You'd like that, wouldn't you?" | Sysop of Meetpoint Station BBS
- Dr. Catheter (Gremlins II) | cat flames | mail santa@north.pole

1657. Re: Help!

Newsgroup: comp.sys.atari.st
Date: 1991-07-31 04:53:24 UTC
From: whitehe@cb.ecn.purdue.edu
Message-ID: <1991Jul31.045324.18982@noose.ecn.purdue.edu>
Source record: 230037

Hello. I need some help. With my purchase of the Calamus Font Editor, I have discovered that I need more than 6 Accessories. Is there any programs out there that will allow you do add more than 6? If the people at ISD had made the thing a PROGRAM, it would be a lot easier.

Thanks for your help

Drew

1658. Re: ST/STE sales - numbers required.

Newsgroup: comp.sys.atari.st
Date: 1991-07-31 07:50:14 UTC
From: jvance1@maxwell.oac.uci.edu
Message-ID: <28966BB6.29253@orion.oac.uci.edu>
Source record: 230040

In article <1991Jul31.010243.24317@megadata.mega.oz.au> swanee@megadata.mega.oz.au (Geoff Swan) writes:
> Does anybody have official figures of the number of Atari
>ST/STE's sold in each country? In particular I'm interested in sale
>figures for UK, Germany, Holland, France, Australia and the US. Any
>others would also be appreciated.

Good luck. Many people have been asking this same question for years. Atari considers this kind of specific information a very close guarded secret. There have been some general continent figures and some very good guesstimates--but I don't know them.

--
Joachim Vance
==========
I am antisesquipedalian--Opposed to the use of long words.
==========

1659. Re: Plea for help <-- dead 1040!

Newsgroup: comp.sys.atari.st
Date: 1991-07-31 08:43:36 UTC
From: marc@sequoia.cray.com
Message-ID: <034336.23954@timbuk.cray.com>
Source record: 230041

In article <2815@uqcspe.cs.uq.oz.au>, marshall@cs.uq.oz.au (Marshall Harris (G.M.)) writes:
> In <1991Jul31.024634.20034@lynx.CS.ORST.EDU> thaanuj@prism.cs.orst.edu (John Thaanum) writes:
>
> >In article <1991Jul25.161127.14083@disk.uucp> unknown@disk.uucp (unknown) writes:
> >>Well, in my old user group (WACE) we had a cure for that..
> >>Lift the computer about three inches off the table, and drop it!
> >>.....
> >It seems that physical abuse has been an effective form of therapy for sick
> >Ataris for years. My first exposure to an Atari was my friends 800 right
> >There is something to be said for machines that can survive such treatment...
>
> >>-...
> Years ago I was a Radar mechanic in the RAF. The standard way to get a radar
> set working again was to kick it hard with one's steel-toed marching boots.
> Not much progress over the years!

I believe this is known as `impact engineering'. ;-)

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

1660. Re: Reset-Proof Ramdisk

Newsgroup: comp.sys.atari.st
Date: 1991-07-31 08:59:09 UTC
From: J.D.Coleman@newcastle.ac.uk
Message-ID: <1991Jul31.085909.348@newcastle.ac.uk>
Source record: 230047

In article <31385@know.pws.bull.com>, aa384@cleveland.Freenet.Edu (Doug Wokoun) writes :

< ... >

> Even if I put Eternal first in the Auto folder, it does the bombs and
>the rest of the boot proceeds. The copy of Eternal I have I got as part of an
>archive called SYSTEM2.ARC, so I don't know how current it is.

I use the reset proof ramdisk edisk21 (on Atari.Archive in the utilities
directory as edisk21.arc) on my 2080 STe. I've not had any problems with it
so I suggest you try using that instead. I'd be interested to find out if it
doesn't work on a 4 meg machine, because 2 more megs is second on my shopping
list (after another HD :).

Julian

--
-- Julian Coleman < j.d.coleman@newcastle.ac.uk >
-- Department of Surveying, University of Newcastle, Newcastle upon Tyne
-- NE1 7RU, England. < Phone +44 91 222 6739 | Fax +44 91 222 8691 >
-- #include <std_disclaimer.h>

1661. HELP, FRENCH ROM 1.4 !!

Newsgroup: comp.sys.atari.st
Date: 1991-07-31 12:15:41 UTC
From: laurent@hpgnd.grenoble.hp.com
Message-ID: <1400002@hpgnd.grenoble.hp.com>
Source record: 229738

Hello ATARI community !

I'm looking for somebody who have a ATARI ST, Mega ST or whatever
with TOS 1.4 in ROM. If you have this version of ROM, please tell me !
I have written a very simple program to dump the content of the ROM
onto a floppy disk.

If you agree to help me I will send you a floppy containing this small
program, you will just have to run it (it takes 30 senconds to complete)
and send the floppy back to me (or may be transfer it via network).

My eternal thanks to anybody who could help me !

Laurent JULLIARD
laurent@hpgnzeus.grenoble.hp.com

==========
==========
The same in French, just in case....

Je recherche quelqu'un possedant un ATARI ST, Mega ST ou autre avec
un TOS 1.4 en ROM. Si vous avez cette version de ROM, dites le moi !
J'ai ecris un programme tres simple qui fait un DUMP du contenu des
ROM sur un floppy.

Si vous etes d'accord pour m'aider, je vous enverrai un floppy conte-
nant ce petit programme, vous aureez juste a le lancer (duree 30 secondes
a peu pres) et a me renvoyer le floppy. (ou peut etre me le transferer
par reseau si cela vous est possible).

Infinis remerciements a quiconque pourrait m'aider !

Laurent JULLIARD
laurent@hpgnzeus.grenoble.hp.com

1662. HELP, FRENCH ROM 1.4 No. 2

Newsgroup: comp.sys.atari.st
Date: 1991-07-31 12:18:53 UTC
From: laurent@hpgnd.grenoble.hp.com
Message-ID: <1400003@hpgnd.grenoble.hp.com>
Source record: 229739

Hello again !

I didn't mention it but I'm looking for FRENCH ROM 1.4.

Thanks again.

1663. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1991-07-31 13:20:35 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Jul31.082035.7197@doug.cae.wisc.edu>
Source record: 230042

In article <1991Jul30.231531.15552@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>In article <1991Jul29.142017.8877@sae.com> malay@sae.com (Bob Malay) writes:
>>Hey,
>>I just got a brand new GCR w/ROMS and I was wondering if anybody out there
>>can give me a list of Mac goodies that I should be on the look out for,
>>particulary, version numbers. Like what version of System/Finder is the
>>definitive one to use?
>>
>>Bob Malay
>OK, Bob, I was going to write you personally, but I think this
>is valid for all Spectre users: Access PC. This is a program
> ...

And don't forget about NOW utilities!!! Awesome set of inits that
are absolutely nessacary to get the most out of the MAC experience.

The only good system I use or can use, with my MEGA STE, thats stable
is 6.0.4.

Although I hope to run 6.0.5 when Mr. Small upgrades his software for
the MEGA STE's and stuff.

Compact Pro is also pretty nice.

Have fun!

--Greg

1664. Re: ST/STE sales - numbers required.

Newsgroup: comp.sys.atari.st
Date: 1991-07-31 13:45:52 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Jul31.084552.7354@doug.cae.wisc.edu>
Source record: 230044

In article <28966BB6.29253@orion.oac.uci.edu> jvance1@maxwell.oac.uci.edu (Joachim Vance) writes:
>In article <1991Jul31.010243.24317@megadata.mega.oz.au> swanee@megadata.mega.oz.au (Geoff Swan) writes:
>> Does anybody have official figures of the number of Atari
>>ST/STE's sold in each country? In particular I'm interested in sale
>>figures for UK, Germany, Holland, France, Australia and the US. Any
>>others would also be appreciated.
>
> Good luck. Many people have been asking this same question for
>years. Atari considers this kind of specific information a very close
>guarded secret. There have been some general continent figures and
>some very good guesstimates--but I don't know them.
>
>
>--
>Joachim Vance
>==
> I am antisesquipedalian--Opposed to the use of long words.
>==

I know! How about:

USA: Neglidgable.
UK: Some
GERMANY: GOOD NUMBER
The rest...SEE USA

--Sorry Couldn't resist. Greg

1665. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1991-07-31 13:48:49 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <9107311348.AA02485@top.magnus.acs.ohio-state.edu>
Source record: 230043

>
> Dave, I'm using just a plain ol' non-GCRed Spectre, and I was wondering...
>
> Do you have the little INIT that causes your menus to act like GEM menus?
> You know, to drop down, instead of having to be laboriously pulled down...
> If you do, could you at least tell me what it's called, so I can find it
> on GEnie or at the mac archives?
>
> Thanks! I think you should advise people to get Macpuke, too... ;-)
>
> --
> --------------------==----------
> Chris Herborth, NCR E&M Waterloo ip1@dmsdev.waterloo.NCR.COM

Chirs, there is an init called "LazyMenu", that does this. However, it does not work with Multifinder OR the init called "Windows". I used to have it, but then lost it. It is very old, so finding it could be hard. Since you have the 128, not the GCR, you should try Access PC, I think it works with the 128 (Spectre 3.0 or higher software version is necessary). This would allow you to transfer without Transverter.

Also of note (and this is why I posted this when I answered it), I was recently playing around with a new formatter TLCformat (I think), when trying to find a faster DOS compatible format that would work with Access PC (by the way, none of them will, just the standard 9 sector, 80 track, non-twister, non-FAST disk format will work with Access PC). When I stuck the 720K FAST format disk (faster than Twister but can't use 10 sectors per track) in the drive in Mac mode, it read, and came up as A SPECTRE FORMAT DISK (only with 720K, not 800). This is pretty exciting. However, it also lost the file I had written to the disk in ST mode, and I have not tried it since. It looks like it may be possible to get a format that reads in ST and Mac mode without either Transverter or Access PC. Has anyone else experienced this?

David Butler

1666. Re: mntolb10 vs libolb71

Newsgroup: comp.sys.atari.st
Date: 1991-07-31 14:16:35 UTC
From: ersmith@ria.ccs.uwo.ca
Message-ID: <4101@julian.uwo.ca>
Source record: 230045

In article <1991Jul30.051041.306@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
>my question (for eric or bammi or whomever) is what is the relationship
>between mntolb10 and libolb71? the latter was recently uploaded to a.a
>along with gcc 1.40 (appearently). i am assuming that mntolb10 is not as
>current as libolb71, but then again it is mint-ized. and what relation
>to "official" gnu.olb are these, version number-wise?

They're very similar -- bammi has been sending me the upgrades to the gcc library, and I've applied most of the patches to the MiNT library (where appropriate). I would say that mntolb10 is roughly equivalent to patchlevel 70 of the library. There are two major differences:

(1) The MiNT library does *not* support UNIXMODE long file names and symbolic links, because these things properly belong in the kernel. UNIXMODE is a terrible hack (I can say that because I invented it :-(). Moreover, UNIXMODE needs to be turned off when you have special MiNT file systems like the minix compatible ones, anyway.

(2) The MiNT library, obviously, provides support for MiNT as well as for TOS. So, for example, if you call sleep() from mntolb and MiNT is running, then the process will go to sleep nicely instead of sitting in a busy loop.

> if i go with
>mntolb versions, is is safe to use the includes and .olb's from mint
>and trash the libolb versions?

Yes, and I would recommend doing that if you're running MiNT. The include files are not completely compatible, so be careful to use the "right" ones with whatever .olb's you pick.

> are there any problems with gcc 1.40
>and gas 1.37 and ld 71 (i think), what i have now, with the latest
>(version 10) mntolb?

None that I've heard of.

>one more thing: will uniterm 2.0a run under mint? if not, will 2.0e?

2.0e certainly will; I presume that 2.0a will as well.

>heck, one more thing: how does gcc 1.40 support floating point now?
>is pml incorporated into gnu.olb now? do i need pml.olb? i tried a
>small project (a simple calculator entirely in yacc - which went thru
>bison and gcc without a hitch) and did nothing special to compile
>(i.e. no "-lpml" or whatever). it worked fine.

Floating point add/subtract/multiply/divide is in gnu.olb; however,
more complicated stuff like sqrt, sin, cos, etc. is in pml.olb.

--Eric
--
Eric Smith ersmith@julian.uwo.ca ersmith@uwovax.bitnet

1667. an idea for Double Click Software, regarding STe problems

Newsgroup: comp.sys.atari.st
Date: 1991-07-31 14:55:00 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <1991Jul31.145500.13126@gmuvax2.gmu.edu>
Source record: 230046

Given the number of people that seem to be having problems with the new STe machines, how about coming up with a quick, boot-time diagnostics program, which would simply check to make sure all devices are responding correctly, that the CPU seems to be running okay (how, I don't know), putting a few easily disting-uishable, recognizable sounds through the speaker, and dumping some random pattern to the screen, using as many colors as possible.

It might also help people notice if their machines start to cop out. Catch it before it gets really bad I guess.

Just a thought.

Steve "Stevers!" Coile scoile@gmuvax[{.BITNET|[2].gmu.edu}]
"Maturity is knowing when and where to act immature"

1668. Re: Help!

Newsgroup: comp.sys.atari.st
Date: 1991-07-31 16:13:14 UTC
From: pegram@kira.UUCP
Message-ID: <1991Jul31.161314.5942@uvm.edu>
Source record: 230050

From article <1991Jul31.045324.18982@noose.ecn.purdue.edu>, by whitehe@cb.ecn.purdue.edu (Drew D Whitehead):

>
>
> Hello. I need some help. With my purchase of the Calamus Font Editor, I have
> discovered that I need more than 6 Accessories. Is there any programs out
> there that will allow you do add more than 6? If the people at ISD had made
> the thing a PROGRAM, it would be a lot easier.
>
> Thanks for your help
>
> Drew

Free (or shareware) Stuffer (by Double Click), available on
atari.archive.umich.edu, or from Steve Grimm (moderator of
comp.{binaries,sources}.atari.st).

Commercial: Multidesk - 2.1 is last version I know of, is the best
solution I think. From Codehead software, Hollywood CA (really 8-).

You're welcome,

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

1669. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1991-07-31 21:05:35 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Jul31.210535.1924@rodan.acs.syr.edu>
Source record: 229854

In article <9107311348.AA02485@top.magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (David H Butler) writes:
>
>Also of note (and this is why I posted this when I answered it), I was recently
>playing around with a new formatter TLCformat (I think), when trying to find a
>faster DOS compatible format that would work with Access PC (by the way, none
>of them will, just the standard 9 sector, 80 track, non-twister, non-FAST disk
>format will work with Access PC). When I stuck the 720K FAST format disk
>(faster than Twister but can't use 10 sectors per track) in the drive in Mac
>mode, it read, and came up as A SPECTRE FORMAT DISK (only with 720K, not 800).
>This is pretty exciting. However, it also lost the file I had written to the
>disk in ST mode, and I have not tried it since. It looks like it may be
>possible to get a format that reads in ST and Mac mode without either
>Transverter or Access PC. Has anyone else experienced this?
>
>David Butler

Thanks for your post, David. The more people using Spectre
that use Access PC, the better....I'm hoping that Insignia
and/or Dave Small will somehow get AccessPC to access MSDOS
hard disks via Spectre. I still think it would be great to
use my syquest cartridge with mac and st partitions under
Spectre!
First of all, ye
First of all...yes, AccessPC works with non-gcr Spectre...and
yes, you need Spectre 3.0 software.
Second...I experienced a similar problem with floppies being
read as Spectre formatted disks. I've been using Verbatim ibm
pre-format disks. At first they have been OK, but with a
couple of them, after a while they showed up as Spectre
formatted disks...then they got all messed up and I had to
reformat them again. I think I tried a twister-formatted disk
at one point, although I'm not sure, and it showed up as a
Spectre-formatted disk. When I saw dos and twister disks
showing up differently, I tried to stick to dos-formatted
disks. But now that you mention it, I'll try to play with
other formats and see what happens.
Just so that something may come of it, I'll just mention how
nice it would be to have Access PC access msdos and st hard
disk partitions from Spectre (how do I send Dave Small email
on internet again?)
--Gerry
ggreenbe@rodan.acs.syr.edu

1670. Re: LZH Path

Newsgroup: comp.sys.atari.st
Date: 1991-07-31 21:43:32 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0b9g74k@nathan.ruhr.de>
Source record: 229895

In <1991Jul30.145703.24784@actrix.gen.nz>, Roger Sheppard writes:

>How does one LZH a Folder that is say 3 deep, that also contains
>folders, but not to include paths of the 3 folders in the archive.
>
>Sample Path..C:\path1\path2\main\auto\boot.prg
> \folder\files.etc
> \program.prg
>
>So all the Files and Folders that in Main must be in the
>Archive but not \path1\path2\main...

Try it like this:
(if you're using lha from the desktop, you must strip the leading
'lha.ttp'.)
lha.ttp a -r example.lzh c:\path1\path2\main\ *.*
^
Be aware of that space! By setting this space, you set the so called
"archiver base directory". Now Lharc behaves as if the folders "auto" and
"folder" and the file programm.prg are in the base directory. When using
the above command, LHarc will still show the full path while compressing
(at least 2.01b does), but things look different within the archive.
When calling Lharc with "lha.ttp v example.lzh", you'll get:

AUTO\BOOT.PRG
FOLDER\FILES.ETC
PROGRAM.PRG

I think that what you wanted, isn't it? Eh, I should add that you can not
use LHarc "archive base directory" feature from any LZH Shell if seen
until now. So you've got to do it from the desktop or any cli. If you're
using Gemini, don't forget to quote the *.*....
/s/ Udo
--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

1671. TT's and Multisync Monitors

Newsgroup: comp.sys.atari.st
Date: 1991-07-31 23:14:35 UTC
From: v077l5lx@ubvmsd.cc.buffalo.edu
Message-ID: <85872@eerie.acsu.Buffalo.EDU>
Source record: 229855

Hello,
I am interested in using a multisync monitor with the TT, but I
need to know the horizontal scan rate range that I will need to cover for
all resolutions except TT High. Also any specific information as to how
well specific monitors work with the TT would be appreciated.

Thank you,
Guy
V077L5LX@UBVMS.cc.Buffalo.edu

1672. Use Unlzh 1.72 for Unlzhing!

Newsgroup: comp.sys.atari.st
Date: 1991-07-31 23:15:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <5357@hh.maus.de>
Source record: 229936

Br>LHarc.. All you need to do is use UNLZH 1.72 and all your files will be
Br>unlzh'd easily and painlessly! It uses a nice GEM interface and I have
Br>had *no* problems with it.

UNLZH will not work on LHarc 2.x-files. I must send the sourcecode of it
to the autor first.

Thomas Quester * Lampenland 9 * 2050 Hamburg 80

Es ist nichts Seltsames an der Tatsache, dass seltsames Menschen seltsam sind.
(Net)

1673. re: use unlzh 1.72 for unlzhin

Newsgroup: comp.sys.atari.st
Date: 1991-07-31 23:21:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <5358@hh.maus.de>
Source record: 229938

```
DM>standard zoo is complete garabge compared to either arc or lharc. if
DM>u want ease of use (with subdirs) and speed, use arc. if u want good
DM>compression use lharc. there's been no reason to use zoo until
DM>very recently. with the advent of the "high compression" method
DM>zoo is now viable, but before it wasn't even in the running.
DM>

If you don't beleve it, try to understand parts of the source-code...

---------------------------------------------------
Thomas Quester * Lampenland 9 * 2050 Hamburg 80

MauTau V 2.2c - Frage: Was gibt's Neuss in Koeln?
(Net)
```

1674. Which archiver ? (Was: use unl

Newsgroup: comp.sys.atari.st
Date: 1991-07-31 23:24:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <5359@hh.maus.de>
Source record: 229937

```
LJ>on my machine. What I do know is that right now, I have some ".lzh"
LJ>files around that can not be extracted by "lharc_X" and I have some
LJ>other ".lzh" files that can not be extracted by "lharc_Y". (Names
LJ>changed to protect the guilty.)

Whats the use of protecting? Why not send the special .lzh together with
lharc_X and lharc_Y to both of the autors? It is no use of arguing which
lharc is the best, if you don't give the autors the chance of fixing a
bug (or incompatibliltiy). I have written large parts of LHarc 1.13.xx
and LHarc 2.xx. I allways hear peaple crying, but it is not possible to
do anything against it, until I have any idea why.

--------------------------------------------------
Thomas Quester * Lampenland 9 * 2050 Hamburg 80

MauTau V 2.2c - Bete, als huelfe kein Arbeiten, arbeite als huelfe kein Beten.
(Net)
```

1675. Re: Word Perfect and fonts

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 01:29:00 UTC
From: Hayo_Schmidt@hh.maus.de
Message-ID: <5300@hh.maus.de>
Source record: 229873

In article <1991Jul24.134124.20465@rodan.acs.syr.edu>
ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>I don't believe WP uses gdos fonts, so I was wondering if any
>of the font manipulators out there will allow you to use
>different fonts with WP for the ST? I'd even be interested if
>a program allows you to replace the system font...as long as
>WP doesn't simply override that and return to the original
>system font when it loads.
>Does anybody have any ideas?

Probably WP uses the built-in ROM font of the TOS. That means, that WP uses
lina a routines for text output (booh!!!). I can't check it, I don't have WP.

If that ist true, you can use two font manipulators to change the ROM-font.
The size of the font will be the same, but you may load an IBM compatible font
for example. You would have to adapt your printer drivers by yourself.
No. 1 ist FontEdit by D.Woitha (Germany), which is nice and short. It allows to
edit and change only the system font.
No. 2 is Multifont PD by myself, available for example on PD 2000 series 2240
(german version), which can do a lot more (except editing), and therefore has
a size of ~38 kB.
If you want to have Multifont PD, you may send me 10 DM or 10 US$ and I'll
send you a copy on a 3.5'' disk. I will also add FontEdit.

Hayo Schmidt
Grotiusweg 1
D-2000 Hamburg 55
Germany

1676. Re: another st atricle bytes

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 01:57:51 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <158877@unix.cis.pitt.edu>
Source record: 229856

In article <1991Jul11.143617.11854@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>in california there is a newsmagazine for all computers called microtimes
>they dropped atari coverage with no explanantion june 1991,another n
>magazoine dumping us!!!
>----

Well, I don't feel all that bad. I NEVER heard of 'em in the first place, so losing a magazine that is THAT popular (sure ain't Newsweek) doesn't seem like a life-threatening thing to me...

Robert Anisko
rjast1@unix.cis.pitt.edu

1677. Re: Help!

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 02:01:55 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <158878@unix.cis.pitt.edu>
Source record: 229853

In article <1991Jul31.045324.18982@noose.ecn.purdue.edu> whitehe@cb.ecn.purdue.edu (Drew D Whitehead) writes:
>
>
>Hello. I need some help. With my purchase of the Calamus Font Editor, I have
>discovered that I need more than 6 Accessories. Is there any programs out
>there that will allow you do add more than 6? If the people at ISD had made
>the thing a PROGRAM, it would be a lot easier.
>

Well, I think you can do that via Multidesk. But I believe there is
a shareware DC program (rats, what's the name of it, Mike?) that lets
you have up to like 32 ACC's loaded in, and a commercial version
which lets you have an unlimited supply I believe. It's just what
you seem to need...

Robert Anisko
rjast1@unix.cis.pitt.edu

BTW the shareware version works with MOST ACC's, I've only run into
1 or 2 trouble ACC's that want a regular place in the ACC area...

1678. Re: Help!

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 02:41:12 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug01.024112.19424@actrix.gen.nz>
Source record: 229858

In article <1991Jul31.045324.18982@noose.ecn.purdue.edu> whitehe@cb.ecn.purdue.edu (Drew D Whitehead) writes:
>
>
> Hello. I need some help. With my purchase of the Calamus Font Editor, I have
> discovered that I need more than 6 Accessories. Is there any programs out
> there that will allow you do add more than 6? If the people at ISD had made
> the thing a PROGRAM, it would be a lot easier.
>
> Thanks for your help
>
> Drew

There is a Good reason why the Font Editor is a ACC, it so you can change
fonts even when Calamus is loaded..

Why do you need 6 ACC loaded all at once, Please explain ??

Do you use a Bootup utill like Desk Manager 33, this will let you select
the TSR's and ACC that you need at bootup for each application
that you wish to run, but note, only at bootup.

If you do need more that 6 ACC, then get Codeheads MultiDesk and
the Hotwire program, Hotwire can call MultiDesk as a application
and install all the ACC that you need for a given Application
with just a press of a key and at any time, not just at bootup

IE, Hotwire gives you Hot Keys that can install all the ACC's needed
for that Application and Install the program that you wish to run
and load the document as well, all from one key press.

Note: I don't work for Codehead..but I do think that they produce
some good accessary programs and utilities..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1679. US TURBO-C DISTRIBUTOR: (was;Who sells Turbo-C in the US)

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 11:30:38 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <22718@cuphub.cup.edu>
Source record: 229871

In article <11050@m.maus.de>, Martin_Gaeckler@m.maus.de (Martin Gaeckler) writes:
> Hello Jim,
>
> Turbo C for the Atari ST/TT is no longer supported by Borland. Borland gave
> up the Atari ST product.
> There will be a new version called >Pure C<. The Distributor is Application
> Systems in Heidelberg, Germany.
>
> Martin Gaeckler

Turbo-C has been licensed to Gribniff Software (i.e; NeoDesk, etc...)
in the U.S. I should know...It ran me $280.00 for the Professional pack
which includes the MAS-68k assembler and Turbo-DEBUGGER* .

I don't have the number, but I believe if you call 617-555-1212 you can get
the number--They're in Hadley, Massachusetts.

* The debugger is the most awesome interactive debugger I have ever seen on
an ST. It reminds me a great deal of a "windowing" VAX-VMS debugger
with "real-time" updating of information in windows.....Also, I've had
at least 12 windows open at the same time and I have TOS 1.2--So I don't
think they're using GEM either.
With TD, you can have the SOURCE, ASSEMBLY, VARIABLES, STACK, etc...
all visible so you can see what your program is doing AS it does it--you
have variable step rates...

--Dan Karbowsky / ".....I remember now....."

1680. Macintosh Emulators for the TT

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 11:43:08 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Aug1134308@orion.laas.fr>
Source record: 229863

Just curious, have any of the Macintosh emulators (Specre GCR or
Aladin) been ported to the TT? If so, how does it run? If not, when
is it planned?

Thanks folks,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

1681. Re: Mega STe in UK.

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 11:53:21 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Aug1135321@orion.laas.fr>
Source record: 229864

It seems that Atari France, also, is completely out of stock in Mega
STe's!
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

1682. Which is the best mac emulator

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 13:10:59 UTC
From: juemar@wpi.WPI.EDU
Message-ID: <1991Aug1.131059.20815@wpi.WPI.EDU>
Source record: 229865

Hi,
Could someone please e-mail me some info on mac emulators, ie which
one(s) are the best and which one I should look at, prices if knows and potential pitfalls.

Thank you
Julian

1683. Info Wanted on Tech Specialties Upgrade Board

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 13:22:30 UTC
From: iam@stiatl.salestech.com
Message-ID: <1991Aug01.132230.14191@stiatl.salestech.com>
Source record: 229876

My 1040 has a Tech Specialties upgrade board in it which brings my memory up to 2.5 meg. However, I got no documentation on the board when I bought the computer, so I was wondering...

Does the lithium battery attached to the board indicate that is has a clock? If so, how do I access the time off of it?

Exactly what sort of soldering is necessary to bring it up to 4 meg? I have the chips, and the sockets are on the board, but I know it's not just as simple as plugging in the chips and getting 4 meg.

Any spare documentation or info E-mailed to me would be eternally appreciated.

Ian

--
-------- ---- ---- -- | Ian Mercado: iam@stiatl.salestech.com |
-- - - ----- -- | emory!stiatl!iam |
-- -------- -- ----- | |
-------- -- -- -- ---- | "Can't keep my mind from the circling sky" |

1684. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 13:56:01 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Aug1.135601.12826@magnus.acs.ohio-state.edu>
Source record: 229866

I would like to know how to contact Dave Small via internet also. If anyone knows his address could you please post it?

David Butler (High Resolution DTP)
(dhbutler@magnus.acs.ohio-state.edu)

1685. Re: LZH Program

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 14:04:45 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Aug1.140445.27727@mailer.cc.fsu.edu>
Source record: 229859

In article <1991Jul30.182300.19539@wpi.WPI.EDU>, juemar@wpi.WPI.EDU (Julian Tyrone Bean) writes:
>Hi,
> What de-archiver do I need to restore .lzh files. I looked in some places, but was unable to decide which one was needed.
>
>
The nicest (IMHO) is called UNLZH172.ARC. It only extracts files, but it does it fast and is friendly (I only wish there was a "delete lzh after extract" option. One really nice feature is that you can automatically have it create a folder and extract into it. It can be installed as an application, so a double click on an .lzh file is all that is needed.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-----------------------------------

1686. Re: Help!

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 14:07:28 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Aug1.140728.13031@magnus.acs.ohio-state.edu>
Source record: 229867

Try Chameleon, it only loads one at a time, but lets you dump and load from desk any single DA you wish at any time, during any program etc... It takes up one slot, and will automatically load whichever DA is called CONTROL.ACX. So if you want your control panel to remain in memory all the time, then rename it to something else. Or, if you never want your control panel but want some other DA to default to that slot, then rename some other DA to CONTROL.ACX. I renamed NOTEPAD and now when the system boots up I get my five best DA's in permanent menus, plus NOTEPAD in the chameleon menu. So when I need another DA (I use this for Fontedit all the time by the way), I hold down shit-alt, pull down CHAMELEON (which unloads NOTEPAD), and then load whatever else I want. This works 100% of the time and has never crashed with any DA I have ever tried. This is far from true with the other DA-Extension type of programs I have used.

GOOD LUCK

David Butler (High Resolution DTP)

(dhbutler@magnus.acs.ohio-state.edu)

1687. why do I only get 512k on a 1040

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 14:44:50 UTC
From: gathings@hydra2a.cs.utk.edu
Message-ID: <1991Aug1.144450.4061@cs.utk.edu>
Source record: 229860

A friend of mine has an 1040 st that only show 512k out
of 1040k when he runs the ram test. Any ideas, other
than the possibility of having bad ram chips ?

Golando

1688. Re: Help!

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 15:06:37 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Aug1.150637.925@mailer.cc.fsu.edu>
Source record: 229862

In article <1991Jul31.045324.18982@noose.ecn.purdue.edu>, whitehe@cb.ecn.purdue.edu (Drew D Whitehead) writes:
>
>
>Hello. I need some help. With my purchase of the Calamus Font Editor, I have
>discovered that I need more than 6 Accessories. Is there any programs out
>there that will allow you do add more than 6? If the people at ISD had made
>the thing a PROGRAM, it would be a lot easier.
>
>Thanks for your help
>

You want MultiDesk, by the Codeheads. Well worth the price!

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-------------------------------------

1689. Re: digittal sample playback question

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 16:27:20 UTC
From: micro@imada.ou.dk
Message-ID: <1991Aug1.162720.23991@imada.ou.dk>
Source record: 229868

patrick@hpmcaa.mcm.hp.com (Patrick Hawke) writes:

>> NT_COMP will load and play the file, but more interestingly there is source
>> to all kinds of player hardware, ROM port, Printer port, STe DMA and the good
>> old standard ST soundchip...

>How do you get the printer port to output. Is there a schematic for an
>interface? I would assume it was just some DAC chip on the parallel lines.

Right you are, put a voltage-output dac of your choice on the printer port
d0 to d0, d1 to d1 and so on... Feed it 5 volts, and direct the output from
the dac to your stereo. When you have lisend to it for 5 minutes you to make
a RC low pass filter - and then you realize how good the filters in the STe
and TT's are!

-Klaus

1690. power conditioning (was Re: BLACKOUTS)

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 16:38:12 UTC
From: daryl@cbnewsc.ATT.COM
Message-ID: <DARYL.91Aug1113812@cbnewsc.ATT.COM>
Source record: 229861

My paranoia got severe enough that I bought a Tripp power
>>conditioner<<. I am very pleased with the device so far. Here in
Naperville, Il. we are known for crummy power. There are several
versions of their power conditioners. The smallest and cheapest is a
600 watt model, then there is 1200 watt and 1800 watt models.

I went for the 1200 watt model because it will handle low and high
voltage. The 600 watt model will only handle one of them (I forgot
which.) This device not only protects the equipment from surge, etc.
but delivers clean 120V when the input voltage is anywhere from around
80V to 140V.

The cost is somewhere around $150. I believe it a very useful
investment for several thousand dollars worth of equipment.
--
Daryl Monge AT&T Bell Labs
UUCP: att!adept!daryl VOICE: 708-713-4696
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566
--
Daryl Monge AT&T Bell Labs
UUCP: att!adept!daryl VOICE: 708-713-4696
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566

1691. Jukebox update

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 17:02:27 UTC
From: micro@imada.ou.dk
Message-ID: <1991Aug1.170227.24076@imada.ou.dk>
Source record: 229869

The same day I send 'The Jukebox' to atari.archive, I found a bug in the player module, so I decided to lend an friends STe and do some serious debugging.
The old version had a bug the double buffering, this bug gave some real annoying clicks.
The new version is many times faster than the old one! (with 8 players that is choosen dynamically to give shortest possible convertion time)
It is now possible to do something on the computer (@8MHz), while it is playing with 1. order interpolation @6.25KHz in the background, or without interpolation (0. order to be honest) @25KHz.

I expect the new version to replace the old one in the atari/ste directory @ atari.archive.

(The program *should* work on the TT, can someone verify this?)

How do I tell my friend (who is on vacation and don't know that I lend his STe) that his STe have the Harddisc DMA problem? (his STe trashed my Source partision).
Will Atari replace the faulty chip?

-Klaus

1692. Re: Help!

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 18:26:08 UTC
From: steve@thelake.mn.org
Message-ID: <A1799624449@thelake.mn.org>
Source record: 229870

I'm surprised that amid this discussion of multi-DA loaders, no one has pointed out that Atari's new (and free) XCONTROL control panel provides access to a multitude of utilities while taking up only one DA slot.

The new control panel actually is a manager for CPX (Control Panel eXtension) modules. The XCONTROL package includes several CPX modules, and more are being made available.

CPX modules can be either memory-resident or loaded from disk on demand -- you configure the system to your liking.

A CPX module can be used in any case where direct, full-time access to GEM's pseudomultitasking isn't needed. (That's actually the case with most currently available ACCs, which simply call evnt_mesag() and wait for a wakeup call from GEM indicating that their menu entry has been clicked.)

To use a CPX module, you click on XCONTROL's menu entry. This provides you with a scrolling menu of icons that can be selected to activate any CPX modules that you have available on your system. The CPX module you select then runs atop the current GEM application, just like any desk accessory.

Steve Yelvington <steve@thelake.mn.org>
Marine on St. Croix, Minnesota

1693. Laser C source level debugger

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 20:07:57 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <1702.289807ad@sleepy.bmd.trw.com>
Source record: 229877

I am using Laser C for software development and am considering buying their source level debugger. So, a few questions:
1. Is it worth $49?

2. Does it have seperate source and program output windows?

3. Is it a true source level debugger (or just a claim)?

4. Are there any better ones available (that work with Laser C)?

5. Is Megamax still out there?

Any other comments are also welcome.

Along the Turbo C or PureC thread:
1. Is PureC to be available in the US?

2. Cost in US $.

Thanks for the help
Jim Harres jharres@doc.bmd.trw.com

1694. C++2LaTeX, anyone interested ?

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 20:41:10 UTC
From: timm@sol.cs.uni-sb.de
Message-ID: <12219@sbsvax.cs.uni-sb.de>
Source record: 229872

Hello,

I just managed to compile C++2LaTeX (Version 1.1) with GCC 1.39 for the atari st. C++2LaTeX is a program written by Norbert Kiesel (norbert@rwthi3.informatik.rwth-aachen.de), which converts C++-Programs (or ANSI-C if you specify that by a command-line option) into a "pretty-printed" LaTeX file. The sources are available at ftp.uni-koeln.de (134.95.80.1). To compile them i just had to comment-out one line (#include <malloc.h>).

Ok, if anyone is interested and has problems to build it himself, i could post the binary or upload it to atari.archive.

Jan Timm

--
mail: Jan-G. Timm email: timm@cs.uni-sb.de
Sulzbachstr.1
D-6600 Saarbruecken
West-Germany

1695. Re: Atari Meese 1991

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 20:58:54 UTC
From: steffl@ast.stgt.sub.org
Message-ID: <1642@ast.stgt.sub.org>
Source record: 229913

In article <1991Jul27.135822.4089@menudo.uh.edu> uace0@menudo.uh.edu (ATARI Computer Enthusiasts) writes:
>Just thought I'd drop a note to the net letting all of our international
>friends know that Double Click Software will be attending, displaying and
>selling our wares at this year's Atari Meese show in Duesseldorf.
>[...]
>_only_ realtime compression program for the Atari computer. Not to mention
>our DC Port serial expansion cartridge, too.

Could you please give me some information about this serial expansion cartridge? Is this a kind of second RS232 Interface for the ST? If yes, how about compatibility with Comm.-Programs? And how much will it approx. cost?

Thanks in advance,
-steffl-

--
Stephan Block E-Mail: steffl@ast.stgt.sub.org ||
Hohenstaufenstr. 16 FidoNet: 2:244/7012.3 ('')
D-7141 Moeglingen Phone: +49-7141-43688 (__)*

1696. HELP: Turbo-C helpfile format

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 22:20:00 UTC
From: Martin_Gaeckler@m.maus.de
Message-ID: <11764@m.maus.de>
Source record: 229935

>I am looking for a description of the file format of the help files that
>come with Turbo-C 2.0 - I want to write a program which is able to display
>specific help pages from outside TC (specifically, from inside the ORIGAMI
>folding editor). Has anybody information on this topic ?

Why didn't you ask Borland for the newest version of TC. This comes with an
Accessory that shows the help text from everey GEM-application you want.
In some BBSs it is available to download.

regards
Martin

1697. Sheepshead

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 22:48:19 UTC
From: krieg@ct19.med.ge.com
Message-ID: <3890@mrsvr.UUCP>
Source record: 229875

Since the ST is so popular over in Germany, maybe this isn't too unusual a request.

I'm looking for a computerized version of the game Sheepshead (or Schafskopf in German) which is popular in the Milwaukee area, but not too widely known in the rest of the U.S. I've seen it for the IBM PCs, but never an Atari version. If anyone knows of a public domain or commercial version of this game, please let me know.

Thanks.
--
```
==========================================================================
= Andrew Krieg | Wow, Bob, Wow. =
= krieg@titan.med.ge.com| Fire walk with me. =
= or | - little man from =
= krieg@cvax.cs.uwm.edu | another place =
==========================================================================
```

1698. Re: Plea for help <-- dead 1040!

Newsgroup: comp.sys.atari.st
Date: 1991-08-01 23:12:21 UTC
From: parsons@b.ee.engr.uky.edu
Message-ID: <1991Aug1.231221.14499@ms.uky.edu>
Source record: 229874

As far as cleaning the contacts on your chips - if you are VERY
careful, I've found that a pencil eraser works very well in removing
the oxidation that causes bad connections. Hold your finger in between
the pins on each side, though, so they won't bend.

--
parsons@b.ee.engr.uky.edu (The Molletts - for now)
Laffa while you can Monkey Boy!
"They're French grenades, they don't go bang, they go 'Le Boom'"
Disclaimer: These opinions are NOT my own!

1699. Dave Small's address!

Newsgroup: comp.sys.atari.st
Date: 1991-08-02 05:39:36 UTC
From: selick@bucsf.bu.edu
Message-ID: <87187@bu.edu>
Source record: 229878

Well, every now and then, people start asking for Dave Small's address,
so here's one that I have received replies from a few times. It may not
be small actually |nswering, but somebody over there at Gadgets.
<76004.2136@CompuServe.Com>
Also, I am told that this is a way to mail to any CompuServe account!
later,
Steve
<selick@bucsf.bu.edu>

1700. Re: Atari in Concert

Newsgroup: comp.sys.atari.st
Date: 1991-08-02 05:45:28 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <14217@uhccux.uhcc.Hawaii.Edu>
Source record: 229879

In article <1991Jul17.215833.26186@frmug.fr.mugnet.org> elrond@frmug.fr.mugnet.org (Bertrand Petit) writes:
>In article <1991Jul15.220055.12391@nntp.hut.fi>, s37837k@saha.hut.fi (Jari Lehto) writes:
>> I just happened to see the Jean-Michel Jarre's Paris-La Defense concert from
>> TV. Atari France was one of the main sponsors for the concert and there were
>> several Atari Mega 2/4 machines on the stage.
>>
>> The best PR Atari has done in long time... If someone noticed the machines.
>
> Yes I have noticed the computers but only on the video version. While
>sitting on the bridge in front of La Defense i have seen nothing on the
>scene. I have also seen 5 pages in the magazine edited by Atari France on
>the installation used by Jarre during the show.
>
> Poor music but great multimedia show!

Speaking of media shows, were there any Atari ads in conjunction with the Tour de France? The cyclists are attired like colorful billboards and it would have been a great promotion for Atari France; the Tour becomes of intense focus for three weeks and 2000 miles of travel thru pretty Spanish, Italian and French countryside.

Motorola certainly gained a lot of publicity when Australian Phil Anderson of Team Motorola took advantage of the aid from his Swiss, Norwegian, British, Canadian and American teammates, by sprinting victoriously in stage 10. The international representation within the teams corresponds well to a company with global interests like Motorola, Toshiba or Atari. The drawback is that supporting a team is expensive, so it might be necessary for Atari to get a co-sponsor. Most appropriate would seem to be the Fuji Bicycle Company. :-)

Jack

1701. LZH Programs

Newsgroup: comp.sys.atari.st
Date: 1991-08-02 08:09:43 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Aug2100943@acae127.cadence.com>
Source record: 229886

people: can we lay this lzh business to rest one and for all:
now that zoo 2.1 is out and posted to comp.[binaries|sources].a.s

-- its high compression is atleast as good as anything else out
there.
-- it is reasonably fast for extraction, compression speed needs some
work, which is happening.
-- it comes complete with sources, and runs on any reasonable
machine.
-- it is totally backwards compatible. unlike various versions of
lzh.
-- the St version does recursive directory decent, regular expression
globbing etc, in addition to all the features for standard zoo.
-- i am sure someone will conjure up a graphical shell for it, for
people averse to cli's.

cheers,
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

1702. Re: Laser C source level debugger

Newsgroup: comp.sys.atari.st
Date: 1991-08-02 09:02:54 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b9i88u@jonh.wimsey.bc.ca>
Source record: 229880

In <1702.289807ad@sleepy.bmd.trw.com>, jharres@sleepy.bmd.trw.com writes:
>I am using Laser C for software development and am considering buying their
>source level debugger. So, a few questions:
> 1. Is it worth $49?

Yes, and more.

> 2. Does it have seperate source and program output windows?
Yes, it uses a seperate screen for the program window.

> 3. Is it a true source level debugger (or just a claim)?

Well, you see the source, just like you wrote it, and step
through it line by line. Can't modify the source in it though.

> 4. Are there any better ones available (that work with Laser C)?

No.

> 5. Is Megamax still out there?

Yes, though they don't appear very active in the market anymore.
Hard to really tell though, as there's really nowhere to advertise
anymore.

>Any other comments are also welcome.

Laser C's debugger works in color, which is one of the reason's I
won't be switching to Turbo C in the near future. You need Laser C 2.1 or
higher to use the debugger, and 2.2 or higher to work with Tos 1.4. The
2.2 shell is still crash-prone though, and I recommend using a command
shell instead.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

1703. Atari Mailing list

Newsgroup: comp.sys.atari.st
Date: 1991-08-02 09:54:02 UTC
From: root@myst.UUCP
Message-ID: <2318346@myst.UUCP>
Source record: 229887

How does one get on the atari mailing list??

I would like to get comp.sys.atari.st here, but currently only
have a mail feed.. Any info would be appreciated. Please
send all replies as mail..

Thanx..

John

--
****
* John B. Bunch * System Operator *
* 771 Madison Ave. Apt 2e * JB's News and Mail Stop *
* Albany, NY 12208 * UUCP: {...}!crdgw1!sixhub!myst!root *
* (518) 436 3810 * Inet: sixhub!myst!root@crdgw1.ge.com *
****

1704. dnet Was: Turbo-C

Newsgroup: comp.sys.atari.st
Date: 1991-08-02 11:39:00 UTC
From: klamer@mi.eltn.utwente.nl
Message-ID: <klamer.681133140@mi.eltn.utwente.nl>
Source record: 229885

In <dkreiner.680851225@faui09> dkreiner@faui09.informatik.uni-erlangen.de (Dirk Reiners) writes:

>P.S.: What about going to dnet.atari or sub.sys.st with this dis-
> cussion, it's getting pretty german ...

Please don't do that -- dnet is very restricted (Germany only, i think)
and more people might benefit from discussions by germans only than those
who have dnet access. (BTW: Even german language discussion are interresting!)

Klamer (Not german -- see .sig)
--
Klamer Schutte Tel: +31-53-892786 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

1705. TT with Multisyncs

Newsgroup: comp.sys.atari.st
Date: 1991-08-02 11:46:09 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <31401@know.pws.bull.com>
Source record: 229881

I use my TT with an Atari TTM195 mono 1280x960 monitor; however, for the first few months I had been using an Atari PTC1424 colour monitor. The guys in the next office have Compaq 386sx systems (real dogs!) and on occasion, I have borrowed thir NEC 3D monitors since I no longer have the PTC1424. The honest truth is, the PTC1424 is FAR better than the NEC 3D. So, when thinking of a colour monitor for the TT, why not consider Atari's own PTC1424?

1706. Re: Help!

Newsgroup: comp.sys.atari.st
Date: 1991-08-02 11:46:35 UTC
From: pseemann@iiic.ethz.ch
Message-ID: <30304@neptune.inf.ethz.ch>
Source record: 229883

In article <1991Aug1.140728.13031@magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (David H Butler) writes:
>Try Chameleon, it only loads one at a time, but lets you dump and load from
>desk any single DA you wish at any time, during any program etc... It takes
>up one slot, and will automatically load whichever DA is called CONTROL.ACX.

You may patch the name of the default ACC in the Chameleon binaries.
Just look for the string C:\CONTROL.ACX and replace it with whatever
you want. You may even load an ACC from anonther drive and/or folder.

Patrick
--
"The universe is full of magical things, patiently waiting for our wits to grow
sharper." -- Eden Phillpots

1707. Re: LZH Path

Newsgroup: comp.sys.atari.st
Date: 1991-08-02 12:55:53 UTC
From: ZVM055@DMSWWU1C.BITNET
Message-ID: <91213.180007ZVM055@DMSWWU1C.BITNET>
Source record: 229882

In article <1991Jul30.145703.24784@actrix.gen.nz>, Roger.Sheppard@actrix.gen.nz
(Roger Sheppard) says:
>Sample Path..C:\path1\path2\main\auto\boot.prg
> \folder\files.etc
> \program.prg
>
>So all the Files and Folders that in Main must be in the
>Archive but not \path1\path2\main...
It's really easy to do so: use a command line shell and set an alias to your
lharc, cd to \path1\path2\main and type lharc a -r arcname
When you dont use a shell, open a second window in which the lharc appears,
make the window with path1\path2\main in it be the top window, start lharc
by double click _while holding down the right mouse button_, and type the
above command line.

Ulrich

1708. Jove Wanted for ST

Newsgroup: comp.sys.atari.st
Date: 1991-08-02 13:04:34 UTC
From: Bill_von_Hagen@TRANSARC.COM
Message-ID: <UcaJVWD0BwwuI=JD0w@transarc.com>
Source record: 229884

I'm looking for an emacs clone with command completion. Gnu emacs is just too big! MicroEmacs doesn't seem to like either of the software blitters I use, and I don't know if it supports command completion nowadays. MicroGnu emacs doesn't offer command completion. I've been told that a port of Jove exists for the ST. Could anyone send me a pointer to it, or perhaps just send it to atari.archive.umich.edu?

Any suggestions other than the emacs clones I've named?

Thanks very much!!

Bill (wvh@transarc.com)

1709. Re: Idea for a program (maybe DC?)

Newsgroup: comp.sys.atari.st
Date: 1991-08-02 13:18:42 UTC
From: elrond@frmug.gna.tfd.com
Message-ID: <1991Aug2.131842.28089@frmug.gna.tfd.com>
Source record: 229920

In article <19468@helios.TAMU.EDU>, r_gambs@etsuv2.etsu.edu (The Pendragon) writes:
> I just thought of a neat idea for a program. Maybe it already exists and
> if so, if someone would point me in the right direction, I would appreciate
> it. What I need is a Quota program for my HD. It would tell me how much
> of the disk is used, and maybe break it down with a bar graph for each
> partition. I hate having to do a 'show info' for each partition individually
> then whip out the old calculator. I have a Syquest drive and ICD Host,
> if it makes a difference.
>

You just have to use the 'df' command of any shell.

--
Bertrand Petit	Signature is under construction
alias	
>Elrond le demi-Elfe<	Be sure to wear your helmet

1710. Re: digittal sample playback question

Newsgroup: comp.sys.atari.st
Date: 1991-08-02 15:54:45 UTC
From: patrick@hpmcaa.mcm.hp.com
Message-ID: <1991Aug02.155445.24743@hpmcaa.mcm.hp.com>
Source record: 229888

micro@imada.ou.dk (Klaus Pedersen) writes:
>
> Right you are, put a voltage-output dac of your choice on the printer port
> d0 to d0, d1 to d1 and so on... Feed it 5 volts, and direct the output from
> the dac to your stereo. When you have lisend to it for 5 minutes you to make
> a RC low pass filter - and then you realize how good the filters in the STe
> and TT's are!
>
> -Klaus

Thanks for the Information! I'll give it a try.

In the meantime,

ANYBODY HAVE A USED STe THAT THEY WANT TO SELL CHEAP?!?!

Contact Me:

```
___
/__/ ___
/atrick /
<_/ames/__/
/ /awke
```

patrick@hpmcaa.mcm.hp.com

1711. ZOO 2.1, BUG, or is it me.....

Newsgroup: comp.sys.atari.st
Date: 1991-08-02 16:08:30 UTC
From: alanh@logitek.co.uk
Message-ID: <alanh.681149310@krypton>
Source record: 229890

The recent posting of Zoo 2.1 in comp.binaries.atari.st, works fine for me bar one thing......Explanation follows....

Command:

zoo ah// archive archive\

Where ah is add and high compression, // is full pathname add...

If the directory structure ends in a letter all is fine...

Everyone try this..

zoo ah// archive1 archive1\

Where the name ends in a number...

Well, I get a bus error every time. I am using TOS 1.0, so this could be a problem, but anybody willing to comment...

Alan Hourihane

email: alanh@logitek.co.uk

1712. v16INF1: Introduction to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1991-08-02 16:24:53 UTC
From: koreth@twitterpater.eng.sun.com
Message-ID: <677@appserv.Eng.Sun.COM>
Source record: 229893
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@twitterpater.eng.sun.com (Steven Grimm)
Posting-number: Volume 16, Info 1
Archive-name: intro

This is the first of three introductory articles about comp.binaries.atari.st.
This one describes how to submit binaries to the newsgroup. A companion
article lists all previously-published binaries, and a third article explains
how to retrieve and unpack binaries posted by others.

I am always looking for suggestions on how to improve the usefulness
of the newsgroup, and can be contacted as listed below.

-- Steven Grimm
koreth@twitterpater.eng.sun.com

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Subject: Submitting binaries for publication

Items intended for posting or queries and problem notes should be sent to
atari-binaries@twitterpater.eng.sun.com. If you are on a UUCP-only site, you
can send them to {backbone}!sun!twitterpater.eng!atari-binaries. Note that
comp.binaries.atari.st is not the correct place to ask general questions
or to ask, "Does anyone have software that does X?" Post such requests to
comp.sys.atari.st or comp.sys.atari.st.tech.

If you want verification of arrival, so say in a cover note, or at the
beginning of your submission, if it is small. I try to verify that a
program works, and if I can't get it to work, I may hold up posting it
for a couple of days. Please note that, except in rare cases, software
without documentation will not be published. The backlog from receipt
to posting varies from one to four weeks depending mostly on the set
of submissions currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two
separately. If I have to separate your sources from your binaries by
hand, your submission will most likely sit on the back burner for a
while.

Please include a description of your program at the top of your article.
Look at old issues of comp.binaries.atari.st for examples of the sorts
of descriptions I'm looking for. I don't write the descriptions at the
tops of the articles; what you see is what the submitters gave me.

Also, as of volume 8, I will only accept binaries packed with an archiver
for which source code is widely available. For the time being, this means
```

arc, zoo (including 2.1), and lharc. If you want to use a nifty new archiver, make the source code available to the public (posting to comp.sources.atari.st is fine.) I reserve the right to repack binaries with another archiver if the other archiver saves a significant amount of space, or has other advantages.

If you're submitting a demo of a commercial program, or a shareware program, please keep the amount of advertising to an absolute minimum. The net gods become angry when people try to use the net as a free advertising medium, and I'd like to keep comp.binaries.atari.st out of trouble. If you want to solicit orders, do it in a README file or an About... dialog box, not in a message that comes up every time the user does something. In other words, treat the net like a PBS station (apologies to those outside the US.) I will not accept programs which I feel are excessively commercial. I'm aware that commercial demos and shareware are often very useful (to the users on the net,) which is why I allow them at all.

Subject: The structure of comp.binaries.atari.st articles

Each posting in comp.binaries.atari.st is called an "issue"; there are roughly 100 issues to a volume. The division is arbitrary and may vary. There are two types of articles in comp.binaries.atari.st: binaries and "information postings." They can be distinguished by the subject line:

Subject: v16INF2: Index and other info

This first word in the title identifies this as the third info posting of volume six. Similarly, the subject line shown below:

Subject: v16i081: deadwrtr -- Ouija-word processor

identifies this as the 81st binary article in Volume 16. Large programs are broken up into smaller pieces, and have subject lines that look like this:

Subject: v16i041: zx81 -- Timex/Sinclair emulator part04/39

Certain information about the system configuration required to use the program is given on the keywords line.

Keywords: uuencode, 1meg, medium, high

This means that the program requires at least one meg of RAM and runs in medium or high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory.

uuencode - program is uuencoded (UNIX uudecode required to unpack)
uue - program is uuencoded (ST uud required to unpack)
arc - program is archived (arc required to unpack)
zoo - program is a zoo archive (zoo required to unpack)
zoo-high - program is a zoo 2.1 high-compression archive (zoo21 req'd)
lharc - program is an lharc archive (lharc required to unpack)

high - high resolution
medium - medium resolution
low - low resolution
1meg - needs 1 meg of RAM

The References: line, if present, points to the previous part of a multi-part program, so that newsreaders (trn, nn, etc.) which can follow threads will recognize a large program as a single thread.

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: jackt@atari.UUCP (Jack Tramiel)
Posting-number: Volume 16, Issue 80
Archive-name: rsn

The "Submitted by" is the author of the program. If you have comments about the binaries published in comp.binaries.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site.

The "Reply-To:" header line in the article's main header points to the submitter, to make commenting about binaries easier.

The second line repeats the volume/issue information for the aide of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this program in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

Since most archive sites run UNIX, articles are given UNIX-style filenames rather than ST-style filenames. I do make an effort to keep filenames to 8 characters or smaller, however.

Subject: Reporting and tracking bugs and patches to postings

Updates to programs are usually announced in comp.sys.atari.st. When large changes are made to a program, the entire thing will be reposted to comp.binaries.atari.st.

To report bugs, contact the person listed in the Submitted-to header. Often there is a contact address in a README file, too. I do not maintain the programs I moderate, so don't send your bug reports to me.

If the program documentation mentions some file that isn't included in the posting (for instance, a font editor's documentation might refer to some sample fonts), contact the submitter, not me. I post articles in their entirety, so if it isn't posted, I probably don't have it.

1713. v16INF2: Index of previously-published binaries

Newsgroup: comp.sys.atari.st
Date: 1991-08-02 16:25:23 UTC
From: koreth@twitterpater.eng.sun.com
Message-ID: <678@appserv.Eng.Sun.COM>
Source record: 229891
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

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Submitted-by: koreth@twitterpater.eng.sun.com (Steven Grimm)
Posting-number: Volume 16, Info 2
Archive-name: Index

Files listed below can be requested from the Atari archive server,
archive-server@twitterpater.eng.sun.com. Send it a mail message containing
the word "help" for information.

Note: When requesting files from the archive server, replace the last "/" in
a file's path with a space, e.g. volume1/turtle part01. You may request
several files from the same directory (volume1/turtle part01 part02 part03).

Note: When requesting files from the archive server, replace the last "/" in
a file's path with a space, i.e. volume1/turtle part01. You may request
several files from the same directory (volume1/turtle part01 part02 part03).

-- VOLUME 1 --

volume1/intro Introductory information
volume1/arc Archiving software
volume1/uucode En/decoder for net postings
volume1/arcdoc Documentation for v01i002
volume1/tinydu Tiny UNIX "du" clone
volume1/tinyhead Tiny UNIX "head" clone
volume1/turtle/part01 Hard disk backup utility
volume1/turtle/part02
volume1/turtle/part03
volume1/turtle/part04
volume1/turtle/part05
volume1/turtle/part06
volume1/uniterm/part01 Terminal emulator
volume1/uniterm/part02
volume1/uniterm/part03
volume1/uniterm/part04
volume1/uniterm/part05
volume1/uniterm/part06
volume1/uniterm/part07
volume1/uniterm/part08
volume1/uniterm/part09
volume1/uniterm/part10
volume1/uniterm/part11
volume1/uniterm/part12
volume1/uniterm/part13
volume1/uniterm/part14
volume1/uniterm/part15
```

volume1/uniterm/part16
volume1/uniterm/part17
volume1/uniterm/part18
volume1/darc Archiver for directory trees
volume1/disktbox Assorted disk utilities
volume1/ssdate Date/time setter
volume1/turbodos GEMDOS speed enhancer
volume1/uniterm/new01 New version of UniTerm executable
volume1/uniterm/new02
volume1/uniterm/new03
volume1/uniterm/new04
volume1/uniterm/new05
volume1/stcad 2-D CAD program
volume1/pkunarc Fast de-archiver
volume1/more Text file pager
volume1/sheet14/part01 Spreadsheet
volume1/sheet14/part02
volume1/sheet14/part03
volume1/sheet14/part04
volume1/sheet14/part05
volume1/sheet14/part06
volume1/sheet14/part07
volume1/stiram Ramdisk and other items
volume1/hexcalc Calculator
volume1/uw/part01 Unix Windows client program (terminal)
volume1/uw/part02
volume1/uw/part03
volume1/uw/part04
volume1/icone Desktop icon editor
volume1/cache Disk cache
volume1/idle12 Screen-saver
volume1/fixdfnts Fonts for comp.sources.atari.st posting
volume1/unixtkit/part01 Unix utilities for ST
volume1/unixtkit/part02
volume1/unixtkit/part03
volume1/unixtkit/part04
volume1/unixtkit/part05
volume1/unixtkit/part06
volume1/unixtkit/part07
volume1/unixtkit/part08
volume1/unixtkit/part09
volume1/unixtkit/part10
volume1/unixtkit/part11
volume1/unixtkit/part12
volume1/unixtkit/part13
volume1/unixtkit/part14
volume1/flip Disk utility (use backs of floppies)
volume1/gnome/part01 Mini EMACS clone
volume1/gnome/part02
volume1/gnome/part03

volume1/gnome/part04
volume1/zmdm/part01 Terminal emulator and file transfer program
volume1/zmdm/part02
volume1/zmdm/part03
volume1/zmdm/part04
volume1/lutils Reset-proof ramdisk and disk cache
volume1/hinstall/part01 Hard disk autobooter
volume1/hinstall/part02
volume1/hinstall/part03
volume1/mjc20/part01 Mark Johnson C compiler version 2.0
volume1/mjc20/part02
volume1/mjc20/part03
volume1/mjc20/part04
volume1/mjc20/part05
volume1/mjc20/part06
volume1/mjc20/part07
volume1/mjc20/part08
volume1/mjc20/part09
volume1/mjc20/part10
volume1/stdcat/part01 Disk catalogging system
volume1/stdcat/part02
volume1/stdcat/part03
volume1/stdcat/part04
volume1/vkiller/part01 Floppy virus killer
volume1/vkiller/part02
volume1/vkiller/part03

-- VOLUME 2 --

volume2/intro Introduction to comp.binaries.atari.st
volume2/Index Index of volume 1
volume2/stlist/part01 List of ST software titles
volume2/stlist/part02
volume2/stlist/part03
volume2/stlist/part04
volume2/stlist/part05
volume2/stlist/part06
volume2/stlist/part07
volume2/stlist/part08
volume2/abcd/part01 Alphabet game for preschoolers
volume2/abcd/part02
volume2/abcd/part03
volume2/arc521/part01 File archive and compress utility
volume2/arc521/part02
volume2/rsctoc/part01 Convert .RSC files to .C source
volume2/rsctoc/part02
volume2/1stw2ps/part01 Convert FirstWord to Postscript
volume2/1stw2ps/part02
volume2/1stw2ps/part03
volume2/icone2 Customize desktop icons (old ROMs)
volume2/animatic/part01 Demo of animation editor

volume2/animatic/part02
volume2/animatic/part03
volume2/animatic/part04
volume2/varlint C syntax checker
volume2/dcache Configurable disk cache
volume2/bubble/part01 Game: guide a bubble across a cave
volume2/bubble/part02
volume2/mg2a/part01 Emacs clone
volume2/mg2a/part02
volume2/mg2a/part03
volume2/mg2a/part04
volume2/mg2a/part05
volume2/startgem GEM autobooter for Mega ST ROMs
volume2/ccprint C source beautifier
volume2/flip27 Double-sided disk copier
volume2/poplib Shared libraries; popup menu example
volume2/arc521b Archiver (fixes bugs in 5.21)
volume2/hacman Game: chomp the dots, avoid the ghosts
volume2/unarc Fast unarchiver
volume2/scroll Fast screen scroller
volume2/asprite/part01 Sprite editor
volume2/asprite/part02
volume2/hdscan/part01 Hard disk utility program
volume2/hdscan/part02
volume2/hdscan/part03
volume2/diskscan/part01 Floppy disk organizer
volume2/diskscan/part02
volume2/diskscan/part03
volume2/break Exit programs with a keypress
volume2/monofont New monochrome font
volume2/arcgsh/part01 GEM shell for ARC
volume2/arcgsh/part02
volume2/astrocal/part01 Astronomical calendar generator
volume2/astrocal/part02
volume2/boggle/part01 Game: find words in a grid of letters
volume2/boggle/part02
volume2/frstprnt Print out First Word documents
volume2/afmt Disk formatter
volume2/cribbage/part01 The game of cribbage
volume2/cribbage/part02
volume2/timecode Determine 68000 code speed
volume2/staccato/part01 Music program
volume2/staccato/part02
volume2/staccato/part03
volume2/staccato/part04
volume2/staccato/part05
volume2/staccato/part06
volume2/spell/part01 Spelling checker
volume2/spell/part02
volume2/umoria/part01 Dungeon exploration game

volume2/umoria/part02
volume2/umoria/part03
volume2/umoria/part04
volume2/umoria/part05
volume2/umoria/part06
volume2/umoria/part07
volume2/umoria/part08
volume2/umoria/part09
volume2/umoria/part10
volume2/umoria/part11
volume2/umoria/part12
volume2/umoria/part13
volume2/umoria/part14
volume2/umoria/part15
volume2/fontedit/part01 Monochrome font editor
volume2/fontedit/part02
volume2/demo3d/part01 Demo of 3-D graphics routines
volume2/demo3d/part02
volume2/datefile Change timestamp on files
volume2/astro15/part01 Astronomical calendar generator
volume2/astro15/part02
volume2/astro15/part03
volume2/dcopy197 DCopy 1.97 - multipurpose disk utility
volume2/quix Game: fill up 75% of the board
volume2/booz ZOO archive extractor
volume2/dcopy302/part01 DCopy 3.02: multipurpose disk utility
volume2/dcopy302/part02
volume2/texshell GEM shell for TeX

-- VOLUME 3 --

volume3/intro Introductory information
volume3/nethack2.3/part01 Dungeon exploration game
volume3/nethack2.3/part02
volume3/nethack2.3/part03
volume3/nethack2.3/part04
volume3/nethack2.3/part05
volume3/nethack2.3/part06
volume3/nethack2.3/part07
volume3/nethack2.3/part08
volume3/nethack2.3/part09
volume3/nethack2.3/part10
volume3/nethack2.3/part11
volume3/nethack2.3/part12
volume3/nethack2.3/part13
volume3/nethack2.3/part14
volume3/starchrt/part01 Star chart plotter
volume3/starchrt/part02
volume3/starchrt/part03
volume3/starchrt/part04
volume3/starchrt/part05

volume3/starchrt/part06
volume3/starchrt/part07
volume3/starchrt/part08
volume3/starchrt/part09
volume3/sttar Unix-style TAR utility
volume3/chekbook/part01 Checkbook manager
volume3/chekbook/part02
volume3/filespy Text file viewer
volume3/astro18/part01 Version 1.8 of astronomy program
volume3/astro18/part02
volume3/astro18/part03
volume3/d110edit D110 (MIDI synth) patch editor
volume3/shadopat.11/part01 Patch for Double-Click "shadow" program
volume3/shadopat.11/part02
volume3/shadopat.11/part03
volume3/shadopat.11/part04
volume3/dcfrmt30 DC Floppy Formatter 3.0
volume3/dcfrmt30 DC Format disk formatter v3.0
volume3/fsck Filesystem consistency check/repair
volume3/risk/part01 Game: take over the world
volume3/risk/part02
volume3/risk/part03
volume3/risk/part04
volume3/dcstuf09 DC Stuffer -- load more than 6 desk accs
volume3/nlqps2 Near-letter-quality printing (w/ font editor)
volume3/gstlink Faster linker for GST object files
volume3/arcgsh14/part01 Version 1.4 of graphical shell for ARC
volume3/arcgsh14/part02
volume3/vkill2/part01 New version of virus killer
volume3/vkill2/part02
volume3/vkill2/part03
volume3/tess Game: Beyond the Tesseract (adventure game)
volume3/mx2v230/part01 Multitasking kernel with utilities
volume3/mx2v230/part02
volume3/mx2v230/part03
volume3/mx2v230/part04
volume3/mx2v230/part05
volume3/gulam/part01 Command line interpreter and editor
volume3/gulam/part02
volume3/gulam/part03
volume3/gulam/part04
volume3/newword/part01 Desk accessory text editor
volume3/newword/part02
volume3/newword/part03
volume3/leolife The game of Life
volume3/limiter Limit uppermost hard disk device letter
volume3/sel_prog Miniature shell for launching programs
volume3/stdcat40/part01 Version 4.0 of disk catalogging system
volume3/stdcat40/part02
volume3/stdcat40/part03

volume3/gulam405/part01 Version 1.03.04.05 of GULAM shell
volume3/gulam405/part02
volume3/gulam405/part03
volume3/gulam405/part04
volume3/gulam405/part05
volume3/passm Logic circuit (PAL) assembler
volume3/sc_bin/part01 Sozoban C compiler binaries
volume3/sc_bin/part02
volume3/sc_bin/part03
volume3/sc_bin/part04
volume3/sc_bin/part05
volume3/sc_bin/part06
volume3/sc_bin/part07
volume3/dlibs12/part01 Library routines for Sozobon/Alcyon C
volume3/dlibs12/part02
volume3/dlibs12/part03
volume3/dlibs12/part04
volume3/gemfast GEM bindings for Alcyon C [v 1.2 in volume 5]
volume3/turtle30/part01 Version 3.00 of TURTLE hard-disk backup utility
volume3/turtle30/part02
volume3/turtle30/part03
volume3/turtle30/part04
volume3/turtle30/part05
volume3/turtle30/part06
volume3/turtle30/part07
volume3/jeflife Another game of LIFE
volume3/sort UNIX-style "sort" utility
volume3/1stprn16 FirstPrint 1.6 -- print FirstWord documents
volume3/shar Create shell archives a la sources group
volume3/keyfix Fix Gulam binary for non-American keyboards
volume3/bsdiff BSD-style diff (file difference) utility

-- VOLUME 4 --

volume4/metafont/part01 Font generation system
volume4/metafont/part02
volume4/metafont/part03
volume4/metafont/part04
volume4/metafont/part05
volume4/metafont/part06
volume4/cm_mf/part01 Font descriptions for metafont
volume4/cm_mf/part02
volume4/cm_mf/part03
volume4/cm_mf/part04
volume4/cm_mf/part05
volume4/cm_mf/part06
volume4/cm_mf/part07
volume4/cm_mf/part08
volume4/cm_mf/part09
volume4/cm_mf/part10
volume4/cm_mf/part11

volume4/cm_mf/part12
volume4/gfpkutil/part01 Utilities for manipulating Metafont files
volume4/gfpkutil/part02
volume4/gfpkutil/part03
volume4/gfpkutil/part04
volume4/uw/part01 Unix Windows windowing terminal software
volume4/uw/part02
volume4/gemfst11 GEMFAST (GEM bindings for C) v1.1 [1.2 in vol5]
volume4/mouspeed Mouse accelerator
volume4/sed GNU sed (stream editor)
volume4/ckermit/part01 File transfer/terminal program
volume4/ckermit/part02
volume4/ckermit/part03
volume4/ckermit/part04
volume4/ckermit/part05
volume4/micromix.ii/part01 Sound and graphics demo
volume4/micromix.ii/part02
volume4/micromix.ii/part03
volume4/micromix.ii/part04
volume4/micromix.ii/part05
volume4/micromix.ii/part06
volume4/micromix.ii/part07
volume4/micromix.ii/part08
volume4/micromix.ii/part09
volume4/micromix.ii/part10
volume4/micromix.ii/part11
volume4/micromix.ii/part12
volume4/micromix.ii/part13
volume4/micromix.ii/part14
volume4/micromix.ii/part15
volume4/micromix.ii/part16
volume4/mf_files/part01 Missing fonts from cm_mf
volume4/mf_files/part02
volume4/quikview Fast text file viewer/screen dumper
volume4/sokoban/part01 Game: slide blocks into proper positions
volume4/sokoban/part02
volume4/lambda/part01 Lambda-calculus interpreter
volume4/lambda/part02
volume4/lambda/part03
volume4/lambda/part04
volume4/lambda/part05
volume4/cpboot Copy boot sectors between floppy formats
volume4/du List disk usage in directory tree
volume4/fplib10 Floating point routines for Sozobon C
volume4/larn12/part01 Game: Find the magic potion in the dungeon
volume4/larn12/part02
volume4/larn12/part03
volume4/larn12/part04
volume4/larn12/part05
volume4/mouser Prevent mouse from entering menu bar

volume4/prtset Set up printer
volume4/quikinf Change DESKTOP.INF parameters w/o rebooting
volume4/quikfind Find files on your disks
volume4/giffer Monochrome GIF picture-file viewer
volume4/elan1v5/part01 Educational language system
volume4/elan1v5/part02
volume4/elan1v5/part03
volume4/elan1v5/part04
volume4/elan1v5/part05
volume4/elan1v5/part06
volume4/elan1v5/part07
volume4/elan1v5/part08
volume4/quikdex Rate system speed
volume4/quikinf1.1 DESKTOP.INF editor, version 1.1
volume4/zoo/part01 Superior archiving/compression system
volume4/zoo/part02
volume4/zoo/part03
volume4/zoo/part04
volume4/nutshell Get back to a shell from a GEM prog
volume4/tetris Game: drop blocks into place
volume4/deskset Reread DESKTOP.INF, set up system accordingly
volume4/newfonts/part01 More Metafont font files
volume4/newfonts/part02
volume4/newfonts/part03
volume4/newfonts/part04
volume4/newfonts/part05
volume4/newfonts/part06
volume4/newfonts/part07
volume4/newfonts/part08
volume4/newfonts/part09
volume4/modula2/part01 Modula-2 compiler
volume4/modula2/part02
volume4/modula2/part03
volume4/modula2/part04
volume4/modula2/part05
volume4/modula2/part06
volume4/modula2/part07

-- VOLUME 5 --

volume5/dvist33/part01 New DVI interpreter
volume5/dvist33/part02
volume5/dvist33/part03
volume5/dvist33/part04
volume5/dvist33/part05
volume5/dvist33/part06
volume5/dvist33/part07
volume5/tetrix Game: drop the blocks
volume5/gnugo Game of Go (from GNU)
volume5/mx2doc/part01 Documentation for MX2 kernel
volume5/mx2doc/part02

volume5/printit PrintMaster graphics printer
volume5/viewit View PrintMaster graphics libraries [v2 below]
volume5/which Find programs using PATH env. variable
volume5/matricks/part01 Linear algebra (matrix) tool
volume5/matricks/part02
volume5/matricks/part03
volume5/gemfast12/part01 Version 1.2 of GEM bindings
volume5/gemfast12/part02
volume5/atime89 Set GEMDOS time from keyboard clock
volume5/viewit2 New version of PrintMaster graphics viewer
volume5/degasnap Save screen as DEGAS picture
volume5/noverify Turn off write-verify on disks
volume5/timedrv2 Clock set/drive display
volume5/quickst Speed up text output
volume5/dt Disk toolbox
volume5/quickrun Program selector
volume5/flex/part01 Lexical parser generator (= UNIX "lex")
volume5/flex/part02
volume5/flex/part03
volume5/minit928/part01 Terminal program with IBM-PC emulation
volume5/minit928/part02
volume5/minit928/part03
volume5/minit928/part04
volume5/minibbs/part01 Bulletin-board system
volume5/minibbs/part02
volume5/minibbs/part03
volume5/rsplot/part01 2-D plotting package
volume5/rsplot/part02
volume5/rsplot/part03
volume5/rsplot/part04
volume5/sysconf Boot configuration (AUTO, .ACC, etc.) utility
volume5/decky Connect a DEC keyboard to ST
volume5/quickst.12 Speed up screen output
volume5/quickdex.15 Version 1.5 of benchmarking program
volume5/gawk/part01 GNU awk clone
volume5/gawk/part02
volume5/quikfind.15 Find files on your disks, v1.5
volume5/bigscrn Create a huge virtual screen
volume5/rsflip/part01 Flip-book animation system
volume5/rsflip/part02
volume5/vkiller.220/part01 Version 2.20 of virus-killing system
volume5/vkiller.220/part02
volume5/vkiller.220/part03
volume5/vkiller.220/part04
volume5/flu Virus simulator
volume5/quickinf13 Version 1.3 of DESKTOP.INF editor
volume5/quicklabel Label-printing system
volume5/abe/part01 Another binary-to-ASCII encoder
volume5/abe/part02
volume5/abe/part03

volume5/abe/part04
volume5/filespy.12 Version 1.2 of text-file viewer
volume5/country/part01 Digitized country music
volume5/country/part02
volume5/country/part03
volume5/country/part04
volume5/country/part05
volume5/djreset Reset DeskJet Plus after powerup
volume5/modedit Hardwire an editor into German Modula-2
volume5/ff File finder
volume5/headstrt Boot GEM progs from AUTO folder
volume5/ratehd Rate hard disk speed
volume5/overscan Software driver for increased screen size
volume5/quickrun2 Run programs from a menu, version 2
volume5/folded/part01 Folding text editor
volume5/folded/part02
volume5/fmc Force media change on floppy writes
volume5/packer Make executables smaller
volume5/rename Rename disk files (text in German)
volume5/formdial Speed up dialog boxes
volume5/gnuemacs/part01 Full GNU emacs port
volume5/gnuemacs/part02
volume5/gnuemacs/part03
volume5/gnuemacs/part04
volume5/gnuemacs/part05
volume5/gnuemacs/part06
volume5/gnuemacs/part07
volume5/gnuemacs/part08
volume5/gnuemacs/part09
volume5/gnuemacs/part10
volume5/gnuemacs/part11
volume5/gnuemacs/part12
volume5/gnuemacs/part13
volume5/gnuemacs/part14
volume5/gnuemacs/part15
volume5/gnuemacs/part16
volume5/gnuemacs/part17
volume5/gnuemacs/part18
volume5/gnuemacs/part19
volume5/gnuemacs/part20
volume5/gnuemacs/part21

-- VOLUME 6 --

volume6/gnutar GNU's version of UNIX 'tar' utility
volume6/postmort Verbose post-bomb analysis program
volume6/crunch Another executable compression program
volume6/coloremu Color emulator for monochrome screens
volume6/bible/part01 Bible concordance program (keyword search)
volume6/bible/part02
volume6/bible/part03

volume6/bible/part04
volume6/bible/part05
volume6/bible/part06
volume6/environ Set environment variables from AUTO folder
volume6/viruskil Virus killer
volume6/1stprint Version 1.82 of FirstWord printing program
volume6/lharc Another version of arc
volume6/opus/part01 Spreadsheet program
volume6/opus/part02
volume6/opus/part03
volume6/opus/part04
volume6/opus/part05
volume6/opus/part06
volume6/opus/part07
volume6/opus/part08
volume6/opus/part09
volume6/zoo201g/part01 Version 2.01g of ZOO archiver
volume6/zoo201g/part02
volume6/zoo201g/part03
volume6/bstat/part01 Statistics in GFA BASIC
volume6/bstat/part02
volume6/bstat/part03
volume6/bstat/part04
volume6/bstat/part05
volume6/bstat/part06
volume6/bstat/part07
volume6/bstat/part08
volume6/bstat/part09
volume6/bstat/part10
volume6/bstat/part11
volume6/stdcat43/part01 Disk catalog program, version 4.3
volume6/stdcat43/part02
volume6/stdcat43/part03
volume6/flshcard Flashcard program for kids
volume6/gulaminf/part01 Documentation for gulam
volume6/gulaminf/part02
volume6/zoopolicy New copyright policy for Zoo
volume6/timedrv3 Display time and drive in corner of screen
volume6/boot Warm or cold boot from software
volume6/lharc2 New version of LHARC archiver
volume6/minit929/part01 Terminal program
volume6/minit929/part02
volume6/minit929/part03
volume6/greed Strategy game (more like a puzzle)
volume6/minibbs/part01 Bulletin board system
volume6/minibbs/part02
volume6/midinet3 Resident MIDI network notifier for minibbs
volume6/cat Replacement for gulam "cat" command
volume6/ps2form IBM-compatible formatter
volume6/protect Small virus killer/protection utility

volume6/atc/part01 Air traffic controller game
volume6/atc/part02
volume6/ff31 File finder, version 3.1
volume6/norad Earth satellite tracker
volume6/mandel Fast Mandelbrot generator
volume6/turbodmo Demo of Turbo-ST
volume6/opus22/part01 Version 2.2 of Opus spreadsheet
volume6/opus22/part02
volume6/opus22/part03
volume6/opus22/part04
volume6/opus22/part05
volume6/opus22/part06
volume6/opus22/part07
volume6/opus22/part08
volume6/opus22/part09
volume6/lc Multicolumn file lister
volume6/vol109 Change disk volume, other disk stuff
volume6/wo Another file-finder
volume6/gfadiff File difference generator
volume6/modula2/part01 Version 1.4 of German Modula-2 system
volume6/modula2/part02
volume6/modula2/part03
volume6/modula2/part04
volume6/modula2/part05
volume6/modula2/part06
volume6/modula2/part07
volume6/modula2/part08
volume6/modula2/part09
volume6/modula2/part10
volume6/modula2/part11
volume6/modula2/part12
volume6/modula2/part13
volume6/modula2/part14
volume6/modula2/part15
volume6/gem2ps/part01 Convert VDI metafiles to PostScript
volume6/gem2ps/part02
volume6/gem2ps/part03
volume6/gem2ps/part04

-- VOLUME 7 --

volume7/nethack3/part01 Game: Hack and slash your way to the top
volume7/nethack3/part02
volume7/nethack3/part03
volume7/nethack3/part04
volume7/nethack3/part05
volume7/nethack3/part06
volume7/nethack3/part07
volume7/nethack3/part08
volume7/nethack3/part09
volume7/nethack3/part10

volume7/nethack3/part11
volume7/nethack3/part12
volume7/nethack3/part13
volume7/nethack3/part14
volume7/nethack3/part15
volume7/nethack3/part16
volume7/nethack3/part17
volume7/nethack3/part18
volume7/arcgsh21/part01 Graphical Arc/Zoo shell v 2.1
volume7/arcgsh21/part02
volume7/arcgsh21/part03
volume7/shar Create/unpack shell archives
volume7/nolock Disable Caps-Lock key
volume7/showdvi/part01 DVI displayer
volume7/showdvi/part02
volume7/showdvi/part03
volume7/showdvi/part04
volume7/minibbs/part01 Another version of the BBS system
volume7/minibbs/part02
volume7/minibbs/part03
volume7/minit931/part01 Terminal program
volume7/minit931/part02
volume7/minit931/part03
volume7/anamod2/part01 Shareware Modula-2 compiler
volume7/anamod2/part02
volume7/anamod2/part03
volume7/anamod2/part04
volume7/anamod2/part05
volume7/anamod2/part06
volume7/anamod2/part07
volume7/anamod2/part08
volume7/anamod2/part09
volume7/anamod2/part10
volume7/anamod2/part11
volume7/anamod2/part12
volume7/anamod2/part13
volume7/anamod2/part14
volume7/anamod2/part15
volume7/anamod2/part16
volume7/anamod2/part17
volume7/anamod2/part18
volume7/anamod2/part19
volume7/anamod2/part20
volume7/anamod2/part21
volume7/anamod2/part22
volume7/anamod2/part23
volume7/anamod2/part24
volume7/anamod2/part25
volume7/anamod2/part26
volume7/anamod2/part27

volume7/anamod2/part28
volume7/stedt/part01 Text editor
volume7/stedt/part02
volume7/stedt/part03
volume7/stedt/part04
volume7/stedt/part05
volume7/stedt/part06
volume7/stedt/part07
volume7/stedt/part08
volume7/stedt/part09
volume7/stedt/part10
volume7/stedt/part11
volume7/stedt/part12
volume7/stedt/part13
volume7/stedt/part14
volume7/sttetris Graphic version of That Game
volume7/bibtex/part01 Bibliography filter for TeX
volume7/bibtex/part02
volume7/bibtex/part03
volume7/bibtex/part04
volume7/bootedit Edit boot files (AUTO folder, DESKTOP.INF, etc.)
volume7/macfonts/part01 Macintosh fonts in GDOS format
volume7/macfonts/part02
volume7/macfonts/part03
volume7/macfonts/part04
volume7/macfonts/part05
volume7/macfonts/part06
volume7/macfonts/part07
volume7/macfonts/part08
volume7/tetris2 Watch the Soviet blocks fall
volume7/builds09 Create Motorola S-records from .ttp files
volume7/colorca Cellular automata in color
volume7/truchet Produce random Truchet tilings
volume7/miniinfo Information about MiniTerm 9.31
volume7/dvi2slm/part01 DVI filter for SLM804 laser printer
volume7/dvi2slm/part02
volume7/dvi2slm/part03

-- VOLUME 8 --

volume8/truchet Truchet tilings for monochrome screens (REPOST)
volume8/undoub Remove duplicate lines from files
volume8/degadesk Load a DEGAS .P?3 picture onto the desktop
volume8/dvi2dsk/part01 DVI-to-DeskJet filter
volume8/dvi2dsk/part02
volume8/dvi2dsk/part03
volume8/dvifonts/part01 Fonts for dvi2dsk
volume8/dvifonts/part02
volume8/dvifonts/part03
volume8/dvifonts/part04
volume8/dvifonts/part05

volume8/dvifonts/part06
volume8/dvifonts/part07
volume8/dvifonts/part08
volume8/dvifonts/part09
volume8/dvifonts/part10
volume8/dvifonts/part11
volume8/dvifonts/part12
volume8/dvifonts/part13
volume8/dvifonts/part14
volume8/dvifonts/part15
volume8/dvifonts/part16
volume8/dvifonts/part17
volume8/dvifonts/part18
volume8/dvifonts/part19
volume8/dvifonts/part20
volume8/dvifonts/part21
volume8/dvifonts/part22
volume8/dvifonts/part23
volume8/dvifonts/part24
volume8/dvifonts/part25
volume8/dvifonts/part26
volume8/dvifonts/part27
volume8/dvifonts/part28
volume8/letrhead Print letterheads from GEM image files
volume8/minibbs/part01 The next revision of the PD BBS system
volume8/minibbs/part02
volume8/yaff Yet Another File Finder
volume8/strings Find text strings in files
volume8/more Text file viewer
volume8/sozobon1.2/part01 Intermediate release of Sozobon C 1.2
volume8/sozobon1.2/part02
volume8/sozobon1.2/part03
volume8/setup931 Set up miniterm 9.31 easily
volume8/rainbow Utilities to enhance/fix TOS 1.4
volume8/columns Tetrisoid game
volume8/xscheme0.16/part01 Scheme interpreter
volume8/xscheme0.16/part02
volume8/xscheme0.16/part03
volume8/fract/part01 Monochrome Mandelbrot generator
volume8/fract/part02
volume8/uurename Rename binaries parts to work with uud
volume8/sndshow Show pictures and make noise
volume8/minit932/part01 Terminal program
volume8/minit932/part02
volume8/cstat Character frequency counter
volume8/xxed Hex/ASCII file editor
volume8/drachen/part01 Game (mono only)
volume8/drachen/part02
volume8/nroff/part01 Partial clone of UNIX "nroff" formatter
volume8/nroff/part02

volume8/kbext410 Keyboard remapper
volume8/drachen.eng English docs for "drachen"
volume8/dskmap Analyze disks and show a sector map
volume8/depict Convert DEGAS .PI3 files to MacPaint
volume8/inspec Inspect disks/files
volume8/form/part01 Symbolic math package
volume8/form/part02
volume8/form/part03
volume8/form/part04
volume8/form/part05
volume8/form/part06
volume8/form/part07
volume8/form/part08
volume8/form/part09
volume8/form/part10
volume8/form/part11
volume8/form/part12
volume8/form/part13
volume8/form/part14
volume8/form/part15
volume8/form/part16
volume8/form/part17
volume8/patience/part01 Card game (mono only)
volume8/patience/part02
volume8/patience/part03
volume8/mas/part01 Modula-2 algebra system
volume8/mas/part02
volume8/mas/part03
volume8/mas/part04
volume8/mas/part05
volume8/mas/part06
volume8/mas/part07
volume8/mas/part08
volume8/mas/part09
volume8/dgdb/part01 Monochrome game
volume8/dgdb/part02
volume8/formdoc/part01 Documentation for FORM in ASCII
volume8/formdoc/part02
volume8/formdoc/part03
volume8/formdoc/part04
volume8/formdoc/part05
volume8/formdoc/part06

-- VOLUME 9 --

volume9/dhrystone Dhrystone benchmark program
volume9/gemfst13/part01 AES and VDI bindings, v 1.3
volume9/gemfst13/part02
volume9/gemfst13/part03
volume9/quix Game: fill up the screen
volume9/cleo Enhance the TOS get-input-line routine

volume9/tostrace Trace calls to TOS functions
volume9/tosvers Tell version of TOS
volume9/dcshowit Replace the desktop textfile viewer
volume9/mathcalc On-screen calculator program
volume9/flinker Fast linker for GST files
volume9/cardfile/part01 Address/phone database
volume9/cardfile/part02
volume9/cardfile/part03
volume9/lgsel16/part01 Replace GEM's file selector dialog
volume9/lgsel16/part02
volume9/arcshl21/part01 GEM interface to ARC, LHARC
volume9/arcshl21/part02
volume9/unlzh11 Extract files from LHARC archives
volume9/ramtest Memory test tutorial/software
volume9/arc602/part01 ARC archiver, version 6.02
volume9/arc602/part02
volume9/arc602/part03
volume9/arc602/part04
volume9/unlzh12 Extract LZH archives, version 1.2
volume9/duck31 Delay booting from hard disk
volume9/mdisk Fast floppy copying using a ramdisk
volume9/poolfix2 Fix TOS 1.4/1.6 internal memory management bug
volume9/bm Fast file-searcher
volume9/micrortx/part01 Multitasking TOS extensions
volume9/micrortx/part02
volume9/micrortx/part03
volume9/micrortx/part04
volume9/gnuemacs/part01 GNU Emacs version 18.55
volume9/gnuemacs/part02
volume9/gnuemacs/part03
volume9/gnuemacs/part04
volume9/gnuemacs/part05
volume9/gnuemacs/part06
volume9/gnuemacs/part07
volume9/gnuemacs/part08
volume9/gnuemacs/part09
volume9/gnuemacs/part10
volume9/gnuemacs/part11
volume9/gnuemacs/part12
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volume9/gnuemacs/part19
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volume9/gnuemacs/part21
volume9/gnuemacs/part22
volume9/gnuemacs/part23

volume9/gnuemacs/part24
volume9/gnuemacs/part25
volume9/gnuemacs/part26
volume9/gnuemacs/part27
volume9/gnuemacs/part28
volume9/gnuemacs/part29
volume9/hospital/part01 Virus killer
volume9/hospital/part02
volume9/pyro Screen saver with fireworks
volume9/starstrk Screen saver with moving starfield
volume9/poolfix3 Version 3 of TOS 1.4/1.6 bug fix
volume9/imgcatj/part01 Print several .IMG files to a page
volume9/imgcatj/part02
volume9/lhx10 Extract/list LHARC archives
volume9/kbext414 Keyboard extender
volume9/file/part01 Determine types of files
volume9/file/part02
volume9/mdisk43 A ramdisk that looks like a floppy
volume9/quiklock Prevent unauthorized users from writing to disks
volume9/f77heap Change heapsize of Absoft Fortran programs
volume9/f77link Alternative linker for Absoft Fortran
volume9/splitit Split up and reassemble big files
volume9/wasy/part01 Symbol fonts for Metafont
volume9/wasy/part02
volume9/trees/part01 Fractal "tree" generator
volume9/trees/part02
volume9/trees/part03
volume9/newbell Replace the ST bell with other sounds
volume9/patience.eng/part01 Patch to PATIENCE card game for English-speakers
volume9/patience.eng/part02
volume9/arcgs21c/part01 Version 2.1c of GEM-based ARC shell
volume9/arcgs21c/part02
volume9/mx2net20 Filesystem sharing over MIDI/RS232
volume9/bgif Convert GIF to PI1, PI2, SPU
volume9/tport Transfer files to RAMdisk at boot time
volume9/abc/part01 Friendly interactive programming language
volume9/abc/part02
volume9/abc/part03
volume9/abc/part04
volume9/abc/part05
volume9/abc/part06
volume9/abc/part07
volume9/fft/part01 Perform fast Fourier transforms
volume9/fft/part02

-- VOLUME 10 --

volume10/amoeba.war Multiplayer Life-like game
volume10/abzmon Machine-language monitor
volume10/metaconv Convert EZDraw/UniTerm metafiles to GEM format
volume10/oatbran Screen saver, like 8-bits' attract mode

volume10/vault201/part01 Fast hard disk backup system
volume10/vault201/part02
volume10/vault201/part03
volume10/vault201/part04
volume10/vault201/part05
volume10/vault201/part06
volume10/unlzh14 Extract LHARC files, v 1.4
volume10/neotrash Replacement trashcan for NeoDesk
volume10/vkiller/part01 Virus killer, version 3.11
volume10/vkiller/part02
volume10/vkiller/part03
volume10/dlii024/part01 General-purpose disk fixer
volume10/dlii024/part02
volume10/dlii024/part03
volume10/flu Simulate virus symptoms
volume10/pyrocfg Screen saver with configurable delay
volume10/stblank Scrolling-starfield screen saver
volume10/protect4 Protection from boot-sector viruses
volume10/qst2demo/part01 Demo of QuickST display speeder
volume10/qst2demo/part02
volume10/qst2demo/part03
volume10/szadb Debugger for Sozobon C
volume10/fools/part01 Fools' Lisp (scheme interpreter)
volume10/fools/part02
volume10/fools/part03
volume10/dskmap1.04 Check disk integrity, map out files
volume10/wedit100/part01 Fullscreen editor and command line shell
volume10/wedit100/part02
volume10/wedit100/part03
volume10/wedit100/part04
volume10/wedit100/part05
volume10/wedit100/part06
volume10/wedit100/part07
volume10/vceldemo/part01 Demo of animation system
volume10/vceldemo/part02
volume10/vceldemo/part03
volume10/vceldemo/part04
volume10/vceldemo/part05
volume10/vceldemo/part06
volume10/minit933/part01 Terminal program, version 9.33
volume10/minit933/part02
volume10/protect4 Resident anti-virus tool, v. 4
volume10/lharc113 LHArc archiver, version 1.13
volume10/miniview Better pager for Desktop "show file" function
volume10/sam Disk analyzer
volume10/sre Make gulam run programs at startup
volume10/tempcall Use TEMPUS as the ST-Pascal editor
volume10/jove/part01 Emacs variant, v. 4.9
volume10/jove/part02
volume10/jove/part03

volume10/gemini1.1/part01 Version 1.1 of Gemini desktop (in German)
volume10/gemini1.1/part02
volume10/gemini1.1/part03
volume10/gemini1.1/part04
volume10/gemini1.1/part05
volume10/gemini1.1/part06
volume10/gemini1.1/part07
volume10/gemini1.1/part08
volume10/gemini1.1/part09
volume10/gemini1.1/part10
volume10/gemini1.1/part11
volume10/gemini1.1/part12
volume10/antibomb Replace bombs with a text dialog box
volume10/mastdemo/part01 Demo of command-line shell
volume10/mastdemo/part02
volume10/mastdemo/part03
volume10/mastdemo/part04
volume10/mastdemo/part05
volume10/mastdemo/part06
volume10/mastdemo/part07
volume10/catch Catch control-Z and control-C under Master
volume10/play/part01 Play digitized sounds
volume10/play/part02
volume10/play/part03
volume10/minibbs29.3/part01 Bulletin-board software
volume10/minibbs29.3/part02
volume10/xxed11 Version 1.1 of xxed hex editor
volume10/rsutil/part01 Convert GEM rsc files from PC <-> ST
volume10/rsutil/part02
volume10/rsutil/part03
volume10/rsutil/part04
volume10/rsutil/part05
volume10/rsutil/part06
volume10/nsyscom Trace system calls
volume10/nmentim Put time and date in menu bar
volume10/dcshow11 DC-ShowIt 1.1 -- replace Desktop file viewer
volume10/dcdesk/part01 Demo of DC Desktop -- enhance the GEM desktop
volume10/dcdesk/part02
volume10/dcdesk/part03
volume10/dcdesk/part04
volume10/dcdesk/part05

-- VOLUME 11 --

volume11/mystic Format floppies in the background
volume11/chcache Disk cache
volume11/quickcis/part01 CompuServe navigator
volume11/quickcis/part02
volume11/quickcis/part03
volume11/dcreafix Fix for a bug in Dcreate()
volume11/fgrep GNU fgrep -- search for strings

volume11/desktop1/part01 Change desktop backgrounds
volume11/desktop1/part02
volume11/mkrsc/part01 Resource construction program
volume11/mkrsc/part02
volume11/grep/part01 GNU grep and egrep
volume11/grep/part02
volume11/grep/part03
volume11/xpoolfix Fix a TOS 1.4 bug (NOT an official patch from Atari)
volume11/bomb Explain system errors
volume11/dviatari/part01 DVI previewer
volume11/dviatari/part02
volume11/dviatari/part03
volume11/sunclock A clock program...
volume11/geminiuk/part01 Gemini desktop replacement v 1.1 (English)
volume11/geminiuk/part02
volume11/geminiuk/part03
volume11/geminiuk/part04
volume11/geminiuk/part05
volume11/geminiuk/part06
volume11/mvdist/part01 GEMINI's shells (mupfel and venus)
volume11/mvdist/part02
volume11/mvdist/part03
volume11/mvdist/part04
volume11/altboot Select AUTO-folder programs/accs at bootup
volume11/nsyscom2 See GEMDOS/BIOS/XBIOS calls
volume11/aimps Convert AIM pictures to PostScript
volume11/patchtst Patch Turbo-ST 1.8 to work with DC Desktop
volume11/beep Replace bell with any sampled sound
volume11/click/part01 Replace keyclick with digitized sounds
volume11/click/part02
volume11/mines Game: get across a minefield
volume11/play/part01 Play digitized sounds
volume11/play/part02
volume11/play/part03
volume11/play/part04
volume11/ntplay Listen to Amiga Noisetracker/Soundtracker modules
volume11/belltest Belltest 2.0 -- test NewBell bell sounds
volume11/st_conc Concentration game
volume11/norad/part01 NORAD (satellite tracker) version 2
volume11/norad/part02
volume11/norad/part03
volume11/cmd Command line interpreter
volume11/pstfonts/part01 Three new fonts for PageStream
volume11/pstfonts/part02
volume11/pstfonts/part03
volume11/pstfonts/part04
volume11/pstfonts/part05
volume11/altboot3 Change auto-folder configuration, version 3
volume11/rhokontd Enhanced control panel (in German)
volume11/fastlife Game of life (not really fast)

volume11/sunclock2 Sunclock version 2 (WITH the .RSC file!)
volume11/djon DeskJet reset program
volume11/lharc1.02/part01 LHArc derived from UNIX version
volume11/lharc1.02/part02
volume11/coloremu Low-resolution emulator for mono systems
volume11/mediumem Medium-resolution emulator for mono systems
volume11/monoemu Monochrome emulator for color systems
volume11/meep Utility package for BBS-Express ST
volume11/mines Game of mines for monochrome systems
volume11/plot/part01 Function/data plotting package
volume11/plot/part02
volume11/plot/part03
volume11/dskswtch Load new DESKTOP.INF files without rebooting
volume11/switcher Pick random NeoDesk/DegaDesk pics, NewBell sounds
volume11/monoemu2 Another monochrome emulator
volume11/lgs1.7/part01 Little Green Selector file selector replacement, v. 1.7
volume11/lgs1.7/part02
volume11/dcopy3.6/part01 General disk utility
volume11/dcopy3.6/part02
volume11/stevie3.91/part01 vi editor clone, v. 3.91
volume11/stevie3.91/part02
volume11/stevie3.91/part03
volume11/maze Walk through a maze in 3-D
volume11/siren Sound an alarm to keep you awake
volume11/pinhead PinHead 1.7 -- speed up program loading
volume11/sunclock3 Another version of sunclock
volume11/nroff110/part01 Nroff clone, version 1.10
volume11/nroff110/part02
volume11/nroff110/part03
volume11/nroff110/part04
volume11/pi1tomon Display .PI1 pictures on a mono monitor
volume11/gulwrap Make Gulam work under Gemini
volume11/dublvis Format DS disks that work in SS drives
volume11/nrchbar Generate change bars for nroff files
volume11/sndshow3 Show DEGAS pictures on any kind of monitor
volume11/viewpic2 View a DEGAS picture on any monitor
volume11/mspeed Tiny mouse accelerator
volume11/rt_move Move files with right mouse button (TOS 1.4)
volume11/xmore Configurable "more" for various file types
volume11/mutate Disk sector editor
volume11/xxxx Insert numbers into files

-- VOLUME 12 --

volume12/arcgsh3/part01 Graphical shell for arc, lharc, zoo, shar
volume12/arcgsh3/part02
volume12/arcgsh3/part03
volume12/arcgsh3/part04
volume12/cat2asc Convert STDCAT43 catalogs to pretty ASCII form
volume12/arcgsh31/part01 Graphical shell for zoo, arc, lharc, etc.
volume12/arcgsh31/part02

volume12/arcgsh31/part03
volume12/arcgsh31/part04
volume12/mshadow Convert disks into files for modem transmission
volume12/showdvi1.0/part01 Show DVI files onscreen
volume12/showdvi1.0/part02
volume12/showdvi1.0/part03
volume12/showdvi1.0/part04
volume12/showdvi1.0/part05
volume12/tortoise Helper for TURTLE under TOS 1.4
volume12/stturing Two-dimensional Turing machine
volume12/format Versatile floppy formatter
volume12/chcache34 Cold Hard disk cache, version 3.4
volume12/mercury/part01 UUCP package w/ mail and news support
volume12/mercury/part02
volume12/mercury/part03
volume12/mercury/part04
volume12/mercury/part05
volume12/mercury/part06
volume12/mercury/part07
volume12/mercury/part08
volume12/mercury/part09
volume12/mercury/part10
volume12/mercury/part11
volume12/mercury/part12
volume12/mercury/part13
volume12/mercury/part14
volume12/hdwboot Wait for hard disk to come online
volume12/mint06/part01 UNIXlike multitasking system
volume12/mint06/part02
volume12/mint06/part03
volume12/mint06/part04
volume12/mint06/part05
volume12/mint06/part06
volume12/mint06/part07
volume12/mint06/part08
volume12/mint06/part09
volume12/mint06/part10
volume12/elvis/part01 vi clone
volume12/elvis/part02
volume12/elvis/part03
volume12/elvis/part04
volume12/meep60 Enhanced menu system for BBS Express
volume12/mapmem Show info about XBRA vector chains
volume12/steplay Play SoundTracker modules in stereo on STE
volume12/player Play SoundTracker modules on a regular ST
volume12/packice Shrink executable programs
volume12/dirsort Change directory ordering
volume12/rhoconte Enhanced control panel (in English)
volume12/sysmon/part01 System monitor program
volume12/sysmon/part02

volume12/sysmon/part03
volume12/sysmon/part04
volume12/bgacc Desk acc. to run background jobs under MiNT
volume12/32kcolor Instructions for modifying ST to show 32768 colors
volume12/fcat Fast "cat" for Gulam
volume12/arcgsh32/part01 Graphical arc/zoo/lharc/etc. shell, 3.2
volume12/arcgsh32/part02
volume12/arcgsh32/part03
volume12/arcgsh32/part04
volume12/fcat11 Fast "cat" for Gulam
volume12/cdecl/part01 Generate C declarations
volume12/cdecl/part02
volume12/djstuff DeskJet configuration utilities
volume12/n_fat Cache FAT sectors in RAM
volume12/eplay20 STe sound sample player
volume12/etext Filter ASCII files into PageStream format
volume12/lifeuniv GEM-based game of Life
volume12/pfx LHArc-compatible executable shrinker
volume12/stblank1.31 Screen-blanking desk accessory
volume12/sbj Blackjack game for multiple players
volume12/timedrv5 Time/drive display + screen saver
volume12/settdfix Fix bug in date-setting program in PC Ditto II
volume12/xlisp2-1/part01 LISP interpreter, v 2.1
volume12/xlisp2-1/part02
volume12/xlisp2-1/part03
volume12/hd_falc5 Boot Falcon from a hard disk
volume12/hdiskcht Show a chart of free disk space
volume12/ptywin/part01 PTY driver for Micro RTX
volume12/ptywin/part02
volume12/lgs_18b/part01 Little Green Selector (replaces GEM file selector)
volume12/lgs_18b/part02
volume12/pinhed18 Speed up program loading, v 1.8
volume12/perfpich Pitch training for MIDI users
volume12/edisk21 Resetproof, resizable RAMdisk
volume12/easytext/part01 Demo of Easy Text desktop publishing system
volume12/easytext/part02
volume12/easytext/part03
volume12/gnum4/part01 GNU "m4" macro processor, v 0.50
volume12/gnum4/part02

-- VOLUME 13 --

volume13/minibbs25/part01 Bulletin board system, v 2.5
volume13/minibbs25/part02
volume13/mkrsc/part01 Resource construction program
volume13/mkrsc/part02
volume13/arcgsh35/part01 Graphical shell for arc/zoo/lharc, v 3.5
volume13/arcgsh35/part02
volume13/arcgsh35/part03
volume13/arcgsh35/part04
volume13/arcgsh35/part05

volume13/cdecl-p1 Generate C declarations, patchlevel 1
volume13/specstuf/part01 Utilities for use with Spectre
volume13/specstuf/part02
volume13/zoobooy Graphic shell for zoo and uue/uud
volume13/mgif GIF viewer for monochrome STs
volume13/gawk211/part01 GNU awk, version 2.11
volume13/gawk211/part02
volume13/gawk211/part03
volume13/gawk211/part04
volume13/printcms Print 132-column VM/CMS listings on Epson FX printer
volume13/auto Three AUTO-folder utilities
volume13/xlharc12/part01 Another version of lharc (based on UNIX lharc 0.03)
volume13/xlharc12/part02
volume13/mapmem2 Show system stats, XBRA vectors
volume13/motasm/part01 Motorola assemblers for 68xx processors
volume13/motasm/part02
volume13/motasm/part03
volume13/maxidisk Resetproof, autocompressing RAMdisk
volume13/lhcatch Make Yoshi's lharc work with ARCshell
volume13/killdrv Add/remove drives from TOS's drive list
volume13/szadb12/part01 Sozobon adb debugger, v 1.2
volume13/szadb12/part02
volume13/mclock Corner clock for mono systems
volume13/minibbs2312/part01 Version 23/12 of MiniBBS
volume13/minibbs2312/part02
volume13/minibbs2312/part03
volume13/mousercv Mouse Recover -- fix missing/mangled mouse pointer
volume13/clikfix Fix TOS 1.4 scrollbar problem
volume13/prolog68.07/part01 Prolog interpreter, v 0.7
volume13/prolog68.07/part02
volume13/prolog68.07/part03
volume13/prolog68.07/part04
volume13/prolog68.07/part05
volume13/mgif11 GIF viewer for mono systems, v 1.1
volume13/dx7lib/part01 Sound library and utilities for Yamaha DX7
volume13/dx7lib/part02
volume13/nlight Show I/O to any disk by flashing floppy light
volume13/nship Parks AHDI-compatible hard disks
volume13/less97/part01 file pager for MiNT
volume13/less97/part02
volume13/less97/part03
volume13/pathalias/part01 Build UUCP paths file from maps
volume13/pathalias/part02
volume13/altbt40e Change AUTO folder/DESKTOP.INF setup at boot time
volume13/10401990 1990 1040 tax form template for LDW Power
volume13/dcmshift Right mouse button activates shift, ctrl, or alt
volume13/rsctoasm Convert .RSC files to assembly source
volume13/dcmaxtrk Tell which tracks a floppy can reach
volume13/lhcatch2 Make ArcShell work with LHarc 1.13xx
volume13/lzh11316 LHarc version 1.13.16

volume13/dvi2tty Plain text dvi previewer
volume13/mercury/part01 Mercury UUCP: mail/news package
volume13/mercury/part02
volume13/mercury/part03
volume13/mercury/part04
volume13/mercury/part05
volume13/mercury/part06
volume13/mercury/part07
volume13/mercury/part08
volume13/mercury/part09
volume13/mercury/part10
volume13/mercury/part11
volume13/nroff110p4/part01 Nroff clone, version 1.10 patchlevel 4
volume13/nroff110p4/part02
volume13/nroff110p4/part03
volume13/nroff110p4/part04
volume13/man Read online manual pages
volume13/manpg14 Pager for reading online manual pages
volume13/manpg141 New manpager executable (requires manpg14)
volume13/dfsuite Three disk utilities
volume13/reset Cold or warm boot via software
volume13/wbplot/part01 2-D plotting package
volume13/wbplot/part02
volume13/umoria522/part01 UMoria single player dungeon adventure, v5.22
volume13/umoria522/part02
volume13/umoria522/part03
volume13/umoria522/part04
volume13/umoria522/part05
volume13/umoria522/part06
volume13/umoria522/part07
volume13/umoria522/part08
volume13/umoria522/part09
volume13/umoria522/part10
volume13/diff115/part01 GNU diff, version 1.15
volume13/diff115/part02
volume13/rcs5ap2/part01 Revision Control System version 5
volume13/rcs5ap2/part02
volume13/rcs5ap2/part03
volume13/rcs5ap2/part04
volume13/rcs5ap2/part05
volume13/rcs5ap2/part06
volume13/rcs5ap2/part07
volume13/rcs5ap2/part08
volume13/rcs5ap2/part09
volume13/rcs5ap2/part10

-- VOLUME 14 --

volume14/sysinfo Show system information
volume14/rdy_ste Reset-proof RAMdisk, STE compatible
volume14/geniscan Software to read from GeniScan scanner

volume14/formdoit Dialog box enhancements
volume14/tee Copy stdin to stdout as well as a file
volume14/orctool/part01 Clones of various UNIX utilities
volume14/orctool/part02
volume14/docs-p4a/part01 Docs for nroff 1.10p4
volume14/docs-p4a/part02
volume14/dcdirdmp Dump a directory listing to screen/file/printer
volume14/makemenu Generate menu bars from a text file
volume14/tr Transform characters (UNIX utility clone)
volume14/wc wc(1) character/word/line counting filter
volume14/chedit/part01 Font editor for mono 8x16 fonts (with sample fonts)
volume14/chedit/part02
volume14/cal47 Calendar/event scheduler accessory
volume14/ndskmgr Disk utility desk accessory
volume14/frmdit11 Dialog box enhancements, v 1.1
volume14/chekbook/part01 Checkbook balancer
volume14/chekbook/part02
volume14/mcf Accessory to change directories
volume14/wedit11/part01 Shell + fullscreen editor, v 1.1
volume14/wedit11/part02
volume14/wedit11/part03
volume14/wedit11/part04
volume14/wedit11/part05
volume14/wedit11/part06
volume14/icon_v8/part01 Icon language interpreter, v 8.0
volume14/icon_v8/part02
volume14/icon_v8/part03
volume14/icon_v8/part04
volume14/icon_v8/part05
volume14/icon_v8/part06
volume14/idol/part01 Object-oriented extension to icon_v8
volume14/idol/part02
volume14/idol/part03
volume14/frmdit12 Dialog box enhancements, v1.2
volume14/dfsuite2 Disk utilities
volume14/mntutil8/part01 Utilities for use under MiNT
volume14/mntutil8/part02
volume14/mntutil8/part03
volume14/pompey Executable/disk packer
volume14/trakst Play/Edit/Make SoundTracker modules on standard ST
volume14/trakste Play/Edit/Make SoundTracker modules on STE (with STEREO PCM sound)
volume14/gmni121.uk/part01 Gemini desktop replacement v 1.2.1 (English)
volume14/gmni121.uk/part02
volume14/gmni121.uk/part03
volume14/gmni121.uk/part04
volume14/gmni121.uk/part05
volume14/gmni121.uk/part06
volume14/gmni121.uk/part07
volume14/gmni121.uk/part08
volume14/gmni121.uk/part09

volume14/gmni121.uk/part10
volume14/gmni121.uk/part11
volume14/gmni121.uk/part12
volume14/gmni121.uk/part13
volume14/gmni121.uk/part14
volume14/gmni121.uk/part15
volume14/cli/part01 Command-line shell (docs in German)
volume14/cli/part02
volume14/cli/part03
volume14/vkiller/part01 Virus eliminator, version 3.84
volume14/vkiller/part02
volume14/turtle/part01 Hard disk backup utility, version 3.20
volume14/turtle/part02
volume14/qroff Simple text formatter
volume14/gemview/part01 Picture-viewing accessory
volume14/gemview/part02
volume14/gemview/part03
volume14/atzenta2/part01 Phone/address catalog + calendar
volume14/atzenta2/part02
volume14/atzenta2/part03
volume14/atzenta2/part04
volume14/stree102/part01 Directory searching and listing accessory
volume14/stree102/part02
volume14/dctopper Bring window under cursor to top
volume14/dc_bhelp Cause help key to act like backspace
volume14/dclickme Game to test your mouse skills
volume14/dcmstick Use a joystick to move the mouse cursor
volume14/dcflight Light floppy light when any disk is accessed
volume14/dcinvert Invert the screen when the bell sounds
volume14/dc_crc Check file integrity via CRC
volume14/dc_ff Send formfeeds to the printer at any time
volume14/dc_fkeys Keyboard macros from function keys
volume14/dcshohex View file or memory in hex/ASCII
volume14/dclefty Switch mouse buttons for left-handed use
volume14/only_ste/part01 STE sound demo
volume14/only_ste/part02
volume14/only_ste/part03
volume14/only_ste/part04
volume14/only_ste/part05
volume14/only_ste/part06
volume14/only_ste/part07
volume14/only_ste/part08
volume14/only_ste/part09
volume14/only_ste/part10
volume14/only_ste/part11
volume14/only_ste/part12
volume14/only_ste/part13
volume14/only_ste/part14
volume14/only_ste/part15
volume14/only_ste/part16

volume14/only_ste/part17
volume14/only_ste/part18
volume14/only_ste/part19
volume14/only_ste/part20
volume14/only_ste/part21
volume14/only_ste/part22
volume14/only_ste/part23
volume14/only_ste/part24
volume14/only_ste/part25
volume14/only_ste/part26

-- VOLUME 15 --

volume15/dcadump Dump screen to printer as ASCII text
volume15/dcbootit Boot from floppy with variable system configuration
volume15/dcdmaspl DMA sound player for STe and TT
volume15/dcdskinf Show disk statistics
volume15/loadspx Spectrum picture viewer
volume15/logdrive Treat an arbitrary directory as A:\ or B:\
volume15/protect6 Virus detect/kill program
volume15/dc_rt_dc Click on right mouse button to get a double-click
volume15/dcbitset Fix the TOS 1.0/1.2 archive bit bug
volume15/dcflpcfg Logically add/remove floppy drives, set step rate
volume15/dclftarw Flip the arrow around
volume15/nhpdj Reset HP DeskJet after powerup
volume15/bbs0404/part01 MiniBBS version 04/04
volume15/bbs0404/part02
volume15/bbs0404/part03
volume15/elvis14/part01 "vi" clone, version 1.4
volume15/elvis14/part02
volume15/elvis14/part03
volume15/elvis14/part04
volume15/mfd/part01 Find duplicate files
volume15/mfd/part02
volume15/dcpopbar Pop up the desktop menubar menu on right mouse button click
volume15/nmentim Show date and time in a Desk menu entry
volume15/brik Generate and/or check file CRCs
volume15/stlife31/part01 Game of life, version 3.1
volume15/stlife31/part02
volume15/stlife31/part03
volume15/stlife31/part04
volume15/mcp Directory/file copy program
volume15/nmouse Control mouse movement parameters
volume15/dcrtcall Call up file selector with right mouse button
volume15/con Redirect MiNT status info to a window under MGR
volume15/double Double vertical screen resolution on STEs
volume15/traffic Game: direct traffic through busy intersections
volume15/nformat Accessory to format disks in MS-DOS format
volume15/n_fat12 Cache FAT sectors in RAM, version 1.2
volume15/n_capslk Show CapsLock status in menu bar
volume15/dcr_tmag Real-time screen magnifier

volume15/dctopper12 Bring window under cursor to top, version 1.2
volume15/flagsett Set flags in executable file header
volume15/limerick Invent random limericks
volume15/lhx104 Extract from .LZH files
volume15/stzip09/part01 Beta version of PKZip clone, v 0.9
volume15/stzip09/part02
volume15/nasm/part01 6502 assembler/linker package
volume15/nasm/part02
volume15/nasm/part03
volume15/nasm/part04
volume15/nasm/part05
volume15/nasm/part06
volume15/ibmfmt Format MS-DOS compatible floppies
volume15/dc_mwrap Wrap the mouse around when it hits a screen edge
volume15/crabs Screen-eating program for MiNT
volume15/double2 Double vertical screen resolution on STEs, v2
volume15/autorais Raise window under mouse cursor to top
volume15/dmjgif20/part01 GIF-to-Spectrum converter
volume15/dmjgif20/part02
volume15/mgif32 Monochrome GIF viewer, version 3.2
volume15/modplay Play SoundTracker modules on STE
volume15/speed Switch between 8 and 16 MHz
volume15/trakst2 Play/Edit SoundTracker modules on ST
volume15/trakste2 Play/Edit SoundTraker modules on STE (stereo)
volume15/50hz Switch monitor to 50Hz (needed by trakst, trakste)
volume15/nowhat/part01 Sample SoundTracker module for trakst/ste
volume15/nowhat/part02
volume15/nowhat/part03
volume15/showgs Preview GhostScript printer files onscreen
volume15/showgsx/part01 Sample files for showgs
volume15/showgsx/part02
volume15/xxxx_it Easily choose MiNT, Spectre, or GEM desktop at boot
volume15/dc_homey Home the mouse cursor using the keyboard
volume15/uucoder GEM-based uuencode/decode utility
volume15/dc_jchar Type with the joystick
volume15/spcshow Show Spectrum pictures
volume15/minishow DEGAS picture viewer
volume15/nprn0 Reset the parallel (printer) port
volume15/pfxpak Executable shrinker
volume15/tos2icon Icons for TOS 2.0
volume15/hdwait2 Wait for hard disk to come online
volume15/dcgtp Supply commandline arguments to GEM programs
volume15/gtp Another GEM commandline-argument program
volume15/rdutils Utilities for RDY and RDE ramdisks
volume15/zoo21/part01 Version 2.1 of Zoo archiver
volume15/zoo21/part02
volume15/zoo21/part03
volume15/zoo21/part04
volume15/dcmouser Hide or show mouse from the keyboard
volume15/gemview109/part01 Picture-viewing accessory, v 1.0.9

volume15/gemview109/part02
volume15/gemview109/part03
volume15/sokoban2 Game: push blocks around the board
volume15/pulldown Turn menu bar menus into pull-down menus
volume15/diskstat Show disk statistics
volume15/hispeed Utilities for high-speed modems
volume15/vault3/part01 Hard disk backup system, v3.0
volume15/vault3/part02
volume15/vault3/part03
volume15/vault3/part04
volume15/key Optional file-restore program for vault3
volume15/altbt41e Change AUTO or DESKTOP.INF setup at boot time

1714. v16INF3: Unpacking binaries (and retrieving old ones)

Newsgroup: comp.sys.atari.st
Date: 1991-08-02 16:25:52 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <679@appserv.Eng.Sun.COM>
Source record: 229894
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 16, Info 3
Archive-name: unpack.cooked

HOW TO USE COMP.BINARIES.ATARI.ST

by Steven Grimm

Last update: July 28, 1991

_1. _W_h_a_t _a_r_e _b_i_n_a_r_i_e_s?

Binaries are files that contain information other than normal text. Usually, a binary that is posted to the net will contain executable (program) files. Binaries are distinct from _s_o_u_r_c_e_s, which are the human-readable text files that are interpreted by a computer and used to produce binaries. Sources can be modified with relatively little effort, and are usually pretty easy to read. Binaries are not intended to be viewed by a human.

_1._1. _U_u_e_n_c_o_d_i_n_g

The programs which transfer network news messages (and electronic mail) are not always capable of handling a pure binary file. They are designed to handle textual messages, and the odd symbols and characters in a binary cause them to become confused, and often to mangle the binaries. To avoid this problem, a method called _u_u_e_n_c_o_d_i_n_g is used. Uuencoding translates a binary file into text characters, so that the news and mail transport programs won't mess up. The disadvantages are that uuencoded files are about 30% bigger than the raw binary files they represent, and that you have to go through one extra step to get the binaries to work on your computer.

_1._2. _A_r_c_h_i_v_e_s _o_r "_a_r_c _f_i_l_e_s"

Usually, a program will need more than one file to work properly. The extra files might be data files, help files, or maybe some instructions for the user. In order to easily package multiple files together in one binary file, a program called "arc" (short for "archiver") is used. Arc also compresses all the files as it packages them, so that the arcfile take up less disk space (and takes less time to download!) than it would if its contents were just thrown

together.

To confuse matters even more, two new archive programs called "zoo" and "lharc" can also be used to achieve the same effect. Zoo is superior to arc in some respects, slightly inferior in others, as is lharc. Unfortunately, you can't unpack a zoo archive with arc or lharc, or vice versa (arc and lharc are similarly incompatible with each

other.)

_1._3. _U_S_E_N_E_T _a_r_t_i_c_l_e_s

The USENET has groups designed especially for transmission of binary files. They are usually called something like "comp.binaries.x," where x is the type of machine that the programs will run on. For Atari ST owners, the group to watch is comp.binaries.atari.st. Most of the binaries groups (including the Atari binaries group) are _m_o_d_e_r_a_t_e_d, which means that you can't send a program directly to everyone on the network. Instead, you send it to someone in charge of the group (the _m_o_d_e_r_a_t_o_r), who makes sure that your program works and contains the proper documentation (or that the lack of documentation is announced), and that it's in the correct format to be sent out to the rest of the USENET.

One of the restrictions of the USENET is that articles can only be a certain length. If a binary is longer than that, it must be split up into several parts, each no longer than 45000 bytes or so. This introduces yet another obstacle to people who want to transform the articles into a useful form, but it can't really be helped until the USENET starts running much more advanced news transmission software. Also, some particularly long programs may be posted over the course of several days; otherwise the net would be overloaded with lots of huge messages, and people would complain.

USENET binaries are grouped into _v_o_l_u_m_e_s, each containing about 100 articles. This is to make life easier for people who are trying to keep track of which articles have been posted. When a new volume is started, the moderator will usually post introductory articles, including a list of previously published articles.

_2. _H_o_w _d_o _I _g_e_t _b_i_n_a_r_i_e_s?

There are two ways to get binaries: first, by reading the USENET newsgroup comp.binaries.atari.st; you will see new articles within a week (usually much less) of the time

they were sent out by the moderator. If, for some reason, your site doesn't receive comp.binaries.atari.st, or if you want to look through previously posted articles, site twitterpater.eng.sun.com has all the binaries stored in its archives.

The other way to get binaries is to request them from twitterpater's archive server. The archive server is a program that intercepts incoming mail messages and looks for commands inside them. You can tell it to list the available binaries, give you help, or send whichever files you're interested in. The requested files will be mailed to you.

Using Binaries -3-

One thing to be careful of is that multi-part postings aren't placed in the archives until all their parts have been sent out to the USENET at large. This is to prevent people from requesting all 99 parts of a program the first day it appears, thus overloading the net and defeating the purpose of piece-by-piece posting.

To find out more about the archive server, send a mail message containing the word "help" to archive-server@twitterpater.eng.sun.com. Talk to an administrator at your site if that mail address doesn't work. If you don't get any response from the archive server within a few days, something may be wrong; mail archive-manager@twitterpater.eng.sun.com to report the problem.

There are other archive sites, too, such as terminator.cc.umich.edu; they contain most of the comp.binaries.atari.st software as well as some additional programs that have not appeared on the newsgroup. Some sites, such as terminator, also offer something called "anonymous ftp" if you're on the Internet. Say "ftp terminator.cc.umich.edu", and if you connect, use "anonymous" for a username, and your username for a password. See the ftp documentation at your site for more information. A recent, but possibly incorrect, list of alternate archive sites appears at the end of this article. Please send me mail if you know of any that aren't mentioned here, or if my list is incorrect. Note that twitterpater does not offer anonymous ftp, as it's on a network that's segregated from the Internet.

Twitterpater also offers an "auto-index" service, for people who don't have access to the USENET groups. If you request autoindex service, you will receive copies of the archive-server's index files for the binaries and sources groups whenever new files are added. Note that if your site gets comp.binaries.atari.st, requesting autoindex is point-

less and a waste of net bandwidth. Send mail to autoindex-request@twitterpater.eng.sun.com if you'd like to sign up.

_3. _H_o_w _d_o _I _d_e_c_o_d_e _t_h_e _b_i_n_a_r_i_e_s?

As stated above, turning binaries from USENET articles into a more useful form can be a multi-step process. At the least, you will need the uudecode program; it is standard software on most UNIX|- systems and is available in a couple of forms on the Atari. Versions for other operating systems do exist, and can certainly be written with little effort. Arc is available for UNIX and other operating systems, but is not standard software. In any case, you will want at least arc on your Atari.

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|- UNIX is a trademark of Bell Laboratories.

A version of uudecode written in ST BASIC is available in twitterpater's archives (see above). It is in volume 1 of the comp.sources.atari.st directory (note that that's _s_o_u_r_c_e_s and not binaries). Once you have that, you should get the files "arc," "arcdoc," and "uucode" from volume 1 of the binaries directory. They contain the arc program mentioned earlier, its documentation, and a much better, faster version of the uudecode program.

Use the BASIC program to uudecode the two encoded files; then use arc to unpack the better version of uudecode. (Arc is documented in "arcdoc.") Note that if you're reading news/receiving mail on a computer (such as a UNIX system) that already has uudecode, you can skip most of this; you will probably just want to uudecode arc there, then download it (using kermit, xmodem, or your favorite transfer protocol - consult your site's administrator and your Atari communication package's documentation for more information. Remember to use binary mode when downloading arc files!)

So far, everything has been small enough to fit in one piece, but you will almost certainly want to try something larger eventually. The Atari "uud" program (whose source code, also suitable for compilation on UNIX systems, is available in the sources archive) is capable of easily decoding multi-part uuencoded files. Near the top of each part (except the first) will be a line like

begin part c foobar.uac

Rename each file (except part 1, which can be named "part01" or just about anything else) to the name at the end of this "begin" line, in this case "foobar.uac". Then run

uud on the file containing part 1; it contains instructions to cause uud to look for the other parts. If you have a text editor or a UNIX style cat program, you can just stick all the parts together in order and run uud on the resulting (big) file; it will try to go on in the first file if it can't find the next part in a separate file. Note that uud won't warn you if it's overwriting an existing file, so don't give any of the parts the same name as the file that's being extracted from them!

On UNIX systems, you can also say (for instance) "cat part* | uud -" without renaming anything.

If you don't have uud or would prefer to decode your binaries on your larger news computer, the procedure is somewhat more complex. Plain vanilla uudecode doesn't know about multi-part uuencoded files, so you have to fool it into thinking that everything is in one part. First, stick all the parts together (using cat on UNIX). Edit the

resulting file. Now remove all the extraneous lines of text in between the parts -- this includes mail headers, any text, lines of the form "include foobar.uad," "table" lines and the lists of characters following them, and "begin" lines other than the one at the beginning of part 1. Once you have converted all the parts into a big uuencoded mass (with no blank lines!), the regular uudecode program will work.

Obviously, this is something of a hassle, and the recommended procedure is to try to install uud on your large computer. You'll usually want to minimize the amount of data you have to send to your Atari, since you'll most likely be downloading it at a relatively low speed, and the uudecoded .arc file is the smallest thing you can download.

Zoo is available from the archives. It is simple to use; refer to the documentation included in zoobin.arc (yes, you need to use arc to extract zoo!) for more information. The uudecoding process is the same for zoo and arc files. A new version of zoo, 2.1, is in volume 15 of the binaries archive. You'll need the old version of zoo to unpack the new one. Zoo 2.1 is necessary to unpack "zoo-high" format archives (look at the Keywords: line of the article you're unpacking.)

To extract lharc files, you should first try the program "lhx104" in volume 15 of the comp.binaries.atari.st archives. It's not in compressed form, so all you'll need to do is uudecode the .TTP file. It will unpack .LZH files.

Most archives contain documentation; refer to the instructions in a specific program for usage information and the like. If you have problems with a particular program, send mail to the submitter (listed near the top of each part.) The moderator doesn't have time to become very familiar with all the programs that are posted, so the submitter will probably be much more helpful.

_4. _L_i_s_t _o_f _a_r_c_h_i_v_e _s_i_t_e_s

Note: I have not verified these, so this list may be wrong. Mail servers usually respond to the word "help" alone in a mail message. Some of the sites listed below may not contain full archives of comp.binaries.atari.st, and some may have other files.

Address Type Comments
D'l |1752u 0'
wuarchive.wustl.edu ftp,nfs
ux.acss.umn.edu ftp TeX, GNU
atari.archive.umich.edu ftp Mail server may also exist
him1.cc.umich.edu ftp cd to pc7: directory

dsrgsun.ces.cwru.edu ftp GNU and Minix archives also
xanth.cs.odu.edu ftp
slug.pws.bull.com ftp comp.sources.atari.st only
archive-server@
twitterpater.eng.sun.com mail Official archives
archive@softvax.radc.af.mil mail
unido!archive-server mail European archives
st_requests@
n6vbg.hamavnet.com mail Dialup access at (714) 989-4276
marks%mgse@rex.cs.tulane.edu uucp Ask your site administrator

1715. Re: Turbo-C

Newsgroup: comp.sys.atari.st
Date: 1991-08-02 19:54:00 UTC
From: Martin_Gaeckler@m.maus.de
Message-ID: <11784@m.maus.de>
Source record: 229941

gaudreau @ east.sun.com am Mo, 29.07.91 17:06 in ATARI.ENG

>=PureC is an improved version of TurboC 2.0 - they have improved compiling
>=speed and and the help system, and a new assembler (68000-68040) is
>=included. As an owner of TurboC2.0 ('Profi-Pack' - incl. Source-Level
>=debugger etc.), the update would cost me 150.- DM - I think that's pretty
>=much money for the minor improvements I would get :-(
>
>Could you provide more information on what the update involves/costs/etc.

The Most important improvements of Turbo C to Pure C:
- Debugger will run in all resolutions tha provide at least a 80 * 25 char-
acter screen.
- It will able to debug DAs.
- There will be a new assembler with 68040-, NewLibraryFormat- and Debugger-
Support.
- The IDE provides a better HELP-function. You will find a symbol definition
very fast.

>Is there English documentation [yet] !?!?!?!?

There will be no english documentation. Borland did not allow to translate
the docs.

>Thanx for any help.
Hope this helps.

Greetings

Martin

1716. Minix availibility questions...

Newsgroup: comp.sys.atari.st
Date: 1991-08-02 20:42:12 UTC
From: johnson@dover.dab.ge.com
Message-ID: <1991Aug2.204212.11592@ge-dab.GE.COM>
Source record: 229892

Greetings,

Pardon me if this was beaten to death previously, but can someone clue me in on the Minix operating system? Is it Public Domain or shareware? I seem to remember hearing about a book which included a disk containing Minix for the ST. Has anyone had any experience with Minix on the ST? Would it be worth it to get X Window running under it? How about InterViews? Can regular TOS/GEM applications still be run, or at least, can TOS-format disks and partitions be accessed still?

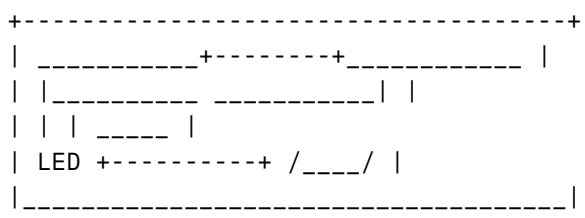
Thanks!

Christopher Johnson
johnson@sunny.dab.ge.com

1717. 3.5" DS floppy mechanism for sale.

Newsgroup: comp.sys.atari.st
Date: 1991-08-02 23:43:49 UTC
From: es2a+@andrew.cmu.edu
Message-ID: <YcaSspC00Vp_MRCFcP@andrew.cmu.edu>
Source record: 229889

I have a working DS Sony 1" high mechanism removed from an Atari STE.
Perfect for replacing a broken drive. its faceplate looks like this:



I'd like $30 obo, including USPS parcel post shipping, and would
prefer to receive a check in advance, upon receipt of which, I'd ship
the drive.

This drive is capable of reliable 11 sector/track disks.

-Eric Stuyvesant
es2a+@andrew.cmu.edu || es2a%andrew@CMCCVB || JNET%"es2a%andrew@CMCCVB"
al782@cleveland.Freenet.Edu || {uunet,harvard}!andrew.cmu.edu!es2a
"To hate is to study, to study is to understand, to understand is to
appreciate, to appreciate is to love." -John A. Wheeler
Go MEMS!

1718. 1400XL

Newsgroup: comp.sys.atari.st
Date: 1991-08-03 07:50:41 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1991Aug3.075041.29626@sactoh0.sac.ca.us>
Source record: 229898
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The other day, I saw these two interesting items for sale at a computer store, and I have a dew questions.

There were two 1400XL computers, presumably FCC test and/or Atari engineering models for sale. One had a 1450XLD label (It obviously wasn't, no metal case and DS built in drive) and the other had no label. These were 1400XLs, they had the PBI and the modem connections (RJ-11) THey were offering $150 each, and they guy behind the counter grunted they worked.

The other was the 1090 expansion box, with some memory board in it. It had no price.

So, what is the going price for these pieces of Atari trivia? I know that 1450XLDs have value, but a 1400XL? (I'd still like to find an XLD, I'm about one of ten DOS 3 users left on the planet. And DOS 3 was designed for the XLD drive)

By the way, the 1090 box had no cover.

I had heard that Antic (rest in peace) had a 1090 holding a door open...

Anyone know what happened to the other "lost" Ataris, like the 65XEP, 130ST, 65XEM, 121XDM, et al?

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

1719. Re: Help!

Newsgroup: comp.sys.atari.st
Date: 1991-08-03 12:42:47 UTC
From: s882854@minyos.xx.rmit.oz.au
Message-ID: <1991Aug3.124247.29953@minyos.xx.rmit.oz.au>
Source record: 229755

pseemann@iiic.ethz.ch (Patrick Seemann) writes:

>In article <1991Aug1.140728.13031@magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (David H Butler) writes:
>>Try Chameleon, it only loads one at a time, but lets you dump and load from
>>desk any single DA you wish at any time, during any program etc... It takes
>>up one slot, and will automatically load whichever DA is called CONTROL.ACX.

>You may patch the name of the default ACC in the Chameleon binaries.
>Just look for the string C:\CONTROL.ACX and replace it with whatever
>you want. You may even load an ACC from anonther drive and/or folder.

You can have more than one Chameleon by having two Chameleon accessories
loaded. Just have the other copy of Chameleon with a different name. For
example, you may have one of them called CHAM1.ACC and the other called
CHAM2.ACC.

Tehn Yit Chin
..All is not what it seems to be....
standard disclaimer apply.

1720. Re: Minix availibility questions...

Newsgroup: comp.sys.atari.st
Date: 1991-08-03 14:27:34 UTC
From: juemar@wpi.WPI.EDU
Message-ID: <1991Aug3.142734.9364@wpi.WPI.EDU>
Source record: 229897

Hi,
I was wondering which is best the Minix, or the MiNT, since I am thinking about getting one of then. Which is the most suported by people out there.

Thank you
Julian

1721. Re: XCONTROL & Mouse Accel

Newsgroup: comp.sys.atari.st
Date: 1991-08-03 15:59:45 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <159927@unix.cis.pitt.edu>
Source record: 229899

In article <2311@tharr.UUCP> steveh@tharr.UUCP (Steve Hebditch) writes:
>In article <1991Jul10.141741.14032@sae.com> malay@sae.com (Bob Malay) writes:
>>Hi,
>>I just got XCONTROL from a.a and tried out all the setups on my 1040STe.
>..
>You need a copy of MACCEL3 in your AUTO folder. Unfortunately this doesn't
>yet appear to have been made available to non STE and TT purchasers.

Dude, MACCEL3 has been out far longer than Xcontrol - just check in
the atari.archive.umich.edu FTP site (probably in the utilities section).

Robert Anisko
rjast1@unix.cis.pitt.edu

1722. Re: ZOO 2.1, BUG, or is it me.....

Newsgroup: comp.sys.atari.st
Date: 1991-08-03 17:08:51 UTC
From: bjsjr@NCoast.ORG
Message-ID: <1991Aug3.170851.19509@NCoast.ORG>
Source record: 229896

In article <alanh.681149310@krypton> alanh@logitek.co.uk (Alan Hourihane) writes:
>
>The recent posting of Zoo 2.1 in comp.binaries.atari.st, works fine for me
>bar one thing......Explanation follows....
>
> Command:
>
> zoo ah// archive archive\
>
> Where ah is add and high compression, // is full pathname add...
>
> If the directory structure ends in a letter all is fine...
>
> Everyone try this..
>
> zoo ah// archive1 archive1\
>
> Where the name ends in a number...
>
>
> Well, I get a bus error every time. I am using TOS 1.0, so this could
>be a problem, but anybody willing to comment...
>
> Alan Hourihane

I just tried the above example and everthing archives just fine. I am using
TOS 1.4 so I suppose 1.0 could be the problem, but I don't know for sure.
I'll continue testing zoo and see if I can duplicate the problem.

--
Bill Shroka
bjsjr@NCoast.ORG
ncoast!bjsjr@usenet.INS.CWRU.Edu

1723. Re: Lattice C -- Single Pass?

Newsgroup: comp.sys.atari.st
Date: 1991-08-03 20:48:07 UTC
From: AlexK@tharr.UUCP
Message-ID: <2471@tharr.UUCP>
Source record: 229906

42424242424242424242424242424242424242424242424242424242424242424242424242424242424242424242424242

1724. Re: ZOO 2.1, BUG, or is it me.....

Newsgroup: comp.sys.atari.st
Date: 1991-08-03 21:02:42 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991Aug3.210242.23790@cs.yale.edu>
Source record: 229901

In article <alanh.681149310@krypton> alanh@logitek.co.uk (Alan Hourihane) writes:
>
>The recent posting of Zoo 2.1 in comp.binaries.atari.st, works fine for me
>bar one thing......Explanation follows....

I too am having a minor problem with Zoo 2.1. When I make an archive,
the creation time of the .zoo file is exactly 1 hour later than the
time of the youngest file in the archive. They should be the same.

==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

1725. Re: Lattice C -- Single Pass?

Newsgroup: comp.sys.atari.st
Date: 1991-08-03 21:05:47 UTC
From: AlexK@tharr.UUCP
Message-ID: <2472@tharr.UUCP>
Source record: 229907

In article <1991Jul31.011606.21682@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
|>
|> For the record, I'm using Lattice C version 5.06.02, with the
|>first edition (Mar. 1990) manuals. As I understand it, the "current
|>off-the-shelf version" is this compiler, but with the new second
|>edition manuals. I will be calling Goldleaf shortly to see if I
|>can get the new manuals.

The current version is 5.06.02, the next version will be a major
upgrade on the current product, it will be based around the current TT
beta product, 5.08.21 (or so...)

|> I think it's worth it for me to go over what I think is the
|>situation for people thinking about buying a Lattice C compiler.
|>
|> First, the compiler has a dizzing array of switching combinations.
|>I won't bother trying to summarize them all, but the relevant switches
|>are as follows:
|>
|>-c This switch takes 16 different modifying "subswitches". When
|> this switch is NOT used, "[T]he compiler defaults to compatibility
|>with previous releases with many ANSI C language features ... " Note
|>that the default case is NOT full ANSI compatibility mode.
|>

Thats more or less correct, the compiler by default sets itself up to
compile programs rather than gratuitously reject them. Again for the
next release, if in non-ANSI mode more things explicitly outlawed by
ANSI will be allowed (like *((char *)x)++ and struct { int size,
var[0];})

|> Now, for full ANSI compatibility you use "-ca". Furthermore
|>"-caf" will give full ANSI compatibility and make function prototypes
|>necessary in ALL cases. If you want to make function prototypes
|>necessary, but WITHOUT full ANSI compatibility, then you can use "-cf".
|>

The current compiler has no fully conformant mode, we have never
claimed it was fully conformant, the next release will be much closer.
That said all of the other compilers have their own areas of
non-conformancy.

|> But there are more dialect variations: "-cl" " ... allows a
|>pre-ANSI language dialect." What are the characteristics of this
|>dialect? It's not entirely clear, but I would presume that it refers
|>to Lattice 3.04 which is covered somewhat in Appendix G in the manual.

|>But I have NOT found any clear statement to this effect. The appendix
|>also refers to HiSoft C, so there's some reason to doubt this.

The -cl option is misdocumented in the manual, I believe the README
file has the correct description which is to align externals on long
word boundaries.

|> And also there's "-co" which " ... [p]rovides a compatibility
|>mode to use the pre-ANSI style preprocessor found in previous releases
|>of the compiler. The most important aspect of this occurs in
|>substitution of symbols within quoted strings."

i.e. perform macros expansion inside quoted strings as per pre-ANSI
compilers.

|>-j "This option allows control over the error messages reported by
| the compiler. . . ."
|>
|> Ok, so that's an overview of the problem area I've been concerned
|>with. I've tried a *lot* of variations and yet have not covered all
|>the possibilities, but I think I have a feeling for what's going on.
|>
|> IF you make function prototypes completely necessary, in effect
|>there isn't any problem. You simply have to have function prototypes
|>everywhere and if you have them, you get no warnings or error reports.
|>
|> IF NOT, then IF you have the functions in "bottom up order", all
|>in the same source code, then again there's no problem. You won't
|>get any warnings or errors (ok, assuming everything else is right :-).
|>
|> But if you use a different function definition order, you will
|>get a WARNING (non-fatal) that the compiler is presuming an "int" is
|>to be passed. Now, that's not in itself terrible, but what I'm used
|>to in other compilers is that such warnings only occur where there's
|>reason to doubt the situation. I would expect to be able to get rid
|>of the warnings by properly declaring type "int" returns and forcing
|>dummy values to be returned, or alternatively, by specific casting
|>of functions as they are used. NEITHER of these approaches will stop
|>the Lattice C compiler from issueing these clearly unnecessary warning.
|>Thus they are clutter and make it difficult to isolate important warning.
|>
|> There are 2 methods to get rid of the warnings. First is to
|>use the "-j" switch to stop *all* warnings of this type. That's
|>not really great because you might want these warnings in appropriate
|>cases. The other alternative is to make your function declarations.
|>
|> So what it boils down to is that despite all those variations
|>of switching, you might as well just stick in function prototypes
|>all over the place anyway. But there's really nothing *wrong* with
|>the compiler per se. At least not in regard to this problem.
|>

Your final alternative is to ask me to change it. I am the the
developer in charge of the project, I will assume you are asking me
and will investigate it for the next release. The obvious to
option to tie it to is -cw, which does a similar thing but in reverse,

Alex Kiernan.

1726. Re: Lattice C implicit decls OK

Newsgroup: comp.sys.atari.st
Date: 1991-08-03 21:09:26 UTC
From: AlexK@tharr.UUCP
Message-ID: <2473@tharr.UUCP>
Source record: 229905

In article <3006@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
|> I seem to remember one "old-style" or "K&R" switch in the compiler
|>that had problems. You probably shouldn't use that switch. If you're
|>dealing with old-style code, there are lots of switches you can use to
|>customize the error handling and reporting of the Lattice compiler.
|>It's probably worth your while to take a look at the switch summary
|>in the back of Vol 1 of the manual and check the ones that look useful
|>to you.

I suspect this is the -l with -w problem you found which blows away
passing of short automatics. The 'official' solution is don't use -l,
use -cl instead, -l will be reused RSN
|>--
|> ||| Ken Badertscher (ames!atari!kbad)
|> ||| Atari R&D System Software Engine
|> / | \ #include <disclaimer>

Alex Kiernan.

1727. Re: Minix availibility questions...

Newsgroup: comp.sys.atari.st
Date: 1991-08-03 21:34:33 UTC
From: ersmith@ria.ccs.uwo.ca
Message-ID: <4129@julian.uwo.ca>
Source record: 229902

In article <1991Aug3.142734.9364@wpi.WPI.EDU> juemar@wpi.WPI.EDU (Julian Tyrone Bean) writes:
> I was wondering which is best the Minix, or the MiNT, since I
>am thinking about getting one of then. Which is the most suported by
>people out there.

As usual with software questions, that depends on what you mean by "better". MiNT and minix fill different needs, and which one is best for you depends on what you want:

(1) MiNT is (mostly) TOS compatible, so you can run most ordinary GEM and TOS programs under it. Minix, on the other hand, is (mostly) Unix version 7 compatible; it cannot run GEM or TOS programs, but it also isn't limited by TOS compatibility, so it provides a more Unix-like environment.

(2) Minix is multi-user; users must login and the file system controls access to files. MiNT is single-user, like TOS.

(3) Minix comes with a utility to read TOS format diskettes, but cannot use them directly (i.e. to access a file on a TOS diskette you must copy it using the utility). MiNT (version 0.7 and later) can use both Minix and TOS diskettes, but certain features of Minix file systems (such as file owners and permissions) are ignored.

(4) Versions of Minix exist for the IBM, Macintosh, and Amiga as well as the ST, so the Minix user community is much larger than the MiNT one. However, there are some differences between different versions of Minix (e.g. the 8086 version of Minix limits programs to 128K of memory).

(5) Since MiNT can run TOS programs, in some sense MiNT is "supported" by all the people who write TOS programs. MiNT specific programs tend to be a bit rarer so far, but there are some interesting/useful utilities available (e.g. mgr, a window manager, and several shells including bash and ksh).

(6) Minix comes with a lot of software bundled (including a C compiler). MiNT comes with very little (a bare bones shell) in the package, but most ST users already have a lot of TOS utilities that can run under MiNT, and there are lots of freeware utilities (such as GNU C) available on the network.

(7) MiNT runs on the TT; Minix doesn't (yet).

(8) The source code for both Minix and MiNT is available. The Minix source code is much better written and documented, since it was

designed as a teaching system. On the other hand, the MiNT source code is a lot shorter.

(9) Minix is a commercial product; you must pay for it. MiNT is free.

(10) Minix and MiNT are both somewhat "experimental" and are designed really for people who know what they're doing; neither one is very novice-friendly.

Personally, I would recommend that you try MiNT first, since you won't have to pay for it. There's also a free "demo" version of Minix that you could get to compare the two.

DISCLAIMER: I wrote MiNT because I wasn't really satisfied with Minix, so obviously I'm biased :-).

--Eric
--
ersmith@julian.uwo.ca ersmith@uwovax.bitnet

1728. Re: ZOO 2.1, BUG, or is it me.....

Newsgroup: comp.sys.atari.st
Date: 1991-08-04 11:17:25 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Aug4131725@acae127.cadence.com>
Source record: 229916

In article <1991Aug3.210242.23790@cs.yale.edu> fischer-michael@cs.yale.edu (Michael Fischer) writes:

> I too am having a minor problem with Zoo 2.1. When I make an archive,
> the creation time of the .zoo file is exactly 1 hour later than the

you need to set the timezone environment variable:
for example for easterm USA:

setenv TZ EST5EDT

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

1729. Re: Laser C source level debugger

Newsgroup: comp.sys.atari.st
Date: 1991-08-04 11:20:45 UTC
From: 781105@sheoak.bcae.oz
Message-ID: <871@sheoak.bcae.oz>
Source record: 229903

In article <1702.289807ad@sleepy.bmd.trw.com> jharres@sleepy.bmd.trw.com writes:
>I am using Laser C for software development and am considering buying their
>source level debugger. So, a few questions:
> 1. Is it worth $49?

Yup.

> 2. Does it have seperate source and program output windows?

Nope. It uses separate "screens" for program output and debugging
output. You can flip between them at will.

> 3. Is it a true source level debugger (or just a claim)?

Yup. My version gets a bit confused in some if/if/else situations
where I've left out some braces. eg.

```
if( var == var1 ) {
if( var2 ) {
statements
statements
}
else
statement
}
```

The compiler does not get similarly confused. This can be avoided
by including braces all the time.

I have found Laser DB to be invaluable. It has some problems with
programs which crash after allocating memory (and not deallocating
it) I think, but it might have been something else. It is fast and
easy to use.

They have re-written the OS-like routines that the debugger uses,
such as graphics, windows and mouse handling (so as not to interfere
with your program), and is therefore robust.

Tim Knipe
781105@sheoak.bcae.oz
781105@redgum.bcae.oz <-- try this if 'sheoak' bounces

1730. Re: 1400XL

Newsgroup: comp.sys.atari.st
Date: 1991-08-04 18:00:41 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Aug4.130041.18406@doug.cae.wisc.edu>
Source record: 229915
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1991Aug3.075041.29626@sactoh0.sac.ca.us> mfolivo@sactoh0.sac.ca.us (Mark Newton John) writes:
>
>The other day, I saw these two interesting items for sale at a
>computer store, and I have a dew questions.
>
>There were two 1400XL computers, presumably FCC test and/or Atari
>engineering models for sale. One had a 1450XLD label (It obviously
>wasn't, no metal case and DS built in drive) and the other had no
>label. These were 1400XLs, they had the PBI and the modem
>connections (RJ-11) THey were offering $150 each, and they guy
>behind the counter grunted they worked.
>
>The other was the 1090 expansion box, with some memory board in it.
>It had no price.
>
>So, what is the going price for these pieces of Atari trivia? I
>know that 1450XLDs have value, but a 1400XL? (I'd still like to
>find an XLD, I'm about one of ten DOS 3 users left on the planet.
>And DOS 3 was designed for the XLD drive)
>
>By the way, the 1090 box had no cover.
>
>I had heard that Antic (rest in peace) had a 1090 holding a door
>open...
>
>Anyone know what happened to the other "lost" Ataris, like the
>65XEP, 130ST, 65XEM, 121XDM, et al?
>
>
>--
>the good guys! Sakura-mendo, CA
>
> Internet: mfolivo@sactoh0.SAC.CA.US

I OH SO WANTED one of those 1450XLD's. I really did. But they got canned when Tramiel, took over the place.

What a package I thought! But, we got the ST instead...:)..Darn eh?

I would pay for a 1450XLD, just as a collectors item. If anyone has one, let me know how much it would take to part with it.

I have seen adds for mother boards for 1450XLD's, complete, just no chassis to put the guts in. Which is sort of a shame cause in my opinion the machine looked nice.

But I still like my MEGA STE a lot better. :) Did I mention it also runs software a little bit faster too?

But, anyway...save your money and buy a NeXT station. Did you know they got X R4 for it now?

But seriously, hopefully the TT's price will come down to about $1500.00 retail for a 4 meg 80 megabyte/HD configuration. I think that would be a reasonable price for a TT, with its abilities.

What do the rest of you think?

--Greg

1731. Re: Macintosh Emulators for the TT

Newsgroup: comp.sys.atari.st
Date: 1991-08-04 18:08:33 UTC
From: schaper@quest.UUCP
Message-ID: <1991Aug04.180833.13208@quest.UUCP>
Source record: 229921

o
Have aquired an IBM 0665 5.25" full-height 40 meg, MFFM, rll capable machanism. Attempted format with ICD's software, worked fine until verigy - then got seek errors, tried 1,2,3,4,5 for seek rates. Adaptec 4000 controller. Does anyone happen to know the proper parameters for this mechanism? It was manufactured at teh IBM plant in Rochester Mn in 1988, highest factory detected error is head 6 cyl 683.

If anyone wants to tell me how to edit the subject header in trn and vi go fir right ahead and tell me!

Steve

1732. SCSI Tape Streamers

Newsgroup: comp.sys.atari.st
Date: 1991-08-04 18:36:12 UTC
From: alanh@logitek.co.uk
Message-ID: <alanh.681330972@krypton>
Source record: 229900

Has anyone produced any SCSI Tape Streamer programs that will backup hard disk.

I have a TANDBERG TDC 3600 mechanism which provides 250MB of tape backup.

Can anybody help ???

Alan Hourihane

email : alanh@logitek.co.uk

1733. **FREE** back issues of ST-Log

Newsgroup: comp.sys.atari.st
Date: 1991-08-04 19:25:42 UTC
From: exuhag@exurchn1.ericsson.se
Message-ID: <1991Aug4.192542.16694@exurchn1.ericsson.se>
Source record: 229918
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have just run across the following back issues of ST-Log in
my plethora of Atari stuff:

Issue 10, January 1987
Issue 11, February 1987
Issue 12, March 1987
Issue 14, May 1987
Issue 15, June 1987

These are all in good condtion and still have covers, etc--which is
not surprising since I never owned an ST (but I was planning on it back
then). I just can't bring myself to throw them out so I'm giving each
issue away for a 9x12 SASE (use an old issue or similar sized magazine
to figure the postage). Just let me know which issue(s) you are
interested in and I'll reserve it for you. If you want the whole lot I
can also work out a special deal.

--
James Hague
exuhag@exurchn1.ericsson.se
Yes, my address ends with ".se," but I'm in Texas, not Sweden.

1734. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-04 19:38:35 UTC
From: gathings@hydra3b.cs.utk.edu
Message-ID: <1991Aug4.193835.20912@cs.utk.edu>
Source record: 229919
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I have the following system for sale :

Atari ST with, external drive, mono monitor, TOS and various software,

asking $300 (price includes shipping).

Thanks
Golando

1735. Re: ZOO 2.1, BUG, or is it me.....

Newsgroup: comp.sys.atari.st
Date: 1991-08-04 19:42:14 UTC
From: steve@thelake.mn.org
Message-ID: <A1967593220@thelake.mn.org>
Source record: 229925

[In article <BAMMI.91Aug4131725@acae127.cadence.com>,
bammi@acae127.cadence.com (Jwahar R. Bammi) writes ...]

> In article <1991Aug3.210242.23790@cs.yale.edu> fischer-michael@cs.yale.edu (Michael
Fischer) writes:
>
>> I too am having a minor problem with Zoo 2.1. When I make an archive,
>> the creation time of the .zoo file is exactly 1 hour later than the
>
> you need to set the timezone environment variable:
> for example for easterm USA:
>
> setenv TZ EST5EDT

I had the same problem. My TZ is set to -0500 so that my mail and news
software will generate dates that follow the most recent RFCs'
recommendations against using timezone abbreviations in headers.
Apparently ZOO 2.1 can't understand that format.

A more serious problem, though, is that I can't get ZOO 2.1 to extract
from an older ZOO archive using the x// or -restore commands. I get
bus errors every time. That made it sort of hard to get thelake back
on the air yesterday after a hard drive swap. This is distressing, since
I've always been in the pro-ZOO, anti-LHARC camp.

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org

1736. Re: ZOO 2.1, BUG, or is it me.....

Newsgroup: comp.sys.atari.st
Date: 1991-08-04 21:49:13 UTC
From: rosenkra@convex.com
Message-ID: <1991Aug04.214913.23595@convex.com>
Source record: 229922

In article <BAMMI.91Aug4131725@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:
>
>you need to set the timezone environment variable:
>for example for easterm USA:
>
> setenv TZ EST5EDT

or perhaps "setenv TZ :EST5EDT" (apratt's RCS seems to need this and i think this is the prefered POSIX way cf 8.1.1 Extensions to Time Functions). sorry, i can't check my gulam.g to be sure right now...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1737. notebook

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 02:56:24 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Aug5.025624.14477@crash.cts.com>
Source record: 229910

when is the note book due for a us release?where is atari usa when you need them(don't want to lug a stacy around ouch!)

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1738. piracy

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 02:56:25 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Aug5.025625.14488@crash.cts.com>
Source record: 229909

```
if you can't get it in the usa or vice versa it's ok buy me.if not let them
sell it worldwide just a thought!!!what do you all think!!!
----
ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil
```

1739. games

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 02:56:30 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Aug5.025630.14602@crash.cts.com>
Source record: 229911

```
whats new in europe?
----
ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil
```

1740. gcr

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 02:56:31 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Aug5.025631.14619@crash.cts.com>
Source record: 229912

```
when will it ever run system 7,it says alot for compatibility makes me glad
i was not STUCK with one!
----
ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil
```

1741. Re: piracy

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 04:37:06 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Aug5.003706.16723@mailer.cc.fsu.edu>
Source record: 229917

In article <1991Aug5.025625.14488@crash.cts.com>, chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>if you can't get it in the usa or vice versa it's ok buy me.if not let them
>sell it worldwide just a thought!!!what do you all think!!!

I think you are wrong.

There are several places that specialize in euro imports (often for very low prices, the euro game market is very fast paced and stuff goes into the bargin bin after a few months). One such place is Sideline Software here in FL. Stealing is stealing, period. If you do it, call yourself a thief, nothing else.

--

Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |

1742. FAX for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 05:12:23 UTC
From: bmw@swanee.ee.uwa.oz.au
Message-ID: <bmw.681369143@swanee>
Source record: 229908

I need a program that will send FAX info through a Maestro modem. It comes with a version for MAC and PC but not for the ST. Does anyone have one or know how I might write one. Any info would be greatly appreciated.

Thanks in advance

Rob
Email: bmw@swanee.ee.uwa.oz.au

1743. Compression (background)

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 06:12:14 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <4e1761w164w@ersys.edmonton.ab.ca>
Source record: 229943

Does anyone know about the new program from DC that is supposed to allow compression of all data on a system while it is active. From what I have heard about the program, it does what it does without slowing the machine down at at all. Is there a demo of this prgram available? I heard that it costs $40, so I don't really want to send money without seeing just how good it is. Even a scaled down demo would be great.

Also, while on the subject, does anyone know if there are any other programs that do the same thing? Or even a program that crunches the files before executing them, and offers only light compression. PFX Pack is a good program, but the compression is too good. Too good?!? Well, the better the compression is, the slower it is to uncompress when you run it. I only want light compression since I don't want to lose the speed of my Hard Drive.

Does anyone have any ideas?

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>

<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

1744. PCT 1424 (was: Re: TT with Multisyncs)

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 07:14:26 UTC
From: meulenbr@cst.prl.philips.nl
Message-ID: <meulenbr.681376466@cstw166>
Source record: 229924

CSULLOGG@CRL.AECL.CA writes:
>honest truth is, the PTC1424 is FAR better than the NEC 3D. So, when
>thinking of a colour monitor for the TT, why not consider Atari's own PTC1424?
Hmm. For some reason I thought the number was PTC 1426, but oh well.
Anyway I'm not too happy with the atari mono monitor. Especially when
booting up the big white screen area is a little bit blurred.
Furhtermore after a while the line which is the border between the
screen background and the visible image (e.g. the desktop), is partly
black and partly the color of the image. The place where the transition
occurs moves during time. Atari told me this is normal. However
I'm not too happy about it. It doesn't look right.
Also I noted that the PTC is vulnerable to interference.
It seems that early versions had a metal casing inside the monitor, but
the new ones dont.

I rate the quality of the PTC monitor when used for monochrome less
than the old SM 125 monitor for my ST. Badly enough that one cannot
be used on the TT

--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

1745. Re: Laser C source level debugger

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 09:15:02 UTC
From: mlkaaden@faui09.informatik.uni-erlangen.de
Message-ID: <mlkaaden.681383702@faui09>
Source record: 229914

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

> Laser C's debugger works in color, which is one of the reason's I
>won't be switching to Turbo C in the near future. You need Laser C 2.1 or
>higher to use the debugger, and 2.2 or higher to work with Tos 1.4. The
>2.2 shell is still crash-prone though, and I recommend using a command
>shell instead.

>--
> John Henders jhenders@jonh.wimsey.bc.ca
> Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

Well, PureC's debugger is able to be switched to VDI-mode. This means: If
you want it to, it uses VDI-calls, not it's own GEM-a-like calls.
I like Turbo C, and this was the one and only point I did not appreciate.
--
Michael Kaaden mlkaaden@faui09.informatik.uni-erlangen.de
Computer Science Student "For every problem there is one solution
Rettystr. 20 which is simple, neat, and wrong."
W-8500 Nuernberg 30, Germany H. L. Mencken
--

1746. FAX for ST

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 15:09:54 UTC
From: t821431@minyos.xx.rmit.oz.au
Message-ID: <1991Aug5.150954.27745@minyos.xx.rmit.oz.au>
Source record: 229754

Hello Robert Woodcock!

I was unable to e mail you from minyos (rmit) is bmw@swanne.ee.uwa.oz.au
correct?

Let me know if you find out the program that will allow the st to fax out via
a modem?

email t821431@minyos.xx.rmit.oz.au

1747. Help with UIC transfers to ST!

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 15:20:46 UTC
From: U43610@uicvm.uic.edu
Message-ID: <91217.102046U43610@uicvm.uic.edu>
Source record: 229923

Are there any users who use UCVM (University of Illinois @ Chicago) as the netn
ode to vcarious bases? I can't seem to figure out how to transfer from the UIC
VM to my home unit.. Anyone can help? U43610@uicvm.uic.edu
-
Ken.

1748. zoo 2.1

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 16:56:52 UTC
From: bryanw@netcom.COM
Message-ID: <1991Aug05.165652.17504@netcom.COM>
Source record: 229926

So.. what does everyone think of Zoo 2.1? Would like to hear some opinions?

--
Bryan Woodworth Mail: bryanw@netcom.COM
Netcom - Online Communication Services San Jose, CA
--
Bryan Woodworth Mail: bryanw@netcom.COM
Netcom - Online Communication Services San Jose, CA

1749. Book FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 17:11:05 UTC
From: exuhag@exurchn1.ericsson.se
Message-ID: <1991Aug5.171105.4908@exurchn1.ericsson.se>
Source record: 229927
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

While exploring my closet I have come across a copy of ATARI ST
INTERNALS from Abacus which is in good condition. I have no use for
it, but I just hate to throw it away. Is anyone interested in it for
$8? (Yes, eight dollars.) I'll pay postage so there isn't any profit
in this for me, I'm just hoping someone can use it.
--
James Hague
exuhag@exurchn1.ericsson.se
Yes, my address ends with ".se," but I'm in Texas, not Sweden.

1750. Atari CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 17:47:52 UTC
From: gjocc@csv.viccol.edu.au
Message-ID: <1991Aug5.124752.6807@csv.viccol.edu.au>
Source record: 229904

Is anything happening these days with the Atari CD ROM?
Last I heard was that certain dealers (in Australia anyway) could
sell you one, but there isn't much software available.

What can you do with an Atari CD ROM?

I know it supports a number of international CD ROM formats, does anyone
have the details?
My specfic interest is getting the CD ROM version of the Oxford Dictionary
for my wife one of these days. (Sure don't have room for a paper copy)

I noticed with interest the release of the CDTV from Commodore.
I have seen magazine articles on computer games in development for the
CDTV, that sound very impressive.
Commodore seem to be pushing this multi-media hype stuff pretty hard,
if it catches on I could be persuaded to by a CDTV for the mega games
that will be available.
(I am not a one-eyed Atari supporter :-))

It seems to me that a STE with CD-ROM and the right software could
perform similar functions.

Atari had a chance to be a front runner in this field but they may have
missed the boat. (Sounds like a familiar story/whinge?)

Sorry for mentioning the dreaded C= :-).

The ST still has quite a few advantages for me (SM124 monitor, MIDI ports
and software). I will be hanging on to it anyway.

Greg O'Sullivan
(gjocc@viccol.edu.au)

1751. Re: power conditioning (was Re: BLACKOUTS)

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 18:08:10 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250023@hpindda.cup.hp.com>
Source record: 229781

Speaking of blackouts and plug pulling:

How is using a switched power strip on a hard drive different from using
the drive's on off switch. Is one method more healthy for the drive? Hmmmm..

1752. Re: Laser C source level debugger

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 19:04:28 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3216@cod.NOSC.MIL>
Source record: 229928

Does anybody have Megamax's current phone number and mail address?

Mike Healy

healy@cod.nosc.mil

1753. Re: Word Up 3.0 and the PATH

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 20:33:54 UTC
From: pegram@kira.UUCP
Message-ID: <1991Aug5.203354.24139@uvm.edu>
Source record: 229929
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From article <1991Aug5.201253.22070@uvm.edu>, by pegram@kira.UUCP (Robert B. Pegram):
> Sometimes I wonder if it's all worth it; then I look at a bare desktop
> 8-).
>
> Bob Pegram
>
> pegram@{griffin,kira,sadye,newton}.uvm.edu
> or
> ....!uvm-gen!pegram

And Sometimes I wonder about Un*x and my news software!

To give a digest of what was lost...

Word Up looks for the string "PATH=" in system ram. When I
set up an environment variable in NeoDesk 3.02, Word Up (last version)
found that instead and thought its files were on ".;". To work
around, set the first path for the environment variable to be Word
Up's home directory.
When debugging a NeoDesk problem, do not just disable all auto
programs and desk accessories, but also all the NeoDesk .inf, .not,
and .mac files. You may also have to run NeoDesk from the desktop and
you may have to turn off the fast-load bit on the program under test
(if you have Tos >= 1.4).
BTW, what is the correct way to find a program's directory?
This was discussed on c.s.a.st.tech a while ago, I forgot the outcome.
Word Up now has this bug, a bug that leaves the mouse hidden
if you type control E, has ugly fonts, and is really ***SLOW***.
Only the PC ported dictionary and thesaurus are really good. Hope
Atari fixes it up right and rereleases it before A.D.2000 8-).

Bob Pegram

(see address above 8-)

1754. Re: Which archiver ? (Was: use

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 20:57:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <5444@hh.maus.de>
Source record: 229712

```
UZ>Some days ago, I've got lha200 from minnehaha.rhrk.uni-kl.de; its an lharc
UZ>version 2.0, so it can unpack the lh5 method which is even better in
UZ>compression than the 'old' lh1 method. This version is from Th.Quester and
UZ>he seems to be aware of the incompatibility problem, because he built in
UZ>a switch for compatibility with those old unix-lharcs and others, which do
UZ>some wrong things with the headers in the lzh file;

The a-switch is used to create old-style lh1-archives. The wrong things
with headers are recognized automatically. Some time ago I spent a week
or so, to make it compatible to any Lharc-Version I could get. By the way:
The only way to get rid of any incompatiblity is to send me a copy of the
.LZH-File -- and, if available -- the archiver that produced it.

--------------------------------------------------
Thomas Quester * Lampenland 9 * 2050 Hamburg 80

MauTau V 2.2c - Der August macht seinem Namen alle Aehre.
(Net)
```

1755. LZH Path

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 21:03:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <5445@hh.maus.de>
Source record: 229713

RS>How does one LZH a Folder that is say 3 deep, that also contains
RS>folders, but not to include paths of the 3 folders in the archive.
RS>
RS>Sample Path..C:\path1\path2\main\auto\boot.prg
RS> \folder\files.etc
RS> \program.prg
RS>
RS>So all the Files and Folders that in Main must be in the
RS>Archive but not \path1\path2\main...

Why not change to path1\path2\main (by opening the folders or by cd)
and start LHarc from there (by double-clicking with the right button)

Thomas Quester * Lampenland 9 * 2050 Hamburg 80

Eines Tages wurde dem Kolumbus ein Ei untergeschoben, aus dem er dann
(Net)

1756. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 21:48:59 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug6.094900.4560@waikato.ac.nz>
Source record: 229931
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

Sometimes I wonder if it's all worth it; then I look at a bare desktop
8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

1757. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 22:39:44 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug5.193944.949@ac.dal.ca>
Source record: 229944
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: nstn.ns.ca!news.cs.indiana.edu!sdd.hp.com!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

Sometimes I wonder if it's all worth it; then I look at a bare desktop
8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

1758. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 23:04:55 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug5.180456.1279@bsu-ucs.uucp>
Source record: 229933
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: news.cs.indiana.edu!sdd.hp.com!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

Sometimes I wonder if it's all worth it; then I look at a bare desktop
8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

1759. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 23:21:29 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug5.192129.228@sugaree.uu.net>
Source record: 229802
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: bagate!dsinc!widener!ukma!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

Sometimes I wonder if it's all worth it; then I look at a bare desktop
8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

1760. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 23:35:59 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug5.183559.2086@titan.ksc.nasa.gov>
Source record: 229942
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: ames!think.com!zaphod.mps.ohio-state.edu!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

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Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
..!uvm-gen!pegram

1761. Re: ZOO 2.1, BUG, or is it me.....

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 23:36:38 UTC
From: bjsjr@NCoast.ORG
Message-ID: <1991Aug5.233638.27615@NCoast.ORG>
Source record: 229949

In article <A1967593220@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>[In article <BAMMI.91Aug4131725@acae127.cadence.com>,
> bammi@acae127.cadence.com (Jwahar R. Bammi) writes ...]
>
>> In article <1991Aug3.210242.23790@cs.yale.edu> fischer-michael@cs.yale.edu (Michael Fischer) writes:
>>
>>> I too am having a minor problem with Zoo 2.1. When I make an archive,
>>> the creation time of the .zoo file is exactly 1 hour later than the
>>
>> you need to set the timezone environment variable:
>> for example for easterm USA:
>>
>> setenv TZ EST5EDT
>
>I had the same problem. My TZ is set to -0500 so that my mail and news
>software will generate dates that follow the most recent RFCs'
>recommendations against using timezone abbreviations in headers.
>Apparently ZOO 2.1 can't understand that format.

I'll look into adding this for the next release. Maybe we can even get a full implementation of gettz() added to the GNU library. bammi?

>A more serious problem, though, is that I can't get ZOO 2.1 to extract
>from an older ZOO archive using the x// or -restore commands. I get
>bus errors every time. That made it sort of hard to get thelake back
>on the air yesterday after a hard drive swap. This is distressing, since
>I've always been in the pro-ZOO, anti-LHARC camp.

I'd appreciate it if you could send me a small sample archive that has this problem. I just made a couple sample archives (though not very large) with ZOO 2.01e using -backup and then restored them using ZOO 2.1 and didn't have any problems.

--

Bill Shroka
bjsjr@NCoast.ORG
uunet!usenet.INS.CWRU.Edu!ncoast!bjsjr

1762. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 23:39:16 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug5.163916.141@esvax.hamavnet.com>
Source record: 229932
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: decwrl!elroy.jpl.nasa.gov!sdd.hp.com!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

Sometimes I wonder if it's all worth it; then I look at a bare desktop
8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

1763. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-05 23:59:53 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug5.185953.232@ducvax.auburn.edu>
Source record: 229940
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: noc.sura.net!europa.asd.contel.com!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
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Bob Pegram

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or
...!uvm-gen!pegram

1764. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 00:15:15 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug6.001516.16574@montagar.lonestar.org>
Source record: 229812
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: mic!convex!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

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Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

1765. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 00:31:56 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug5.193156.105@ucbeh.san.uc.edu>
Source record: 229930
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path:
ucunix.san.uc.edu!att!pacbell.com!iggy.GW.Vitalink.COM!widener!ukma!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
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Bob Pegram

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...!uvm-gen!pegram

1766. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 00:40:36 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug5.184036.859@mac.cc.macalstr.edu>
Source record: 229934
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: noc.MR.NET!msi.umn.edu!news.cs.indiana.edu!sdd.hp.com!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

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Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

1767. Re: Turbo-C

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 01:26:21 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Aug5.202622.1607@doug.cae.wisc.edu>
Source record: 229939

In article <11784@m.maus.de> Martin_Gaeckler@m.maus.de (Martin Gaeckler) writes:
>
>gaudreau @ east.sun.com am Mo, 29.07.91 17:06 in ATARI.ENG
>
>>=PureC is an improved version of TurboC 2.0 - they have improved compiling
>>=speed and and the help system, and a new assembler (68000-68040) is
>>=included. As an owner of TurboC2.0 ('Profi-Pack' - incl. Source-Level
>>=debugger etc.), the update would cost me 150.- DM - I think that's pretty
>>=much money for the minor improvements I would get :-(
>>
>>Could you provide more information on what the update involves/costs/etc.
>
>The Most important improvements of Turbo C to Pure C:
>- Debugger will run in all resolutions tha provide at least a 80 * 25 char-
> acter screen.
>- It will able to debug DAs.
>- There will be a new assembler with 68040-, NewLibraryFormat- and Debugger-
> Support.
>- The IDE provides a better HELP-function. You will find a symbol definition
> very fast.
>
>>Is there English documentation [yet] !?!?!?!?
>
>There will be no english documentation. Borland did not allow to translate
>the docs.
>
>>Thanx for any help.
>Hope this helps.
>
>Greetings
>
>Martin

No English Docs? That sucks. Why? Oh well, don't tell me.

I think most people already know why.

--Greg

1768. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 01:32:28 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug5.213228.11846@umiami.ir.miami.edu>
Source record: 229946
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: news.miami.edu!mthvax!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

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Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

1769. Dialog Boxes

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 01:51:43 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Aug6.015143.20026@lsuc.on.ca>
Source record: 229950

This afternoon I was working on a program and I left it with
a problem that I can't get out of my head, so I thought I'd post
a question about it.

I've been writing a program with a full GEM menu system for
the first time and I've gotten all the calls that I need to open
a VDI workstation and a window. Before I did this I tested the
menu system at the desktop level and the main menu system worked
fine. Dialogue boxes would open and close and disappear, but
anything printed under the dialogue box would disappear when it
closed. Now that I have a new VDI workstation and window openning
up the dialogue boxes don't disappear after they're closed.
So far I haven't seen anything in the manuals that would account
for this (the Lattice C manuals I've been talking about that is).

As far as I can tell there are two possible solutions.
The first is that maybe the GEM system is losing track of the
pointers to the screen RAM or any buffers where the material
under the dialogue boxes might be stored. The only command
possibility I saw that might help was something to do with setting
the "TOP". I think it was "wind_set()". The only other thing
I was thinking was maybe GEM isn't designed to store the material
under the dialogue boxes at all. That would mean that I'd have
to write my own store and retrieve routines. That doesn't make
sense. Is that what all these GEM programs have been doing?
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

1770. Looking for a good PD D&D Character maintainer with GEM interface...

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 03:04:49 UTC
From: rcte2p@menudo.uh.edu
Message-ID: <1991Aug6.030449.13108@menudo.uh.edu>
Source record: 229947

I am looking for source to a good D&D character/DM maintainance utility.
I once got one called "DM Helper" but it didn't support monochrome and
it was customized too much (need to be able to customize it myself for
use with the 2nd book, etc). I am ready to write one myself if I have
to but I would rather just adapt one that is already out there to my
specific needs...

Thanks.

Paul Sears

--
* Paul Sears * Technology *** |"The greater an individual's power
* The University of Houston *** | over others, the greater the evil that
* RCTE2P@Jetson.uh.edu * * * | might possibly originate with him."
* RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

1771. Abacus Internals WANTED

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 03:54:50 UTC
From: es2a+@andrew.cmu.edu
Message-ID: <IcbVq_a00Vp_0X8pJF@andrew.cmu.edu>
Source record: 229945

If anyone out there has a copy of Abacus' Atari ST Internals book
for sale, I'd be interested in buying it. Any readable condition is
acceptable. Please e-mail me details like price and condition.

Thanks in advance.

-Eric Stuyvesant
es2a+@andrew.cmu.edu || es2a%andrew@CMCCVB || JNET%"es2a%andrew@CMCCVB"
al782@cleveland.Freenet.Edu || {uunet,harvard}!andrew.cmu.edu!es2a
"To hate is to study, to study is to understand, to understand is to
appreciate, to appreciate is to love." -John A. Wheeler
Go MEMS!

1772. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 04:13:46 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug6.001347.11817@rcf.rsmas.miami.edu>
Source record: 229805
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: news.miami.edu!mthvax!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

Sometimes I wonder if it's all worth it; then I look at a bare desktop
8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

1773. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 04:40:40 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug6.004040.11818@rcf.rsmas.miami.edu>
Source record: 229806
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: news.miami.edu!mthvax!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

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Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

1774. MINIX/TT

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 07:31:10 UTC
From: meulenbr@cst.prl.philips.nl
Message-ID: <meulenbr.681463870@cstw18>
Source record: 229814
Cross-posted to: comp.os.minix,comp.sys.atari.st

Hi,

Since mentioning MINIX/TT several people asked about its state and
availability. Well, here are some of the answers on the frequently
answered questions.

1) Does MINIX/TT exist?
Yes, from a certain point of view it is. I have it running on my
system. However it is not yet finished.
2) Have parts of MINIX/TT been posted to the net.
No. I don't consider it "good enough"
3) Is there another way to get a copy?
Mmm. Depends. If you can live with the current version and you have
MINIX/ST we can arrange that I send you some diffs to this version.
As a return favour I'd like to hear from you how you are going with
it. Do not ask for a copy if you do not feel competent to hack the
kernel. Also please give me some motivation what you want to do with
the stuff. Remember that every request I have to deal with costs
some time, which cannot be used for further developments of MINIX/TT
Also please describe your hardware.
4) What is the current state of MINIX/TT
It works. That is, every MINIX/ST program runs on it.
It supports external asci hard disks, and probably one serial
port (I still have to convert from 25 pin cables to 9 pin cables).
I suppose the printer will also work, but I don't have a parallel
printer to test this out.
5) What needs to be done?
Quite a lot:
- support fast ram (there is some code, but it need to be polished)
- support the real time clock
- make use of the mmu and remove the shadowing code
- support the internal hard disk (scsi port)
- support the additional rs232 ports
- clean up stvdu and the font stuff to deal with the TT resolutions.
6) When will this be finished?
No idea. Hopefully somewhere this autumn. remeber this is an
evening job, and that my time is rather limited.

Hope this informs you all a little.

PS: something unrelated: if you read to here, you probably own a TT.
If so, and if you know/have a nice demo which demonstrates the TT
capabilities (e.g. a nice graphic or sound demo), please mail me
a copy. Thanks.

--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

1775. ATARI MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 08:03:00 UTC
From: wieninge@sulu.uni-passau.de
Message-ID: <1991Aug6.080300.5725@forwiss.uni-passau.de>
Source record: 229803

Hello out there,

yesterday my ATARI dealer, received new MEGA STE's. We tested them, but all stayed the same. Again flipping screen and problems in low resolution. :-(
So what to do now?
Sending the machine back to ATARI, will not make it better, cause obviously the new machines have the same mistakes. Atari claims, that there are no problems. A few weeks ago, I posted an article, questioning if anyone has a completely working MEGA STE. Nobody sent a response.
So, my question to you and ATARI,
what can we do with the MEGA STE's?

Bye Christian.

1776. PureC-Debugger (was: Re: Turbo-C)

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 08:28:32 UTC
From: mlkaaden@faui09.informatik.uni-erlangen.de
Message-ID: <mlkaaden.681467312@faui09>
Source record: 229804

Martin_Gaeckler@m.maus.de (Martin Gaeckler) writes:

>The Most important improvements of Turbo C to Pure C:
>- Debugger will run in all resolutions tha provide at least a 80 * 25 char-
> acter screen.
Just a moment: You must be kidding! Again, no debugging of programs using
ST-low-res? Oh no!

[stuff deleted]

>Martin

Disappointed,
Michael

--
Michael Kaaden mlkaaden@faui09.informatik.uni-erlangen.de
Computer Science Student "For every problem there is one solution
Rettystr. 20 which is simple, neat, and wrong."
W-8500 Nuernberg 30, Germany H. L. Mencken
--

1777. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 09:04:39 UTC
From: "** Sender Unknown **"
Message-ID: <1266.289e2de7@vger.nsu.edu>
Source record: 229811
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

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I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path:
uvaarpa!haven.umd.edu!ames!think.com!zaphod.mps.ohio-state.edu!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

Sometimes I wonder if it's all worth it; then I look at a bare desktop
8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

1778. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 10:15:50 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug6.061550.13478@pbs.org>
Source record: 229807
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
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Oh yeah, moral of this story, when debugging a NeoDesk
Path: uupsi!psinntp!iggy.GW.Vitalink.COM!widener!ukma!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
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pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

1779. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 11:16:14 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Aug6.111614.627@crash.cts.com>
Source record: 229818

In-Reply-To: message from ggreenbe@rodan.acs.syr.edu

at the same time can you run the apple 2 emulator on the mac on specture(2
in a amac?)

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1780. Re: Plea for help <-- dead 1040!

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 11:16:18 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Aug6.111618.695@crash.cts.com>
Source record: 229820

In-Reply-To: message from thaanuj@prism.cs.orst.edu

sounds like the atari 800 cart needed to be opened and cleaned the contacts
to me!!

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1781. Re: PC-Ditto I -vs- SoftPC

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 11:16:24 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Aug6.111624.769@crash.cts.com>
Source record: 229819

In-Reply-To: message from grahamt@syma.sussex.ac.uk

has anyone else noticed that on the net the atari fellows like mr.Prat and company answer technical questions but on why they sit on products and any policy they stay quiet.just maybe they don't dare really find out how we all feel.if they were in touch with the atari community maybe they would catch on !!what a concept!!!!!

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1782. lynx

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 11:16:30 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Aug6.111630.842@crash.cts.com>
Source record: 229821

```
where are all the new softs people!!!
----
ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil
```

1783. Re: DTP for music ?

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 11:21:51 UTC
From: marc@sequoia.cray.com
Message-ID: <062151.12549@timbuk.cray.com>
Source record: 229809

In article <2894@m1.cs.man.ac.uk>, pjj@cs.man.ac.uk (Pete Jinks) writes:
> Does anyone know of any packages (preferably PD/shareware/cheap, but anything
> is better than nothing) that can be used to create a music score (maybe with
> words) and print it?
> Ease of use (initial input, modification) and the ability to cope with
> long and/or complicated scores (e.g. multiple parts) would be important.
>
> Thanks in advance for any help you can give.

There are two packages for TeX - mtex and musictex - which allow you to typeset
music and lyrics in a TeX environment. You can get TeX for the ST from atari.
archive, and the packages probably from ymir.claremont.edu.

Cheers,

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

1784. Re: <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 11:37:33 UTC
From: marc@sequoia.cray.com
Message-ID: <063733.12794@timbuk.cray.com>
Source record: 229810
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug6.004040.11818@rcf.rsmas.miami.edu>, ** Sender Unknown ** writes:
>
> When I recently upgraded my NeoDesk to patch 3.02, I
> I seem to recall a discussion of the problem of finding an
> If Atari ever wants to rerelease WUP, it has a lot to do. Fix
> Oh yeah, moral of this story, when debugging a NeoDesk
> Path: news.miami.edu!mthvax!wupost!uunet!kira!news
> From: pegram@kira.UUCP (Robert B. Pegram)
> Subject: Word Up 3.0 and the PATH
> Message-ID: <1991Aug5.201253.22070@uvm.edu>
> Sender: news@uvm.edu
> Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
> Date: Mon, 5 Aug 91 15:12:53 CDT
> Lines: 8
>
> Sometimes I wonder if it's all worth it; then I look at a bare desktop
> 8-).
>
> Bob Pegram
>
> pegram@{griffin,kira,sadye,newton}.uvm.edu
> or
> ...!uvm-gen!pegram

BOB! STOP!!!

1785. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 12:41:11 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug6.124112.9055@janus.usq.edu.au>
Source record: 229948
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: bunyip.cc.uq.oz.au!munnari.oz.au!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

Sometimes I wonder if it's all worth it; then I look at a bare desktop
8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

1786. Re: Laser C source level debugger

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 14:02:38 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b9q0se@jonh.wimsey.bc.ca>
Source record: 229825

In <3216@cod.NOSC.MIL>, Mike Healy writes:
>Does anybody have Megamax's current phone number and mail address?

Last time I called it was 1-(214)-699-7400

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

1787. Maxtor in TT

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 14:18:25 UTC
From: univwa@sbuvax.rz.uni-sb.de
Message-ID: <12296@sbsvax.cs.uni-sb.de>
Source record: 229815
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi there!

I need some harddisk help:

I want to change my built-in Seagate ST157N-1 and to replace it
with my new Maxtor LXT 213 SY. My machine is an Atari TT030/6
with TOS 3.01, diskdriver AHDI 4.0.

I got only one data sheet with the disk, it says (in german):

Jumpersetting:
...
Jumper 5 (PIN 9,10) activates the Parity (cannot be switched off)
Jumper 4 (PIN 7,8) chooses the spin power option

Questions:
1. I know that the ICD Host Adaptor (often used to connect the
ST 157N-1 with a Mega ST) is not able to drive a SCSI disk without
paritity. This is an information from ICD Germany.

Will the host adaptor in the TT (bought 11/91) be able to drive
my new 210 MB disk?

2. What does Jumper 4 mean???

Thank for your replies, i won't install the new disk before!

BTW: Does somebody know how to connect the ST157N-1 with my Megafile 44?
I want to install it in the same case, are there any built in frames to
hold the disk?

Thanks Bernhard


```
*****************************************************************************
* *
* Dipl.Ing. Bernhard Stumpf | | | *
* / ___ / University of the Saarland | | | *
* /----. /__. -/- D-6600 Saarbruecken | | | *
* /____/ ___/ /_. / | \ *
* phone : ++49-681-302-41.43 / | \ *
* e-mail: bestu@sbuvax.rz.uni-sb.de / | \ *
* *
*****************************************************************************
```

1788. Re: <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 14:27:34 UTC
From: lchd_ltd@uhura.cc.rochester.edu
Message-ID: <1991Aug6.142734.10109@galileo.cc.rochester.edu>
Source record: 229813
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1266.289e2de7@vger.nsu.edu> ** Sender Unknown ** writes:
>
> When I recently upgraded my NeoDesk to patch 3.02, I
> I seem to recall a discussion of the problem of finding an
> If Atari ever wants to rerelease WUP, it has a lot to do. Fix
> Oh yeah, moral of this story, when debugging a NeoDesk
>Path:
uvaarpa!haven.umd.edu!ames!think.com!zaphod.mps.ohio-state.edu!wupost!uunet!kira!news
>From: pegram@kira.UUCP (Robert B. Pegram)
>Subject: Word Up 3.0 and the PATH
>Message-ID: <1991Aug5.201253.22070@uvm.edu>
>Sender: news@uvm.edu
>Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
>Date: Mon, 5 Aug 91 20:12:53 GMT
>Lines: 8
>
>Sometimes I wonder if it's all worth it; then I look at a bare desktop
>8-).
>
>Bob Pegram
>
>pegram@{griffin,kira,sadye,newton}.uvm.edu
> or
>...!uvm-gen!pegram

BOB!!!ENOUGH!!!CALM DOWN!!!

1789. Re: <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 15:21:28 UTC
From: kurto@cc.usu.edu
Message-ID: <1991Aug6.092129.48651@cc.usu.edu>
Source record: 229816
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug6.142734.10109@galileo.cc.rochester.edu>,
lchd_ltd@uhura.cc.rochester.edu (----* Ho Ling Cherd *----) writes:
> In article <1266.289e2de7@vger.nsu.edu> ** Sender Unknown ** writes:
>
> BOB!!!ENOUGH!!!CALM DOWN!!!

Guys, I don't think Bob keeps posting this. I would guess a mailer/news
posting problem. So lets not take it out on Bob, OK? Talk to your news
manager and see if you can figure out how to kill it (like sending out
cancelation notices? or maybe something else.)

Kurt Olsen
kurto@cc.usu.edu

1790. Re: <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 15:27:57 UTC
From: kurto@cc.usu.edu
Message-ID: <1991Aug6.092758.48652@cc.usu.edu>
Source record: 229817
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug6.092129.48651@cc.usu.edu>, kurto@cc.usu.edu writes:
> In article <1991Aug6.142734.10109@galileo.cc.rochester.edu>,
lchd_ltd@uhura.cc.rochester.edu (----* Ho Ling Cherd *----) writes:
>> In article <1266.289e2de7@vger.nsu.edu> ** Sender Unknown ** writes:
>>
[Stuff about being nice, blah, blah, blah]
>
> Kurt Olsen
> kurto@cc.usu.edu

Look at the message. It has two paths, I think that Bob's message somehow
got slapped on top of, but not completely covering someone elses message.
Also check your message ID's for the various message of subject <None>, they
are all different. So you might want to place something in your kill
files to temporarily wipe these suckers out. Then once they've been expired
from the net, we can remove those from our kill files. What to put in the
kill file, I don't know, any suggestions? Or any other ideas about getting
rid of these messages?

Kurt Olsen
kurto@cc.usu.edu

PS - Bob, I'm not trying to get you "black-listed" (ie. stuck in everyones kill
files), but these do need to be taken care of, somehow.

1791. Re: Dialog Boxes

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 16:22:58 UTC
From: ZVM055@DMSWWU1C.BITNET
Message-ID: <91218.172642ZVM055@DMSWWU1C.BITNET>
Source record: 229822

In article <1991Aug6.015143.20026@lsuc.on.ca>, jimomura@lsuc.on.ca (Jim Omura) says:
>Dialogue boxes would open and close and disappear, but
>anything printed under the dialogue box would disappear when it
>closed. Now that I have a new VDI workstation and window openning
>up the dialogue boxes don't disappear after they're closed.
>So far I haven't seen anything in the manuals that would account
>for this (the Lattice C manuals I've been talking about that is).
When you have reserved the area under the box using form_dial() and give this area back after closing the box, the GEM will send a redraw message to the former owner of this area. If it was the desktop, the the owner is GEM and it draws the background over all which was there to hide the box.
If there was a window, the owning application has to redraw it for GEM does not save anything exept under dropdown-menues and alert-boxes.

Ulrich

+---------------+----------------------------+-----------+
| Ulrich Kuehn | Internet: | no MOTD |
| Stud.Math.Inf | kuehn@math.uni-muenster.de | found yet |
+---------------+----------------------------+-----------+

1792. Re: PC-Ditto I -vs- SoftPC

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 16:29:03 UTC
From: millert@anchor.colorado.edu
Message-ID: <1991Aug6.162903.18395@colorado.edu>
Source record: 229823

In article <1991Aug6.111624.769@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>In-Reply-To: message from grahamt@syma.sussex.ac.uk
>
>has anyone else noticed that on the net the atari fellows like mr.Prat and
>company answer technical questions but on why they sit on products and any
>policy they stay quiet.just maybe they don't dare really find out how we
>all feel.if they were in touch with the atari community maybe they would
>catch on !!what a concept!!!!!

Could it be that they are programmers and not PR types? Yeah, that's the ticket
Lets not lose a great source of (technical) information by alienating A. Pratt
and Ken B. Remember, they don't get paid to answer questions on the net.

- todd
--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

1793. nothing in particular

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 16:46:00 UTC
From: jeffy@lewhoosh.umd.edu
Message-ID: <9251@umd5.umd.edu>
Source record: 229824

Oh dear, chuckie@pro-odyssey seems to have shown up again. This time he drools, amongst rationalizations for wanting to pirate software:

>has anyone else noticed that on the net the atari fellows like mr.Prat and
>company answer technical questions but on why they sit on products and any
>policy they stay quiet.just maybe they don't dare really find out how we
>all feel.

Or maybe it has something to do that Alan Pratt, who does most of the posting from Atari, works in the R&D *technical* side of Atari and has nothing to do with decisions about how longs products are witheld and various other business decisions. What a concept!

Jeff

--
Jeffrey C. Burka	"At night they're seen
	Laughing, loving,
jeffy@lewhoosh.umd.edu	They know the way to be happy" --KaTe

1794. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 17:50:41 UTC
From: bill@mwca.UUCP
Message-ID: <1896@mwca.UUCP>
Source record: 229830

In article <1991Aug5.124752.6807@csv.viccol.edu.au> gjocc@csv.viccol.edu.au writes:
> I noticed with interest the release of the CDTV from Commodore.
> ...I have seen magazine articles on computer games in development for the
> CDTV, that sound very impressive.
> Commodore seem to be pushing this multi-media hype stuff pretty hard,
> if it catches on I could be persuaded to by a CDTV for the mega games
> that will be available.

Before you run out and buy a CDTV please wait for CD-I (Compact Disc Interactive). CD-I, the next generation of CD player (developed by Philips, Sony, and Matsushita) will play current audio CDs as well as mega-games and full-motion video (roughly VHS quality). Probably advantages over CDTV are that the nine largest consumer electronics firms in the world will be producing CD-I players, so the software support should be tremendous. Availability is slated for October in Europe, probably a few months later in the US (but I could be wrong either way).

> It seems to me that a STE with CD-ROM and the right software could
> perform similar functions.

CD-I players are based on the 68340 chip, a derivative of the 68020, and CD-RTOS, a specialized version of OS-9. Since the STE (or TT) can both run OS-9, it wouldn't be too much of a stretch for either machine to be CD-I compatible, though it might take some additional hardware (on a VME card?) to support the full motion video.

--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

1795. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 18:28:21 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug6.132822.307@actew.oz.au>
Source record: 229801
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: sserve!manuel!munnari.oz.au!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

Sometimes I wonder if it's all worth it; then I look at a bare desktop
8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

1796. Re: PC-Ditto I -vs- SoftPC

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 18:54:25 UTC
From: parsons@b.ee.engr.uky.edu
Message-ID: <1991Aug6.185425.6719@ms.uky.edu>
Source record: 229826

In article <1991Aug6.111624.769@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>In-Reply-To: message from grahamt@syma.sussex.ac.uk
>
>has anyone else noticed that on the net the atari fellows like mr.Prat and
>company answer technical questions but on why they sit on products and any
>policy they stay quiet.just maybe they don't dare really find out how we
>all feel.if they were in touch with the atari community maybe they would
>catch on !!what a concept!!!!!
>----

Considering that they give a hell of a lot better input to
this newsgroup than you have, you shouldn't criticize. However,
the answer to your question could be:

1) Because they are not in charge of releasing products
2) Because they aren't allowed to release policy information
3) Because it's not their job. (See number one).
4) Because they hate YOU.

I suppose it would be silly of me to tell you to get a spell-checker.

--
parsons@b.ee.engr.uky.edu
Born with a steering wheel in my hand, and lead in my feet!
The small furry one... Rat
All statements belong to someone, who I'm not quite sure.....

1797. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 19:19:00 UTC
From: "** Sender Unknown **"
Message-ID: <18927.289ef624@windy.dsir.govt.nz>
Source record: 229808
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: comp.vuw.ac.nz!munnari.oz.au!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

Sometimes I wonder if it's all worth it; then I look at a bare desktop
8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

1798. Re: PC-Ditto I -vs- SoftPC

Newsgroup: comp.sys.atari.st
Date: 1991-08-06 22:19:48 UTC
From: david10@garfield.cs.mun.ca
Message-ID: <1991Aug6.221948.2111@garfield.cs.mun.ca>
Source record: 229828

In article <1991Aug6.111624.769@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>In-Reply-To: message from grahamt@syma.sussex.ac.uk
>
>has anyone else noticed that on the net the atari fellows like mr.Prat and
>company answer technical questions but on why they sit on products and any
>policy they stay quiet.just maybe they don't dare really find out how we
>all feel.if they were in touch with the atari community maybe they would
>catch on !!what a concept!!!!!

Maybe it's because they are technical personnel (i.e programmers) and not in marketing? If the marketing personnel were on Usenet, would you ask them technical questions about hardware and/or software? Chances are, they wouldn't know the answers anymore than Mr. Pratt et al know about Atari's marketing strategies (if they have one :-)).

Now, if Bob Brodie could get Usenet access . . .

Dave C

>----
>ProLine: chuckie@pro-odyssey
>Internet: chuckie@pro-odyssey.cts.com
>UUCP: crash!pro-odyssey!chuckie
>ARPA: crash!pro-odyssey!chuckie@nosc.mil

--
Dave Churchill DoD #266 CS Undergrad
david10@garfield.cs.mun.ca Memorial University of Newfoundland
ar473@freenet.cleveland.edu St. John's, Nfld. Canada
"I'm always sober enough to know when I'm drunk." - Andy Capp

1799. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 00:10:33 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <8159@tekgen.BV.TEK.COM>
Source record: 229831

In article <1896@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>
>Before you run out and buy a CDTV please wait for CD-I (Compact Disc
>Interactive). CD-I, the next generation of CD player (developed by
>Philips, Sony, and Matsushita) will play current audio CDs as well as
>mega-games and full-motion video (roughly VHS quality). Probably
>advantages over CDTV are that the nine largest consumer electronics firms
>in the world will be producing CD-I players, so the software support should
>be tremendous. Availability is slated for October in Europe, probably a few
>months later in the US (but I could be wrong either way).
>

Before you hold your breath for the introduction of CD-I, consider that
Phillips has been promising it's imminent introduction for the last three
years. Sound like any company we know? Nah.... :-)

Bob Luneski boblu@tekgen.BV.TEK.COM Genie: B.LUNESKI1

The opinions expressed herein are my own and in no way reflect the
opinions of Tektronix, Inc.

1800. Re: lynx

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 01:51:47 UTC
From: jjung@aludra.usc.edu
Message-ID: <18808@chaph.usc.edu>
Source record: 229829

In article <1991Aug6.111630.842@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>where are all the new softs people!!!

Go read rec.games.video to stay informed on Lynx news. In the meantime, you can run out and buy NINJA GAIDEN, BLOCKOUT, WARBIRDS, and FIDELITY ULTIMATE CHESS CHALLENGE if you want to play games.

--R.J.
B-)

P.S. Either that, or drop me a line.

////////////////////////////////////|\\
Send whatevers to jjung@nunki.usc.edu | If it has pixels, I'm for it.
-------------------------------------+------------------------------Lynx up!
"If it moves, shoot it. If it doesn't move, shoot it anyway."

1801. Re: Abacus Internals WANTED

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 02:56:04 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Aug7.025604.4336@lsuc.on.ca>
Source record: 229827

In article <IcbVq_a00Vp_0X8pJF@andrew.cmu.edu> es2a+@andrew.cmu.edu (Eric Stuyvesant) writes:
>
> If anyone out there has a copy of Abacus' Atari ST Internals book
>for sale, I'd be interested in buying it. Any readable condition is
>acceptable. Please e-mail me details like price and condition.

There aren't many good books on programming left buyable for
the Atari ST series computers. The only source for printed information
seems to be Atari (the "official" developers docs). It sure would
be nice if some of the more capable programmers would get together
and put out another new set of books.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

1802. Clearing space on a hard disk

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 03:28:45 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Aug7.032845.6889@rodan.acs.syr.edu>
Source record: 229832

Is there some way to erase the data on a hard disk that is not
part of a program or document? In other words, if my hard
disk has 678K free, is there some way to make that 678K worth
of space totally free of any info whatsoever?
Thanks.
Gerry
ggreenbe@rodan.acs.syr.edu

1803. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 08:03:08 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Aug7090308@ghiggins.hpl.hp.com>
Source record: 229835

Both UK ST mags (STUser & STFormat) are reporting AtariUK's intentions to make available a CD-I peripheral for the ST/TT (one mag reports the spec). They warn the drooling reader that purchase availability is likely to be early/mid-92 with a guestimated price tag of 400 pounds sterling.

Let's hope that Atari's marketing management make a better job of CD-I than they did with CD-ROM.

Graham
======

Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554

Disclaimer: My opinions above are exactly that, mine and opinions.

1804. CPX's and XCONTROL (was Re: Help!)

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 10:07:57 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Aug7120757@orion.laas.fr>
Source record: 229833

You are absolutely right Steve, but the CPX documentation is *only*
available to *certain* developers. Not us!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

1805. BBS-software wanted

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 12:01:02 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <LAHTINEN.91Aug7140102@gideon.gideon.fmi.fi>
Source record: 229834

ST Club Finland has a multi-line BBS running on an Mega ST 4 and
the software is Michtron BBS v3.0. We are quite satisfied with the
software, but it can not be run on a TT. As there is more users
on-line the Mega ST is running out of power.

So does anyone know a BBS-software running on TT and/or other
multi-line BBS-software?

--
* *

Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi or
Finnish Meteorological Institute kimmo@field.fi
Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

1806. Re: Which archiver ? (Was: use

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 12:47:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <5500@hh.maus.de>
Source record: 229769

ue>LHa 2.00 for about a month, the current version is 2.01b. I'll post it
ue>to comp.binaries.atari.st, if I manage to find that printout of "Welcome to
ue>comp.sys.atari.st" here in this chaos named flat. ;-)

Stop it! The 2.01c is out!

Thomas Quester * Lampenland 9 * 2050 Hamburg 80

Der kleine Mann braucht keinen Krieg. Er stirbt auch von alleine.
(Net)

1807. Warning: Two versions of Zoo 2.1

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 12:49:50 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Aug7144950@orion.laas.fr>
Source record: 229836
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

There seem to be two versions of zoo 2.1 available for the Atari ST.
Before zoo21bin.zoo came available from the binaries newsgroup, I
recovered from atari.archive the following:

-rw-rw-r-- 1 1401 327325 Jul 14 23:14 zooV21.zoo

This latter version seems to have trouble with the recent postings:
lynxlib2.zoo and sokobin2.zoo.

Any comments?
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

1808. Re: Warning: Two versions of Zoo 2.1

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 13:45:30 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.91Aug7154530@ruunfs.fys.ruu.nl>
Source record: 229841
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> There seem to be two versions of zoo 2.1 available for the Atari ST.
> Before zoo21bin.zoo came available from the binaries newsgroup, I
> recovered from atari.archive the following:

> -rw-rw-r-- 1 1401 327325 Jul 14 23:14 zooV21.zoo

> This latter version seems to have trouble with the recent postings:
> lynxlib2.zoo and sokobin2.zoo.

Could you post which and where is the version of zoo2.1 which works
well? I'm not sure anymore which one I had.
--
Peter Mutsaers email: muts@fys.ruu.nl
Rijksuniversiteit Utrecht muts@fysap.fys.ruu.nl
Princetonplein 5 tel: (+31)-(0)30-533880
3584 CG Utrecht, Nederland

1809. Re: Clearing space on a hard disk

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 14:12:28 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991Aug7.141228.2788@cs.yale.edu>
Source record: 229837

In article <1991Aug7.032845.6889@rodan.acs.syr.edu>
ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>Is there some way to erase the data on a hard disk that is not
>part of a program or document? In other words, if my hard
>disk has 678K free, is there some way to make that 678K worth
>of space totally free of any info whatsoever?

Why do you want to do this? For security purposes?

The easiest way is to write a program that opens a file and keeps writing some filler character to it (say, 0xe5) until the partition fills up. This will cause every sector on the disk to be used, except for those that are marked in the FAT as "bad" or "in-use" (and except also for a few at the end of the partition that, because of a bug in Gemdos, are never used). Then close the file and delete it. To make this reasonably efficient, you should set up a large buffer in memory, fill it with the filler character, and then write out the whole buffer at once.

I can think of one possible problem with this approach. Sometimes a disk becomes corrupted and contains blocks that are marked "in-use" in the FAT but are not a part of any current files. (This will happen, for example, if a directory entry gets clobbered.) The above procedure would not erase those blocks. You would first need to use a disk analyzer to locate and free them.

If you are dealing with really sensitive data, just writing over it might not be enough. I am told that sometimes the old data can be recovered off of magnetic media by use of special equipment, since writing the new data does not completely obliterate the old. (This is a bit like erasing something written in pencil and then writing something new on top. A faint shadow of the original writing remains.)

Maybe the Double Click people would be interested in producing such a program in the "program-of-the-week" series.

```
================================================
| Michael Fischer <fischer-michael@cs.yale.edu> |
================================================
```

```
--
================================================
| Michael Fischer <fischer-michael@cs.yale.edu> |
================================================
```

1810. Anonymous FTP of The Vault in Europe

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 14:44:45 UTC
From: fischer-robert@CS.YALE.EDU
Message-ID: <1991Aug7.144445.3006@cs.yale.edu>
Source record: 229838

are available via ftp in europe under anonymous account by the
University of Koeln/Germany. The numeric ftp-adress is

134.95.64.1

and the files are

~/atari/harddisk/key.zoo (29007 bytes) and
~/atari/harddisk/vltbin.zoo (99880 bytes) .

Thanks to:

"Axel Wagner, Inst.f.Kernphysik, Uni Mainz"
<WAGNER@vkpmza.kph.uni-mainz.de>

for putting it there.

--- Bob
--
| Robert Fischer |
| Arpanet: <fischer-robert@cs.yale.edu> |

1811. PI3 --> .MAC

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 15:00:00 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Aug7.150000.2584@oz.plymouth.edu>
Source record: 229701

Hey folks,

I'm looking for a way to convert High Res Degas pictures to
Mac Paint format. I know that pic switch 6 will go from Mac Paint to
Degas so I assume the reverse is possible. Anyone have the program to do
it? Either an FTP site or a .UUE file sent through E-mail would be great.

Thanks,

Stephan

--
\/\/\/

1812. Calamus Outline ETC.

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 15:06:03 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Aug7.150603.24106@magnus.acs.ohio-state.edu>
Source record: 229839

I have heard of a program (maybe called DIDOT ART?) that may convert from PostScript or other formats into Calamus Outline .OL or .CVG format. Could someone please send me an address and/or telephone number for where I could get this program?

Thank You!!

|| || || - David Butler (dhbutler@magnus.acs.ohio-state.edu)
|| || ||
|| || || H H RRRR [High Resolution DTP]
|| || || HHHH R R [1996 Summit St. Apt. B]
|| || || H High RRRR [Columbus, Ohio 43201]
||| || ||| R Resolution [voice: (614)-297-7967]
|||| || |||| R R
- Desktop Publishing

-(Just a little plug for my company)-
--

1813. DIDOT ART?

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 15:10:37 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Aug7.151037.24165@magnus.acs.ohio-state.edu>
Source record: 229840

Somehow I managed to get 2 Signature files in my last message which may screw things up, so here is my question again: I am looking for a program which is called (I think) Didot Art. If anyone can give me infor for it I would really appreciate it.

Thank You!

(sorry if this becomes a double-post)

```
|| || || - David Butler (dhbutler@magnus.acs.ohio-state.edu)
|| || ||
|| || || H H RRRR [ High Resolution DTP ]
|| || || HHHH R R [ 1996 Summit St. Apt. B ]
|| || || H High RRRR [ Columbus, Ohio 43201 ]
||| || ||| R Resolution [ voice: (614)-297-7967 ]
|||| || |||| R R
- Desktop Publishing
```

-(Just a little plug for my company)-

1814. Re: Turbo-C

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 16:35:55 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <kmiB71w164w@ersys.edmonton.ab.ca>
Source record: 229843

Martin_Gaeckler@m.maus.de (Martin Gaeckler) writes:

>
> gaudreau @ east.sun.com am Mo, 29.07.91 17:06 in ATARI.ENG
>
> >=PureC is an improved version of TurboC 2.0 - they have improved compiling
> >=speed and and the help system, and a new assembler (68000-68040) is
> >=included. As an owner of TurboC2.0 ('Profi-Pack' - incl. Source-Level
> >=debugger etc.), the update would cost me 150.- DM - I think that's pretty
> >=much money for the minor improvements I would get :-(
> >
> >Could you provide more information on what the update involves/costs/etc.
>
> The Most important improvements of Turbo C to Pure C:
> - Debugger will run in all resolutions tha provide at least a 80 * 25 char-
> acter screen.
> - It will able to debug DAs.
> - There will be a new assembler with 68040-, NewLibraryFormat- and Debugger-
> Support.
> - The IDE provides a better HELP-function. You will find a symbol definition
> very fast.
>
> >Is there English documentation [yet] !?!?!?!?
>
> There will be no english documentation. Borland did not allow to translate
> the docs.
>
> >Thanx for any help.
> Hope this helps.
>
> Greetings
>
> Martin

Now that Pure C (aka Turbo C 2.0) is no longer being distributed by
Borland, what will it take for the new distributers to convert the
documentation into English? I would imagine that since Borland no longer
has any rights to Turbo C, there should be no contractual problems with
converting the documentation into English.

Greg Granger

< InterNet: ggranger@ersys.edmonton.ab.ca > "Gimme the strongest
< FoReMNet: Greg Granger @ 532 or Dark Knight @ 595 > thing you've got."
< Mail Adr: 5906-188 St. Edmonton, AB Canada T6M-2A9 >

< Phone : +1 403 481-0803 or +1 403 481-5110 > - Lt. Frank Drebin

1815. Re: Turbo-C

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 17:01:22 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <7681@eastapps.East.Sun.COM>
Source record: 229842

```
Martin_Gaeckler@m.maus.de (Martin Gaeckler) writes:
=gaudreau @ east.sun.com am Mo, 29.07.91 17:06 in ATARI.ENG
=>Could you provide more information on what the update involves/costs/etc.
=
=The Most important improvements of Turbo C to Pure C:
=- Debugger will run in all resolutions tha provide at least a 80 * 25 char-
= acter screen.
=- It will able to debug DAs.
=- There will be a new assembler with 68040-, NewLibraryFormat- and Debugger-
= Support.
=- The IDE provides a better HELP-function. You will find a symbol definition
= very fast.
=
=>Is there English documentation [yet] !?!?!?!?
=
=There will be no english documentation. Borland did not allow to translate
=the docs.

Gee, don't they like the Atari world? Guess not.

How about an English help guide? Installation, usage, etc. Doesn't have
to be based on the original docs at all. In fact, I'm sure a few
speakers of English/German could get together to market this...

One can always hope.

Thanx for the info.

Joe
-=-
```

1816. mac fonts in gem/signum format

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 17:11:50 UTC
From: kiwi@iis.ethz.ch
Message-ID: <1991Aug7.171150.25149@bernina.ethz.ch>
Source record: 229848

hi atari-hackers,
i search the original mac-font in gem or signum format.
can you help me with a ftp address or ... anything else.

bye rene

1817. Atari sound chip

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 18:09:00 UTC
From: egoldberg@nssdca.gsfc.nasa.gov
Message-ID: <7AUG199113095691@nssdca.gsfc.nasa.gov>
Source record: 229846

Hello, on a local Atari BBS, a certain user has been talking
about the "new" sound in either the STe or TT, and explaining how you
can get infinite voices and about some $1 sound cartridge.

Being an ST owner who flew the coop 4 years ago, none of this
seems logical, although I've heard that the STe has 2 voice stereo
sound in addition to the analog chip.

Can someone here who is familiar with the details explain all
of this to me (i.e. is this person right, full of, uh, commodore
hardware, etc) Thanks!

"Great Pride Shall Earn Equal Humiliation" - Mercedes Lackey
The whatever this will be appended to was gronked by Eli Goldberg's hands
(EGoldberg.gsfc.nasa.gov)
The National Space Society says, "NSS members do it in orbit!"

1818. PC Mouse on an ST

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 19:03:34 UTC
From: mreiss@ncrcam.CambridgeOH.NCR.COM
Message-ID: <666@ncrcam.CambridgeOH.NCR.COM>
Source record: 229844

I know, this has been discussed before. Problem is I didn't think I was interested then and now I find I am.

What I want to know is how can I connect a PC Mouse to an Atari ST. Can someone send me the diagram to do this? Also, the PC Mice that I have the easiest access to are async devices. Can I connect these to an Atari? I seem to remember that you can, but I am not sure. I hope so. Can someone tell me how?

Since this has been around before, please respond via e-mail.

mike
--

Michael A. Reiss |
| mike
USENET = Mike.Reiss@CambridgeOH.NCR.COM |

1819. .gem to .img conversion question

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 20:37:17 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <1991Aug7.203717.6382@cs.yale.edu>
Source record: 229845

Does anyone know of a program to convert .gem files (produced by Easydraw) to .img files (which can be included in a TeX document using dviprint from the "showdvi" package)?

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

1820. HiSoft

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 20:50:23 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <1991Aug7.205102.27984@news.cs.indiana.edu>
Source record: 229847

Can someone send me an address for HiSoft in England (or a US address if they have one)? Does anyone know of a better place to obtain the latest version of Personal Pascal?

1821. Re: .gem to .img conversion question (other ways)

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 21:55:16 UTC
From: timothyg@ncsa.uiuc.edu
Message-ID: <1991Aug7.215516.13773@ux1.cso.uiuc.edu>
Source record: 229703

In article <1991Aug7.203717.6382@cs.yale.edu> fischer-michael@CS.YALE.EDU (Michael Fischer) writes:
>
>Does anyone know of a program to convert .gem files (produced by
>Easydraw) to .img files (which can be included in a TeX document
>using dviprint from the "showdvi" package)?

I don't know about the .gem to .img conversion, but if you can't find such a program, there is another (better?) way to do this.

Convert the .gem file to PostScript with mfps. Include the graphic in a TeX document using dvips. Print the resulting postscript file using GhostScript. All of the needed software is on atari.archive.

The nice thing about this method is that the graphic resolution is limited only by the printer (300dpi for a deskjet). Isn't an .img file limited to the ST screen resolution (80dpi)? Also, once you have the image in postscript form, you can scale it, rotate it, twist it, stretch it, etc., without loosing resolution or introducing graininess (is this a word?).

Also, GhostScript can convert .ps files to bitmapped images in .ppm format. I am told that there are utilities for converting from .ppm format to other standard bitmap formats.

-Tim Gallivan
timothyg@ncsa.uiuc.edu

1822. TOS (GEM) file selector windows

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 22:32:50 UTC
From: azog@world.std.com
Message-ID: <1991Aug7.223250.25322@world.std.com>
Source record: 229708

Ive got a 2 floppy drive, no hard drive ST system, and TOS 1.0
and want to ask a general question about the file selector window
of TOS...

When a file selector window pops up, at the top is listed the path.
I change the path to the other drive (say B:/) and press the OK
button, but the window closes without giving me a file list. Is
this a bug or a feature of TOS 1.0? If so, is it fixed in later
releases?

I ask because I use a MIDI software package that is copy protected :-(
and in the future I would like to get a hard drive. I can run the
executable off the floppy fine, no problem with me. But I would like
to store my sequences, etc, on the hard drive. But the above solution
would not work. Seems that you can only open a file thru the file
selector window that is on the same drive. Yes no maybe?

Thanx

+--------------------------+---+
| Billy D'Augustine | I beg to differ! |
| azog@world.std.com | -- Prong -- |
+--------------------------+---+

1823. Re: Atari in Concert

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 22:58:01 UTC
From: elrond@frmug.fr.mugnet.org
Message-ID: <1991Aug7.225801.9810@frmug.fr.mugnet.org>
Source record: 229714

In article <14217@uhccux.uhcc.Hawaii.Edu>, kiki@uhunix1.uhcc.Hawaii.Edu (Jack W. Wine) writes:
> In article <1991Jul17.215833.26186@frmug.fr.mugnet.org> elrond@frmug.fr.mugnet.org (Bertrand Petit) writes:
> >In article <1991Jul15.220055.12391@nntp.hut.fi>, s37837k@saha.hut.fi (Jari Lehto) writes:
> >> I just happened to see the Jean-Michel Jarre's Paris-La Defense concert from
> >> TV. Atari France was one of the main sponsors for the concert and there were
> >> several Atari Mega 2/4 machines on the stage.
> >>
> >> The best PR Atari has done in long time... If someone noticed the machines.
> >
> > Yes I have noticed the computers but only on the video version. While
> >sitting on the bridge in front of La Defense i have seen nothing on the
> >scene. I have also seen 5 pages in the magazine edited by Atari France on
> >the installation used by Jarre during the show.
> >
> > Poor music but great multimedia show!
>
>
> Speaking of media shows, were there any Atari ads in conjunction with the
> Tour de France? The cyclists are attired like colorful billboards and
> it would have been a great promotion for Atari France; the Tour becomes of
> intense focus for three weeks and 2000 miles of travel thru pretty Spanish,
> Italian and French countryside.
>

I have not seen any Atari advertisment during the Tour de France.
Because i'm completely out of intereset for tv sport competition i can have
missed it. By the way it would be surprising if Atari get involved in a team
of any type. They never advertise their products in france, Atari is only
know by the early press informations and by arabian telephone (is it a good
expression in english).

--
Bertrand Petit	Signature is under construction
alias	
>Elrond le demi-Elfe<	Be sure to wear your helmet

1824. SC1224 for sale

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 22:59:46 UTC
From: coteb@woods.ulowell.edu
Message-ID: <1991Aug7.175946.1@woods.ulowell.edu>
Source record: 229706

For sale: Atari SC1224 color monitor. One of the older models I think. It is in good condition but hasn't been used in about 6 months and I don't have the CPU anymore. I am selling it for $160 plus shipping. Reply here or call (508)683-5348 after 6pm EST. Thankk you.

1825. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 23:13:26 UTC
From: "** Sender Unknown **"
Message-ID: <19.28a07e96@spacm1.spac.spc.com>
Source record: 229728
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: elroy.jpl.nasa.gov!sdd.hp.com!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

Sometimes I wonder if it's all worth it; then I look at a bare desktop
8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

1826. Re: what I think about GEM

Newsgroup: comp.sys.atari.st
Date: 1991-08-07 23:25:00 UTC
From: Martin_Gaeckler@m.maus.de
Message-ID: <11893@m.maus.de>
Source record: 229753

>Yea, but even so, its still rather clumsy. Think about the work needed to
>copy a file from your floppy to the hard drive. The above is needed, because
>(usually), you cant open a window onto the floppy. You could create a
>folder called Floppy, and use Preferences to set path to A:, but thats
>still awfully clumsy. And why press a keyboard key when using a mouse?
>Isnt that the point of a GUI? Windows may be prettier than GEM, but
>its _real_ easy to get things done, IMHO

No, i'm sorry you are wrong. Coping a file from a floppy disk to the hard
disk is the same procedure as you would do with the GEM-Desktop. But If You
want to copy a file to an empty disk you can't open a window of that disk,
therefore, you have to drag the file to the disk icon of your floppy disk.
Then you can open a window.

Martin

1827. Re: Warning: Two versions of Zoo 2.1

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 00:17:56 UTC
From: rosenkra@convex.com
Message-ID: <1991Aug08.001756.21842@convex.com>
Source record: 229711
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <RALPH.91Aug7144950@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>There seem to be two versions of zoo 2.1 available for the Atari ST.
>Before zoo21bin.zoo came available from the binaries newsgroup, I
>recovered from atari.archive the following:

here we go again. now zoo is going to be ruined like lharc was. i suggest
that all those people who care to dabble with zoo 2.1 (and intend to post
it) get together and organize. there should be one version, not 10.

since there was a quasi-official version posted by our esteemed moderator,
i suggest at least initially, that we limit ourselves to that version
ALONE for posting zoo'd archives of any form (well, 2.01 is ok, too). i
hate to speak for steve, but it would not be a bad idea to either post
here your intentions for working on zoo or drop steve a line and let him
summarize who is doing what. if i had the time, i'd volunteer to coordinate
the zoo effort, but i don't. besides i'd rather work on more interesting
applications (like nroff 2.0 which i just started). i can live with slow/
big archives, as long as i can unpack them :-(

and it would not be a bad idea to contact rahul dhesi as well once we have
a working, optimized version and let him #ifdef atarist into the official
distribution.

if you do work on zoo, do NOT change the algorithm and do NOT change the
file format. optimize the heck out of it and even improve the interface
but do NOT do anything which would render archives unarchivable by the
"standard" release.

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1828. Default Font specs....

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 00:27:00 UTC
From: Hayo_Schmidt@hh.maus.de
Message-ID: <5486@hh.maus.de>
Source record: 229733

Charles Henry Medley cmedley @ wam.umd.edu wrote:

>I have a program that fixes its own resource file(s) up.

> I've tried using vqt_attributes, but this fails under MultiDesk, since
> that program has everything set up for a 6x6 font. vqt_fontinfo seems
> to be a potential winner, but it sounds like it won't be consistent on a
> system with GDOS installed (I don't know for sure).

The font returned by vqt_attributes (right after v_opnvwk) _is_ the default
font. If MultiDesk changes the default font, FORMAT IT!
There is no need to use Line A variables in this case.
BUT - the default font IS NOT RESPONSIBLE for resources. To fix up resources,
use the AES call graf_handle. The first two parameters return the width and the
height of the char box (in mono 8 and 16). This is the valid height of the
characters in AES dialogs.
The GEM-TOS may work practically (but illegally) with different sizes of the
default font, the AES font and the console font at the same time.

Greetings,
Hayo Schmidt (Hamburg/Germany)

1829. Re: HiSoft

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 01:03:42 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug08.010342.2547@actrix.gen.nz>
Source record: 229849

In article <1991Aug7.205102.27984@news.cs.indiana.edu> pwp@iuvax.cs.indiana.edu (Paul Purdom) writes:
> Can someone send me an address for HiSoft in England (or a US address if
> they have one)? Does anyone know of a better place to obtain the latest
> version of Personal Pascal?

Was this the OSS Pascal, ? well that went to ICD...but correct me
if I am wrong..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1830. Re: Dialog Boxes

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 01:15:46 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Aug8.011546.2457@lsuc.on.ca>
Source record: 229704

In article <91218.172642ZVM055@DMSWWU1C.BITNET> ZVM055@DMSWWU1C.BITNET (U.Kuehn) writes:
>In article <1991Aug6.015143.20026@lsuc.on.ca>, jimomura@lsuc.on.ca (Jim Omura)
>says:
>>Dialogue boxes would open and close and disappear, but
>>anything printed under the dialogue box would disappear when it
>>closed. Now that I have a new VDI workstation and window openning
>>up the dialogue boxes don't disappear after they're closed.
>>So far I haven't seen anything in the manuals that would account
>>for this (the Lattice C manuals I've been talking about that is).
>When you have reserved the area under the box using form_dial() and give this
>area back after closing the box, the GEM will send a redraw message to the
>former owner of this area. If it was the desktop, the the owner is GEM and it
>draws the background over all which was there to hide the box.
>If there was a window, the owning application has to redraw it for GEM does
>not save anything exept under dropdown-menues and alert-boxes.
>
Many thanks to all who replied! I've decided to try to use
the 'vro_cpfm()' blitter call to save and restore the material
under the dialog boxes. So far, it's crashing. I'll be looking
at it again tomorrow. If I can't figure out why it's crashing
I'll post it.

One thing I'm curious about right now: Is there any reason
to open the "physical workstation" if you aren't going to be using
GDOS calls? I haven't found anything in the Lattice C docs telling
me when and where you use 'v_opnwk()' as opposed to 'v_opnvwk()'
except that you can *only* use 'v_opnwk()' if GDOS is present.
But everything I've done (except the 'vro_cpyfm() call) has been
working so far without my using 'v_opnwk()' at all.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

1831. Re: TOS (GEM) file selector windows

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 01:16:47 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug08.011647.3033@actrix.gen.nz>
Source record: 229850

In article <1991Aug7.223250.25322@world.std.com> azog@world.std.com (azog-thoth) writes:
>
>
> Ive got a 2 floppy drive, no hard drive ST system, and TOS 1.0
> and want to ask a general question about the file selector window
> of TOS...
>
> When a file selector window pops up, at the top is listed the path.
> I change the path to the other drive (say B:/) and press the OK
^ ^^
*** Change this to (say B:\) and click on the
*** top selector window bar.. ***

> button, but the window closes without giving me a file list. Is
> this a bug or a feature of TOS 1.0? If so, is it fixed in later
> releases?
>
> +---------------------------+---+
> | Billy D'Augustine | I beg to differ! |
> | azog@world.std.com | -- Prong -- |
> +---------------------------+---+

Yes go get TOS 1.4, I now have it and wondered how I lived with
out it before.

Yes there are now drive selector buttons for drives up to 'P'..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1832. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 01:24:55 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Aug8.012455.2607@lsuc.on.ca>
Source record: 229705

In article <8159@tekgen.BV.TEK.COM> boblu@tekgen.BV.TEK.COM (Robert Luneski) writes:
>In article <1896@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>>
>>Before you run out and buy a CDTV please wait for CD-I (Compact Disc
>>Interactive). CD-I, the next generation of CD player (developed by
>>Philips, Sony, and Matsushita) will play current audio CDs as well as
>>mega-games and full-motion video (roughly VHS quality). Probably
>>advantages over CDTV are that the nine largest consumer electronics firms
>>in the world will be producing CD-I players, so the software support should
>>be tremendous. Availability is slated for October in Europe, probably a few
>>months later in the US (but I could be wrong either way).
>>
>
>Before you hold your breath for the introduction of CD-I, consider that
>Phillips has been promising it's imminent introduction for the last three
>years. Sound like any company we know? Nah.... :-)

Actually, you're somewhat wrong about that. Philips *didn't*
promise it's "imminent introduction for the last three years." Quite
to the contrary, in the early days they specifically said it was
going to take time and if you look back at the announcements and
discussions, CD-I is fairly well "on time." Furthermore, you can
as far as I know get actual CD-I development systems right now.

There are a lot of myths and misunderstandings about CD-I.
Maybe someday I'll say more, but right now I'm burned out. I did
read today that Nintendo is going to back CD-I. Strange world.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

1833. sozbonobon and vdi

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 01:30:23 UTC
From: JOKHC@CUNYVM.BITNET
Message-ID: <91219.213023JOKHC@CUNYVM.BITNET>
Source record: 229702
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

since sozobon doesn't support such funtions as v_openvwk, graf_handle, and
appl_exit, is there anywhere I can get a library of gem functions compatible
with it.

****
* JOSHUA KRONENGOLD<JOKHC@CUNYVM.BITNET> *
* <JOKHC@CUNYVM.CUNY.EDU> *
* "Oh Lord, what fools these mortals be!" *
* Robin Goodfellow *
* "Never underestimate man's potential for stupidity *
* Woodrow Wilson Smith *
****

1834. PRODIGY and PC-Ditto

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 03:39:59 UTC
From: feather@vuse.vanderbilt.edu
Message-ID: <1991Aug8.033959.3410@vuse.vanderbilt.edu>
Source record: 229707

A friend of mine gave me a PRODIGY starter kit as a wedding gift.
I have an original copy of PC-Ditto and tried to run the Install program.
Everything seemed to go fine during the installation. I have no hard disk
only one 3.5 and one 5.25 external.
The boot disk made by the install program had "data errors" when I
tried to run the PRODIGY file written by Install. This was with the
installation on the 3.5 disk. Several attempts, same results.
Next, I reconfigured PC-Ditto to use the external 5.25 drive as
drive A. For this option, I had to use a 3.5 disk as disk B and format
it to 360K. (PRODIGY knows I have an A and B drive and wants to use both.)
After Install ran, the PRODIGY program executed fine from the
5.25 drive util it tried to get files from drive B, the 3.5. Again "data
error."
The drive has always worked great and has never given a problem while
used either for Atari or IBM. Any suggestions? Is there a later version
of PC-Ditto that can be configured for only one drive, external, 5.25 ?
My version always tries to use the internal drive, either as drive A for a
single drive system, or as A or B for a dual drive system.
I think the software would work if I could only install one drive, the
5.25 . All of the files written to that disk are fine.

Thanks,
Dave

Reply either to News or feather@vuse.vanderbilt.edu

--

David V. Feather Email: feather@vuse.vanderbilt.edu

1835. Re: CPX's and XCONTROL (was Re: Help!)

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 05:44:03 UTC
From: cmedley@wam.umd.edu
Message-ID: <1991Aug8.054403.503@wam.umd.edu>
Source record: 229710

In article <RALPH.91Aug7120757@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>You are absolutely right Steve, but the CPX documentation is *only*
>available to *certain* developers. Not us!

Here in Washington, D.C., I think almost every ST BBS has the "Developer" docs for XCONTROL in a plain ASCII file. I'm a registered developer and I never got the docs, at least not until I logged on to a local BBS.

As an aside, I've also seen an ST emulator for the Amiga floating around. I've seen it work, but the only application that has been tried on it (that I've seen) is DEGAS Elite, and it doesn't save or color cycle. This file isn't very big (about 200+ k uncompressed), and it almost ran the copy protected game "Superman", which is scary. I'm wondering if anyone knows if this is a legal emulator or not, since it has got to have portions of TOS in it...

1836. Re: Dialog Boxes

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 05:54:57 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3231@cod.NOSC.MIL>
Source record: 229743

Let me quote from my Laser C (version 1.01) docs (and probably start a new flame thread):

"The GEM desktop program opens a workstation for the screen using raster coordinates. GEM can only have one workstation open for a particular device at a time, and since the desktop program is always run before user applications, there is no way for an application program to open a workstation on the ST. It can however [sic] open a virtual workstation that inherits the device specific information from the currently open workstation."

Laser C version 1.01 manual, p. 307

1837. Re: TOS (GEM) file selector windows

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 06:01:06 UTC
From: steve@thelake.mn.org
Message-ID: <A136517384@thelake.mn.org>
Source record: 229715

[In article <1991Aug7.223250.25322@world.std.com>,
azog@world.std.com (azog-thoth) writes ...]

> When a file selector window pops up, at the top is listed the path.
> I change the path to the other drive (say B:/) and press the OK
> button, but the window closes without giving me a file list. Is
> this a bug or a feature of TOS 1.0? If so, is it fixed in later
> releases?

It's a feature.

Clicking on OK (or hitting RETURN or ENTER) means that you're done.

To change drives on TOS 1.0 file selector, move the cursor to the
path field and change the file mask to reflect the drive you want
in this format:

B:\FOLDER\FILENAME.EXT
Note that you should use backslashes, nor forward slashes.

Then click on the bar at the top of the little window in which the
filenames are displayed. This will prompt TOS to re-read the
directory using the mask you provided. Because of what appears to
be a bug in TOS 1.0, the mask will be wiped out and replaced with
the wildcard *.*, but you'll still get the drive you want.

Click on OK only after you've selected a file.

There are a couple of other solutions you should know about:

-- Third-party file selector replacements, such as Universal Item
Selector and Little Green File Selector. These hook into the system
and replace the standard file selector, providing lots of enhancements
including push-buttons to change drives. UIS III includes quite
a few file-handling functions as well, so you can copy files, etc.,
from the inside of any GEM application.

-- TOS 1.4 provides an enhanced file selector with push-buttons for
changing drives. It's not as slick as UIS III, but it's much better
than the 1.0 file selector. Since you're getting a hard drive, TOS 1.4
is a good idea anyway.

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org

1838. Re: sozbonobon and vdi

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 06:10:48 UTC
From: steve@thelake.mn.org
Message-ID: <A156768008@thelake.mn.org>
Source record: 229716
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[In article <91219.213023JOKHC@CUNYVM.BITNET>,
JOKHC@CUNYVM.BITNET (Joshua Kronengold) writes ...]

> since sozobon doesn't support such funtions as v_openvwk, graf_handle, and
> appl_exit, is there anywhere I can get a library of gem functions compatible
> with it.

Sure. That's what GEMFAST is for. GEMFAST 1.5 binaries and sources are
at atari.archive.umich.edu. Just include the appropriate libraries on
the command line when you run the compiler, i.e.:

cc -o program.prg program.c aesfast vdifast

GEMFAST 1.6 is included with a new ``Heat and Serve'' self-installing
Sozobon C package from Ian Lepore. I've been testing Ian's package for
a few weeks. It includes some bugfixes in GEMFAST, but the most significant
changes involve the ability to run Sozobon from the GEM Desktop or another
graphical shell. I'm running the new Sozobon C 1.30i directly from Gemini
by double-clicking on makefiles, and it works like a charm.

I'm going to ask Mike Dorman to upload it to a.a., since he's at an
Internet site and I'm stuck with UUCP and a 1200bps modem. (Really!)

Here is a summary of the changes I've noticed from the last official
release:

* A very polished GEM-based installation program creates the appropriate
directories and installs all the programs, header files, documentation,
etc., on your system.

* A GEM environment setter program is included so that global information
can be made available to the compiler components (and other programs, for
that matter) without requiring the use of a command shell.

* CC, the compiler driver program, supports a number of added switches:
-v[1][2][3][4] Numbers now cause cc to pass the -v flag to components.
-r <file> specifies an alternate runtime startup module.
-h holds the screen with a Hit any key... prompt before exit.

* HCC supports ANSI-style concatenation of adjacent string literals, and
there is no limit to the total length of a string assembled by the
concatenations. (ANSI-style concatenation means that if two strings are
separated only by white space, they are logically joined together as if
they were a single string literal.)

* HCC allows C++ comments (// delimits a comment).

* HCC fully supports void* pointers as a generic pointer type that does not generate a type mismatch warning. (This is especially welcome for the ob_spec field of an OBJECT.)

* Include files may be nested to any depth (former limit was 8).

* JAS, the assembler, no longer accepts C-style comments and comments set off by asterisks. (Stars in column 1 still delimit a comment, but semicolons are required to add comments to the end of a line of asm code.)

* JAS processes full ANSI escape sequences within string constants.

* JAS runs 50-100% faster than the original Sozobon version, by Ian's account.

* TOP, the optimizer, is more powerful. Ian has added several dozen new peephole sequences the he says shorten code sequences commonly found in GEM programming, such as access to an element in an array of structures via pointer and index into the array.

* The BUFSIZE environment variable can instruct HCC, TOP and JAS to use large i/o buffers for faster compilation if you have enough memory.

* MAKE is replaced by an enhanced version of a public-domain 'make' utility that is much more powerful. It works with a MAKE.INI file that you can tailor to your environment.

* DLIBS has been modified with several fixed routines, including the XARGS support routines, lmemcpy and bzero functions, and Ian's hand-coded assembler string library functions. (The bugfixes appear to be the same ones that are included in most commonly circulated versions of dlibs. I don't think the argument parser has been upgraded to support the ARGV standard.)

* DSTART.O is supplemented by alternate startup files (apstart.o and minstart.o) for creating GEM applications and desk accessories.

* GEMFAST 1.6 bindings for GEM functions are included.

* Some rarely encountered bugs are documented in detail.

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org

1839. Re: HiSoft

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 06:24:23 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <LAHTINEN.91Aug8082423@gideon.gideon.fmi.fi>
Source record: 229709

In article <1991Aug7.205102.27984@news.cs.indiana.edu> pwp@iuvax.cs.indiana.edu (Paul Purdom) writes:

Can someone send me an address for HiSoft in England (or a US address if they have one)? Does anyone know of a better place to obtain the latest version of Personal Pascal?

Personal Pascal is in now product of ICD. The current version is 2.05. The address is:

ICD Inc.,
1220 Rock Street,
Rockford, IL 61101-1437
U.S.A.

tel: (815) 968-2228
fax: (815) 968-6888

BBS: (815) 968-2229

I hope this helps.

(I am in no connection with ICD, just a customer)
--
* *

Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi or
Finnish Meteorological Institute kimmo@field.fi
Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

1840. TT and Genlock

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 06:36:36 UTC
From: meulenbr@cst.prl.philips.nl
Message-ID: <meulenbr.681633396@cstw18>
Source record: 229719

Hi,

What I would like to do, is to record TT images onto my VCR.
I'm not very familiar with this subject, but I'm told I need something
like "genlock" to achieve this.
Now I've read somewhere that the TT should support this one way or
another (by grounding a pin of the monitor plug and supplying a sync
signal on another pin, sorry, forgot which pins exactly).
However, as I see it my TT only delivers RGB signals whereas my VCR
needs CVBS. Is there perhaps an easy way to convert RGB signals to
CVBS? Can I use the CVBS sync as input for the TT?
Or doesn't the VCR provide a sync when recording, but should I supply
a sync signal to both VCR and TT??

Thanks for the info.
Frans.
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

1841. TT demos and sound samples wanted

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 06:42:26 UTC
From: meulenbr@cst.prl.philips.nl
Message-ID: <meulenbr.681633746@cstw18>
Source record: 229717

Hi,

Since I now have my TT for a few weeks I was wondering if there aren't any neat demo's floating around for the TT. I looked in the binaries archive and on terminator, but there seemed to be no TT specific stuff, which exploits the TT graphical and computational capabilities. Does anyone have a nice demo for me (or a pointer to where I can find one). Note that I do not have ftp access.

Also I would be interested in a few sound files. I've found quite a number of players in the binaries group, but no sound files to go along with it. Of course I mean sound files for the STe/TT DMA sound subsystem, not .snd files for the TT.

Thanks,
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

1842. TT problems?

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 06:46:24 UTC
From: meulenbr@cst.prl.philips.nl
Message-ID: <meulenbr.681633984@cstw18>
Source record: 229718

Hi,

I do have a few things with my TT, of which I want to know if they are
real problems, or if I'm expecting too much from my systems.
The problems are:
1) I see vertical bars, spaced something like every 16 pixels on my
screen. The bars are a little darker line with adjacent a little
lighter line. They are best visible on the desktop when it has a
homogeneous background. It can be seen best by modifying the desktop
color to homegene gray. It seems to be some kind of echo mechanism
since the bars do also appear left of the desktop (in the white
area beside the desktop), but are missing at the very right of the
desktop. Also at the left side of a window or icon the closest two
bars are not visible over the height of the window or icon.
The effect is barely visible with a dithered desktop.
Don't expect this is normal.
Did anyone have similar experiences?
2) When I go to the sound setup menu, and I turn up the bass a little
(with maximum volume). and I press on the figure with the headphone,
the sound I get is pretty distorted. Not only from the internal
speaker but also on my amplifier connected to the TT.
Is this normal and am I pushing the system beyond its limits, or is
this related to the STe problems reported before in this group?
Lowering the volume lets the problem go away.
Also when I click on the headphone figure with the mouse, I can hear a
click on the speaker. For the time being I assume that this is just
a switch-on problem. If you think it isn't, or if your TT doesn't do
so, let me know.
3) The screen (PTC 1426) is a little bit blurred whenever it is all
white (for instance when rebooting). Also there seems to be some
interference with the floppy drive.
I was not used to this, since neither my SM125 nor my sun monitor on
the work does have this.
Furhtermore while the system is on the upper line (that is, the line
between the black area on top, and the desktop) slowly becomes
shorter (so the line is partly black, and partly desktop color, say
green. The first part is black, but this shortens slowly, at the
favor of the green part at the end which gets longer.
According to my dealer this is normal, and part of this is caused
because the PTC 1426 has no internal shielding.
Does anyone have other experiences??

Despite these problems I'm very content with my TT.
It's a great system, and I'm still discovering new capabilities.

--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

1843. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 07:50:35 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3579@odin.cs.hw.ac.uk>
Source record: 229731

In article <GJH.91Aug7090308@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:
>Let's hope that Atari's marketing management make a better job of CD-I than
>they did with CD-ROM.

I just read in this months ST Luser that Atari UK's marketing manager, Peter Staddon, has just quit. Bearing in mind the massive TV advertising campaign that he *DIDN'T* do and the plethora of double page ST/TT ads in PCW that *NEVER* happened, he will not be missed IMHO.

When will Atari get their finger out?

In the same purile rag, there is mention that Atari are to provide TOS 2.x as 512K ROM upgrade for all machines including STFM's. They do not say who their 'sources' are but it wasn't Atari. I view this piece of reporting as pure nonsense since we know that the Mega STE ROM is 256K and will take TOS 2.x (Lars has done it!) but the STFM has only 192K of ROM address space. Upgrading an STFM would involve some serious hacking to the machine, including a new GLUE chip, and I doubt that Atari are going to do that.

The new Luser hasn't changed much. It's still as gaudy and as game orientated as ever. Maybe it is the best ST mag in the UK but it's still crap.

When will ST User get their finger out?

>Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
>Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
>Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
>Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
>Tel: +44 272 799910 x24014 Fax: +44 272 790554

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "Without milk or sugar." - "Or tea." !
+---+

1844. Re: TOS (GEM) file selector windows

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 08:47:26 UTC
From: marc@sequoia.cray.com
Message-ID: <034726.3213@timbuk.cray.com>
Source record: 229720

In article <A136517384@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
> [...stuff deleted...]
>
> Then click on the bar at the top of the little window in which the
> filenames are displayed. This will prompt TOS to re-read the
> directory using the mask you provided. Because of what appears to
> be a bug in TOS 1.0, the mask will be wiped out and replaced with
> the wildcard *.*, but you'll still get the drive you want.
>
> [...more stuff deleted...]

If you click in the part of the dialog showing the file names, rather than the
`title' bar, then the filename mask isn't wiped by TOS. I think this helps if
there is actually a file of the type you are looking for in the directory you
have chosen.

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

1845. bridge for Atari

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 09:38:24 UTC
From: lucassen@tnosoes.izf.tno.nl
Message-ID: <1640@tnosoes.izf.tno.nl>
Source record: 229721
Cross-posted to: comp.sys.atari.st,comp.sources.wanted

Hi you out there,

I wonder if there exists a bridge program (the card game) for the Atari ST. I know of a bridge program that runs on MSDOS, which of course can be emulated on the Atari, but hey, this is for my mother in law.... She'd appreciate any help.

Thanks in advance,

Marcel Lucassen
TNO Institute for Perception Phone: +31 34 63 562 11
P.O. Box 23 Fax: +31 34 63 539 77
3769 ZG Soesterberg e-mail: lucassen@izf.tno.nl
The Netherlands

1846. Re: TOS (GEM) file selector windows

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 11:09:52 UTC
From: jansteen@cwi.nl
Message-ID: <jansteen.681649792@piring.cwi.nl>
Source record: 229723

steve@thelake.mn.org (Steve Yelvington) writes:

>[In article <1991Aug7.223250.25322@world.std.com>,
> azog@world.std.com (azog-thoth) writes ...]

> > When a file selector window pops up, at the top is listed the path.
> > I change the path to the other drive (say B:/) and press the OK
> > button, but the window closes without giving me a file list. Is
> > this a bug or a feature of TOS 1.0? If so, is it fixed in later
> > releases?

>It's a feature.

[stuff deleted...]

I also have a question concerning the file selector. I already posted this
question to comp.sys.atari.st.tech two weeks ago but got no response.

I noticed that when giving a relative path to the file selector
of the Atari STe it's impossible to do more "cd .."'s (using the close
box of the window) than the directory where the relative path started.
This has to do with the way the system figures out the parent directory.

An example to illustrate what I mean:

```
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-= sample.c =-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
#include <stdio.h>
#include <string.h>
#include <aes.h>

#define PATHLENGTH (64+1)
#define FILELENGTH (12+1)

main()
{
char path[PATHLENGTH+FILELENGTH];
char file[FILELENGTH];
int button;

(void) sprintf(path, "%s\\%s", ".\\MISC", "*.C");
(void) strcpy(file, "FILE.C");

exit(fsel_input(path, file, &button));
}
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-= sample.c =-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
```

This will result in the file selector showing:

Directory: .\MISC*.C
Selection: FILE.C

When applying the "cd .." button of the file selector it will show:

Directory: .*.C
Selection: ________.___

So, it seems that the system code performs the "cd .." command
by stripping *one* directory from the current path. However,
the used algorithm doesn't make sense in this case.

My question:

Should one only supply full pathnames to the file selector,
or should the described behaviour be considered a bug?

Three notes:

1. The used algorithm (stripping instead of executing "cd ..") does
make sense for file systems which support symbolic links. So, it
is not necessarily a bad algorithm to use. Subject of discussion
is the *way* the system strips.

2. The current working directory of the test application was below
the root of the file system.

3. The above program might perform differently on older TOS systems.

Jan van der Steen

--
-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
Kruislaan 413, 1098 SJ Amsterdam, The Netherlands

--
-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
Kruislaan 413, 1098 SJ Amsterdam, The Netherlands

1847. TOS 1.4 with Neodesk 3, or TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 11:25:49 UTC
From: stratton@computing-maths.cardiff.ac.uk
Message-ID: <1991Aug8.112549.26058@cm.cf.ac.uk>
Source record: 229722

The subject almost says it - should I get TOS 1.4 now (Ihave TOS 1.0)
and use with Neodesk 3, or should I wait for TOS 2.0 to come out, and
buy it instead. I have a 6 ROM Atari STM (1985 model), with 2.5 Mbyte memory
and a 20 Mbyte Supra hard disk.

Please mail to me, and I will summarise to the net.

Thanks in advance,
Andy.Stratton.

1848. Re: Warning: Two versions of Zoo 2.1

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 13:27:25 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <2125@richsun.cpg.trs.reuter.com>
Source record: 229724
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <MUTS.91Aug7154530@ruunfs.fys.ruu.nl> muts@fysap.fys.ruu.nl (Peter Mutsaers) writes:
>
> > There seem to be two versions of zoo 2.1 available for the Atari ST.
> > Before zoo21bin.zoo came available from the binaries newsgroup, I
> > recovered from atari.archive the following:
> > -rw-rw-r-- 1 1401 327325 Jul 14 23:14 zooV21.zoo
> > This latter version seems to have trouble with the recent postings:
> > lynxlib2.zoo and sokobin2.zoo.
>
>Could you post which and where is the version of zoo2.1 which works
>well? I'm not sure anymore which one I had.

I also cannot un-zoo the above files. I've not been able to find zoo 2.1. Can anyone post this to comp.binaries.atari.st? I guess there is souece available also?

CUL,
Chuck

1849. Re: .gem to .img conversion question (other ways)

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 14:00:35 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Aug8.140035.1941@magnus.acs.ohio-state.edu>
Source record: 229725

No, .IMG files can be ANY resolution, and are great for DTP. I am very interested in a program that can convert between .PS or .EPS and bit-mapped formats (both ways). If anyone knows some ST or Mac software that does this, please let me know. I need one that converts from .PS or .EPS to Calamus .CVG or .OL VERY BADLY, does anyone know about a product that does this!?

|| || || - David Butler (dhbutler@magnus.acs.ohio-state.edu)
|| || ||
|| || || H H RRRR [High Resolution DTP]
|| || || HHHH R R [1996 Summit St. Apt. B]
|| || || H High RRRR [Columbus, Ohio 43201]
||| || ||| R Resolution [voice: (614)-297-7967]
|||| || |||| R R
- Desktop Publishing

-[For ST consulting in]- -(Just a little plug for my company)-
-[the Columbus Ohio]-
-[area, call (9:00]-
-[5:00 mon-fri),]-
-[(614)-297-7967]-

1850. Re: TOS (GEM) file selector windows [FSEL wrapper source code]

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 14:18:51 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Aug8.141851.6114@wam.umd.edu>
Source record: 229726
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <jansteen.681649792@piring.cwi.nl> jansteen@cwi.nl (Jan van der Steen) writes:
>
>I noticed that when giving a relative path to the file selector
>of the Atari STe it's impossible to do more "cd .."'s (using the close
>box of the window) than the directory where the relative path started.
>This has to do with the way the system figures out the parent directory.
> [...]
>So, it seems that the system code performs the "cd .." command
>by stripping *one* directory from the current path. However,
>the used algorithm doesn't make sense in this case.
> [...]
> Should one only supply full pathnames to the file selector,
> or should the described behaviour be considered a bug?

It does this on TOS 1.4, too. Sure seems like a bug to me. The only
instance where this is really a problem is when you want to give the
file selector a pathname relative to the current working directory.
Calling fsel_input with ".\\" causes the same problems you describe
since it's a relative pathname. To solve this, I wrote a wrapper for
the file selector that expands an initial . in a pathname to the
complete specification for the current working directory. I.e.,
".\*.c" -> "d:\usr\src\*.c".

The wrapper also puts up a text string prompt. I've included the
C source below. Use it in good health!

Dave Baggett
dmb@wam.umd.edu
------------------------------------------------------------------------------
/*
* Handy File Selector Wrapper
* by Dave Baggett
*
* This routine prompts the user for a filename using the GEM file selector
* and returns a pointer to a complete path specification for the file.
*
* ".\" is expanded to the full pathname of the current working directory
* to work around the GEM file selctor's problems with relative pathnames.
*
* The wrapper puts up a text message in the upper left corner telling the
* user what he/she/it is selecting. The screen is cleared before and after
* file selection.
*
* Remember to write the \'s as \\ in C; e.g., ".\\*.c"
```

```
*
* Example call:
*
* static char path[255] = ".\\*.c", file[14] = "file.c";
* static char filename[255];
*
* filename = file_select(path, file, "SELECT C SOURCE FILE");
* if (filename)
* load_c(filename);
*
* After the call, _filename_ will contain the complete path, e.g.,
* "d:\src\bin\foo.c".
*
* NOTE that the path and file parameters must be static strings (NOT
* literals) because the file_select routine modfies them. This is so that
* the path and file specification will be the same as the user set them
* (with the file selector) in the previous call. A call like
*
* file_select("d:\\foo\\*.c", "myfile", "PICK A FILE");
*
* will NOT work correctly because the path and file parameters are literals.
*
* This source code is in the public domain.
*/
#include <stdio.h>
#include <osbind.h>

static void remove_wildcard();

/*
* Put up a file selector box with prompting text.
*
* A pointer to the selected pathname is returned. If no filename was
* selected (i.e., the user pressed CANCEL), a NULL is returned.
*
* The path and filename strings will be modified.
*/
char *
file_select(path, filename, message)
char *path;
char *filename;
char *message;
{
static char p[255]; /* This MUST be static */
int button;

if (path[0] == '.') {
/*
* Expand current working directory for brain-damaged
* GEM file selector.
*/
```

```
p[0] = (char) Dgetdrv() + 'A';
p[1] = ':';
Dgetpath(&p[2], 0);
strcat(p, &path[1]);
}
else {
strcpy(p, path);
}

/*
* Put info message up
*/
Cconws("\033f\033E");
Cconws(message);
fsel_input(p, filename, &button);

/*
* Clear the screen once the file has been selected
*/
Cconws("\033f\033E");

if (button) {
strcpy(path, p);
remove_wildcard(p);
strcat(p, filename);
return p;
}
else
return NULL;
}

/*
* Remove wildcards at the end of a pathspec returned by fsel_input
*/
static void
remove_wildcard(p)
register char *p;
{
register char *base = p;

/*
* Find terminating null
*/
while (*p) p++;

/*
* Delete characters until either \ or : are reached.
*/
while (p != base) {
if (*p == '\\' || *p == ':')
break;
```

```
*p-- = '\0';
}
}
```

1851. Re: TOS (GEM) ... [FSEL wrapper source code] Minor Correction

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 14:25:47 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Aug8.142547.6295@wam.umd.edu>
Source record: 229727
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <1991Aug8.141851.6114@wam.umd.edu> I stupidly wrote:
>/*
> * Handy File Selector Wrapper
> * by Dave Baggett
> [...]
> * Example call:
> *
> * static char path[255] = ".\\*.c", file[14] = "file.c";
> * static char filename[255];
> [...]

Wouldn't ya know it? A bug in my comments. Get rid of

* static char filename[255];

and replace it with

* char *filename;

and it makes sense.

Sorry, folks.

Dave Baggett
dmb@wam.umd.edu
```

1852. OOPS, Wrong # in Signature File

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 14:45:46 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <9108081445.AA23159@top.magnus.acs.ohio-state.edu>
Source record: 229729

Sorry about this... I just posted a file with my *NEW* signature file stuck at the end. However, I stupidly entered my -Home Phone#- as a consultation number for ST users in the Columbus Ohio area. The number below (left side) is the correct number! Sorry to waste space, but the message was posted world-wide (it was not Columbus specific in content), and I had horrible visions of people calling my house all night with weird and puzzling questions. Note, as long as I have to post this anyway, there is consulting for the ST at the number below, so if you have questions (no questions on games PLEASE), you can call, but not unless you are from the Columbus area since that is the area we service. Again, my appologies (I'll get the hang of this eventually).

```
|| || || - David Butler (dhbutler@magnus.acs.ohio-state.edu)
|| || ||
|| || || H H RRRR [ High Resolution DTP ]
|| || || HHHH R R [ 1996 Summit St. Apt. B ]
|| || || H High RRRR [ Columbus, Ohio 43201 ]
||| || ||| R Resolution [ voice: (614)-297-7967 ]
|||| || |||| R R
- Desktop Publishing

-[ For ST consulting in ]- -(Just a little plug for my company)-
-[ the Columbus Ohio ]-
-[ area, call (9:00 ]-
-[ 5:00 mon-fri), ]-
-[ (614)-292-2919 ]-
```

1853. Re: TOS (GEM) file selector windows

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 14:48:05 UTC
From: hofer@urz.unibas.ch
Message-ID: <1991Aug8.154805.1784@urz.unibas.ch>
Source record: 229730

In article <jansteen.681649792@piring.cwi.nl>, jansteen@cwi.nl (Jan van der Steen) writes:
> I noticed that when giving a relative path to the file selector
> of the Atari STe it's impossible to do more "cd .."'s (using the close
> box of the window) than the directory where the relative path started.
> This has to do with the way the system figures out the parent directory.
>
>
> My question:
>
> Should one only supply full pathnames to the file selector,
> or should the described behaviour be considered a bug?
>
> Jan van der Steen
> -=-=-=-

1854. Allan Pratt & colleagues (was Re: PC-Ditto I -vs- SoftPC)

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 16:06:58 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5724@syma.sussex.ac.uk>
Source record: 229745

From article <1991Aug6.185425.6719@ms.uky.edu>, by parsons@b.ee.engr.uky.edu (Greg Parsons):
> In article <1991Aug6.111624.769@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>>In-Reply-To: message from grahamt@syma.sussex.ac.uk
>>
>>has anyone else noticed that on the net the atari fellows like mr.Prat and
>
> Considering that they give a hell of a lot better input to
> this newsgroup than you have, you shouldn't criticize. However,

Our newsfeed's been interrupted recently, so I've only just seen the replies to Chuck Schul's posting. I didn't see Chuck's original posting (things sometimes get lost here when we run out of inodes), and I've forgotten which contribution of mine he was responding to. But just in case any false associations are being made, let me state:

- I very much appreciate the contributions Allan Pratt (and Ken B. and occasional others) makes to the Atari newsgroups.

- I understand why he doesn't comment on product release policy and lots of other things which are outside his responsibility.

We all know that some of Atari's policies are, well, less than wonderful. But the vast majority of us know that this is not the fault of the Atari folk who interact with us on the net. I hope Chuck Schul now knows that too.

Graham
--
Graham Thomas, SPRU, Mantell Building, Univ. of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: +44 273 685865

1855. Re: TOS (GEM) file selector windows [FSEL wrapper source code]

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 16:28:40 UTC
From: steve@thelake.mn.org
Message-ID: <A1536431880@thelake.mn.org>
Source record: 229732
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[In article <1991Aug8.141851.6114@wam.umd.edu>,
dmb@wam.umd.edu (David M. Baggett) writes ...]

> ... To solve this, I wrote a wrapper for
> the file selector that expands an initial . in a pathname to the
> complete specification for the current working directory. I.e.,
> ".*.c" -> "d:\usr\src*.c".

This is a good thing to do, and thanks for the code. I've had problems
with some commercial applications (including PageStream) used across
multiple hard drive partitions because the application didn't pass a
full and proper path mask to the fsel.

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org

1856. Patch to PCDITTO...

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 20:20:01 UTC
From: baffoni@aludra.usc.edu
Message-ID: <18840@chaph.usc.edu>
Source record: 229735

Hi!

A few weeks back, Warwick (down under) said he had gotten a patch for PC-DITTO that allowed it to read ST-formatted hard disk partitions. As I don't have access to Genie (I think that is where he said he got it), and all of my mail seems to bounce off his account, could someone send me this patch if you have it? Use whatever arc/lzh/zoo/uud combination makes you happy, as I can access A.A. for any new compressers you may use.

Thanks to any who can help!

-Mike

1857. Re: Dialog Boxes

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 21:15:30 UTC
From: harold@alice.hobby.nl
Message-ID: <3170046@alice.hobby.nl>
Source record: 229787

In <1991Aug6.015143.20026@lsuc.on.ca> you wrote:
> I've been writing a program with a full GEM menu system for
> the first time and I've gotten all the calls that I need to open
> a VDI workstation and a window. Before I did this I tested the
> menu system at the desktop level and the main menu system worked
> fine. Dialogue boxes would open and close and disappear, but
> anything printed under the dialogue box would disappear when it
> closed. Now that I have a new VDI workstation and window openning
> up the dialogue boxes don't disappear after they're closed.
> So far I haven't seen anything in the manuals that would account
> for this (the Lattice C manuals I've been talking about that is).

the proper thing to do for opening dialoges is:
form_center(dialog,&x,&y,&w,&h);
to keep big screen owners happy
form_dial(FDM_START,x,y,w,h,x,y,w,h);
to save the screen area
objc_draw(dialog,0,0,x,y,w,h)
to draw the object
ret = form_do(dialog,0)
to handle the dialog
form_dial(FDM_START,x,y,w,h,x,y,w,h);
to restore screen area

The last call restores only the desktop under the dialog, any windows under it
are updated by the owning application when it reseves the WM_REDRAW message
(Ofcourse your application should listen to incoming message through a
evnt_multi loop). If you did not send your VDI output to a window you don't get
a WM_REDRAW message and should have saved the screen area with
vro_cpyfm function and restore it in the same manner

--
Harold van Aalderen

for the time being send replys to: hvaalde@cs.vu.nl
exception for hobby.nl domain that should always reach me at harold@alice

1858. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 21:29:41 UTC
From: monsoon@cats.ucsc.edu
Message-ID: <19227@darkstar.ucsc.edu>
Source record: 229740

The Atari CD-ROM drive is (or maybe was) available, at least in
San Francisco. I knew of a store, Computer Rock (shameless plug) that
sold them (although I don't know if they still carry it) and they also carried
a number of CDs to be used with it - some of which were Clip-art CDs which
they put together themselves, which contained literally thousands of
artwork in several formats; the Current Notes PD collection (about two
years worth or something); and a fer others.

As for what the CD-ROM did, as I recall, it could read two standard
formats (correct me if I'm wrong, please), one of which was the High Sierra
Format. I don't remember what the other one was, but I think it's the one
that Macs use.

The CD-ROM could also be hooked up to your amp and could play regular
music CDs. It even has a detatchable remote control, and a desk accesory
that acted as one too.

-Len DeJesus

1859. file selector

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 21:48:22 UTC
From: v457umve@ubvmsb.cc.buffalo.edu
Message-ID: <86763@eerie.acsu.Buffalo.EDU>
Source record: 229734

Keywords:
News-Software: VAX/VMS VNEWS 1.3-4.5

Click in the file area rather than on the bar and you get what
you set rather than *.*

1860. Compression in 68000 Assembly Language!

Newsgroup: comp.sys.atari.st
Date: 1991-08-08 23:08:33 UTC
From: wo91b@neon-tetra.Eng.Sun.COM
Message-ID: <18220@exodus.Eng.Sun.COM>
Source record: 229737

Netlanders,

The 68000 family is actually pretty magnificent, in terms of what they can potentially do. Some people, though, have told me that the 68000 isn't capable of doing 2:1 formatted textfile/spreadsheet compression fast enough to do it on the fly (ie. 4k/sec on 16MHZ). They say it has something to do with manipulating bits.

Of course, it takes assembly language to do it, but I think it can be done.

I care because I'm trying to come up with compression for some 68k-based communications hardware that a friend is working on.

What I need is a pointer or two to a FAST data (such as spreadsheets or Frame files) compression scheme in 68000 assembly language. I'm willing to pay reasonable amounts for source that has reasonable rules regarding distribution (including patents). (Like LZW is patented, so I can't use it).

If you know of one, and you can send a quick e-mail message to me, please do it, because I'm running short of leads.

Even if all you have is a name!

I'll be glad to forward everything I get to interested parties.

Thanks,

Jim

1861. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 00:41:21 UTC
From: bill@mwca.UUCP
Message-ID: <1897@mwca.UUCP>
Source record: 229744

In article <1991Aug8.012455.2607@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
>In article <8159@tekgen.BV.TEK.COM> boblu@tekgen.BV.TEK.COM (Robert Luneski) writes:
>>In article <1896@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:

>>>Before you run out and buy a CDTV please wait for CD-I (Compact Disc
>>>Interactive)...

>>Before you hold your breath for the introduction of CD-I, consider that
>>Phillips has been promising it's imminent introduction for the last three
>>years. Sound like any company we know? Nah.... :-)

> Actually, you're somewhat wrong about that. Philips *didn't*
>promise it's "imminent introduction for the last three years." Quite
>to the contrary, in the early days they specifically said it was
>going to take time and if you look back at the announcements and
>discussions, CD-I is fairly well "on time." Furthermore, you can
>as far as I know get actual CD-I development systems right now.

Yes, you can do CD-I development from Suns, Macintoshs, CD-I players (early
models have been available for several years now to developers), or any
system running OS-9 (including your ST). My latest information is that
CD-I will be introduced in selected US markets and retailers this October.

> There are a lot of myths and misunderstandings about CD-I.
>Maybe someday I'll say more, but right now I'm burned out. I did
>read today that Nintendo is going to back CD-I. Strange world.

Yes, Philips will be providing Super Famicom (16-bit Nintendo) games on
CD-I disc for use with your CD-I player. I think, in time, that CD-I will
be a smash. Keep in mind, both CD Audio and VCR's took three-or-so years
to take off.

Disclaimer: My company produces the operating system CD-I is based upon as
well as CD-I titles and development tools.

--

###
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

1862. Used Mega ST2 Value

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 02:06:02 UTC
From: hgobioff@wam.umd.edu
Message-ID: <1991Aug9.020602.14725@wam.umd.edu>
Source record: 229736

What is the approximate value of a used Mega ST2?
I have an entire Mega ST2 system that I wish to sell
but I haven't used it for over a year so I want a rough
idea of what a used one is worth before I post advertisements
for it.... please email your reply..thanks...
hgobioff@wam.umd.edu

Howard Gobioff

1863. Hardware goodies in US???

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 03:55:22 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Aug09.035522.8432@chinet.chi.il.us>
Source record: 229756

We've already established that there are some nice goodies being made for the ST. But does anyone sell these things in the US? In particular: memory expansion of the ST beyond 4 M, and network hardware that permits the ST to be on the same network with 'more popular machines'.
Steve saj@chinet.chi.il.us

1864. Re: .gem to .img conversion question

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 04:18:34 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0b9vliy@pfunk.hanse.de>
Source record: 229792

In <1991Aug7.203717.6382@cs.yale.edu>, Michael Fischer writes:
>
>Does anyone know of a program to convert .gem files (produced by
>Easydraw) to .img files (which can be included in a TeX document
>using dviprint from the "showdvi" package)?

Hi,

there is something like that, but since now it's only available in
Germany. The guy, who wrote that stuff, has developed many of these
utilities to convert anything to anything. Here is his address:

API-Soft
Andreas Pirner
Bundesallee 56
1000 Berlin 31
Germany

All of his utils cost about DM 50.- to DM 100.- (1 US$ is DM 1.85)

Bye....Michael

--
```
-------------------------------------------------------------------------
| listen to the coolest ! | Michael Kistenmacher / blackbox |
| Music from the Galaxy ! | 2000 Hamburg 61 / Schippelsweg 64 |
| !!! P-Funk !!! | West Germany / ++ 49 40 552 37 66 |
-------------------------------------------------------------------------
```

1865. Re: DIDOT ART?

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 04:29:46 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0b9vm1m@pfunk.hanse.de>
Source record: 229791

In <1991Aug7.151037.24165@magnus.acs.ohio-state.edu>, David H Butler writes:
>things up, so here is my question again: I am looking for a program which is
>called (I think) Didot Art. If anyone can give me infor for it I would really
>appreciate it.

Didot LineArt is distributed by 3K-Computer in Germany. I don't know, if
they have a US-division, but they had some contacts to ATARI USA.
Their german address is:

3KComputerbild GmbH
Sassenfeld 71
4054 Nettetal 1
Fax ++49 2153 89291
Germany

Didot LineArt has blown up since last year. When i first came out, it only
was a Font-Editor, now it's a complete DTP-Application. You shouldn't wonder
about the price. Sorry, but I don't know it exactly.

Bye.....Michael

--
---
listen to the coolest !	Michael Kistenmacher / blackbox
Music from the Galaxy !	2000 Hamburg 61 / Schippelsweg 64
!!! P-Funk !!!	West Germany / ++ 49 40 552 37 66

1866. Ethernet box/cartridge and software for 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 04:47:48 UTC
From: georgen@gpu.utcs.utoronto.ca
Message-ID: <1991Aug9.044748.13420@gpu.utcs.utoronto.ca>
Source record: 229742

Got an old 1040 lying around that I'd like to link up with my NeXT and PC.
Are there any Ethernet hardware/software for the ST? Perhaps something
like those Xircom thingies on the PC...
Please email me since I don't read this newsgroup much...thanx
--
george ng georgen@utcs.toronto.edu
molecular genetics george@saga.uucp (NeXTMail)

1867. Re: HELP, FRENCH ROM 1.4 !!

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 05:05:29 UTC
From: REEVES@SLACVM.SLAC.STANFORD.EDU
Message-ID: <91220.210529REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 229741

In article <1400002@hpgnd.grenoble.hp.com>, laurent@hpgnd.grenoble.hp.com
(Laurent JULLIARD) says:
>
>Hello ATARI community !
>
>
> I'm looking for somebody who have a ATARI ST, Mega ST or whatever
> with TOS 1.4 in ROM. If you have this version of ROM, please tell me !
> I have written a very simple program to dump the content of the ROM
> onto a floppy disk.
>
> If you agree to help me I will send you a floppy containing this small
> program, you will just have to run it (it takes 30 senconds to complete)
> and send the floppy back to me (or may be transfer it via network).
>
> My eternal thanks to anybody who could help me !
>
>Laurent JULLIARD
>laurent@hpgnzeus.grenoble.hp.com
>

I would think twice before doing this. Unless French law is drastically
different from American law, the code in the ROM chips is protected by
copyright law.

Terry W. Reeves

Disclaimer: The above statements are my opinions. They do not necessarily
reflect those of SLAC, Stanford University, the DOE, or the
U.S. government.

1868. Re: Is XCONTROL on atari.archive bad?

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 05:56:06 UTC
From: steve@thelake.mn.org
Message-ID: <A117643017@thelake.mn.org>
Source record: 229786

[In article <1991Aug8.150603.23767@cs.wayne.edu>,
pbh@jake.cc.wayne.edu (Patrick Haggood) writes ...]

> I just FTP'd XCONTROL from atari.archive as binary. I tried un-arcing
> it on my unix box and my dos box, both of them said they couldn't
> handle the archive. Anyone had any success with un-arcing these
> files from atari.archive?

It's archived with ARC 6.02, which handles subdirectories.

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org

1869. Double Click Software

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 06:46:36 UTC
From: univwa@sbuvax.rz.uni-sb.de
Message-ID: <12365@sbsvax.cs.uni-sb.de>
Source record: 229746

Hi there,

wat did happen to DC Software ???

I didn't find something new since several weeks, not on

- atari.archive.umich.edu (dir utilities/doublick is even empty! 9.8.91)

- comp.binaries.atari.st

I really like these little tools, after all they run on a TT, and I miss
the news each week.

I hope I'll meet you guys from DC on Atari fair in Duesseldorf as announced.

Bernhard


```
*****************************************************************************
* *
* Dipl.Ing. Bernhard Stumpf | | | *
* / ___ / University of the Saarland | | | *
* /----. /__. -/- D-6600 Saarbruecken | | | *
* /____/ ___/ /_. / | \ *
* phone : ++49-681-302-41.43 / | \ *
* e-mail: bestu@sbuvax.rz.uni-sb.de / | \ *
* *
*****************************************************************************
```

1870. Re: TOS (GEM) file selector windows

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 07:52:41 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3588@odin.cs.hw.ac.uk>
Source record: 229761

In article <A136517384@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>Then click on the bar at the top of the little window in which the
>filenames are displayed. This will prompt TOS to re-read the
>directory using the mask you provided. Because of what appears to
>be a bug in TOS 1.0, the mask will be wiped out and replaced with
>the wildcard *.*, but you'll still get the drive you want.

If you click on the up arrow you do not lose the mask you typed.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1871. Re: Warning: Two versions of Zoo 2.1

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 08:49:15 UTC
From: ate@cs.ruu.nl
Message-ID: <1991Aug09.084915.23771@cs.ruu.nl>
Source record: 229749
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <MUTS.91Aug7154530@ruunfs.fys.ruu.nl> muts@fysap.fys.ruu.nl (Peter Mutsaers) writes:

> > There seem to be two versions of zoo 2.1 available for the Atari ST.
> > Before zoo21bin.zoo came available from the binaries newsgroup, I
> > recovered from atari.archive the following:
>
> > -rw-rw-r-- 1 1401 327325 Jul 14 23:14 zooV21.zoo
>
> > This latter version seems to have trouble with the recent postings:
> > lynxlib2.zoo and sokobin2.zoo.
>
>Could you post which and where is the version of zoo2.1 which works
>well? I'm not sure anymore which one I had.

I tried zooV21.zoo from atari.archive and it didn't work!
The version from comp.binaries.atari.st is much better. This version is
available at our archive by anonymous FTP or by our Mail-Server.

*****> by anonymous FTP:

Site: archive.cs.ruu.nl [131.211.80.5]
Login: "anonymous" or "ftp"
Password: your email address (you@your_domain)
Usage: see the ftp(1) manual on your system
File: ATARI-ST/utils/zoo.zoo
ATARI-ST/archivers/zoo.ttp
Important: don't forget to set binary mode.

*****> by our Mail-Server program:

1) The Mail-Server can be reached at the address

mail-server@cs.ruu.nl

2) The Mail-Server understands a couple of commands, all commands
must be in the message body. The first thing you might want to
do is ask it for help:

send HELP

3) The Mail-Server will send you the UUENCODED package
if you put the following commands in the message body:

begin
send ATARI-ST/utils/zoo.zoo
send ATARI-ST/archivers/zoo.ttp
end

Note: The zoo.ttp is the binary file in case you don't have an older version
of ZOO to extract zoo.zoo.

Ate Brink (ate@cs.ruu.nl)
Moderator of the Atari archive at the Utrecht University
--
Ate Brink, Dept. of Computer Science, Utrecht University
P.O. Box 80.089, 3508 TB Utrecht, The Netherlands
Telephone: +31-30-534408 Email: ate@cs.ruu.nl

1872. Re: PI3 --> .MAC

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 08:53:14 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <162447@unix.cis.pitt.edu>
Source record: 229747

In article <1991Aug7.150000.2584@oz.plymouth.edu> pyr579@oz.plymouth.edu (Technoid) writes:
>Hey folks,
>
> I'm looking for a way to convert High Res Degas pictures to
>Mac Paint format. I know that pic switch 6 will go from Mac Paint to
>Degas so I assume the reverse is possible. Anyone have the program to do
>it? Either an FTP site or a .UUE file sent through E-mail would be great.
>
I believe you can do that via ViewGIF 1.2, which should be available
at atari.archive.umich.edu (VIEWGIF12.ARC or something similar)...

Hope this helps...

Robert Anisko
rjast1@unix.cis.pitt.edu

it also converts to/from some other formats (can't tell ya at the
moment as my ST is on temporary hiatus)...

1873. Re: HELP, FRENCH ROM 1.4 !!

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 09:09:57 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <162449@unix.cis.pitt.edu>
Source record: 229748

In article <1400002@hpgnd.grenoble.hp.com> laurent@hpgnd.grenoble.hp.com (Laurent JULLIARD) writes:
>Hello ATARI community !
>
>
> I'm looking for somebody who have a ATARI ST, Mega ST or whatever
> with TOS 1.4 in ROM. If you have this version of ROM, please tell me !
> I have written a very simple program to dump the content of the ROM
> onto a floppy disk.
>
> If you agree to help me I will send you a floppy containing this small
> program, you will just have to run it (it takes 30 senconds to complete)
> and send the floppy back to me (or may be transfer it via network).

Nothing personal, dude, but what you are doing is advocating piracy in the most blunt terms. If you want TOS 1.4, BUY IT - if you could afford a computer, surely you can afford this moderate upgrade. Copying TOS (and possibly dumping TOS for that matter) is kinda ILLEGAL, ya know? I'm sure Atari, who OWNS TOS would not be too thrilled with this suggestion of yours, and since you posted your name/address in that message, they know right where to send a very FRIENDLY warning.

So have some class and make it simple - shell out the $89 or so (whatever it is in francs) and BUY IT. It's relatively painless, and doesn't screw over Atari and the limited following it has, ok?

Robert Anisko
rjast1@unix.cis.pitt.edu

1874. Compression (background)

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 09:34:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <A5535@hh.maus.de>
Source record: 229610

```
MF>files before executing them, and offers only light compression. PFX Pack
MF>is a good program, but the compression is too good. Too good?!? Well,
MF>the better the compression is, the slower it is to uncompress when you
MF>run it. I only want light compression since I don't want to lose the
MF>speed of my Hard Drive.

You are not right at this point: PFXPAK only has a difficult
compression-routine. The decompression is verry simple. It reaches
a rate of 100KB per second on a normal machine (900 KB on a TT).

---------------------------------------------------
Thomas Quester * Lampenland 9 * 2050 Hamburg 80

MauTau V 2.2c - Namen sind Schall und Rauch, Vornamen auch.
(Net)
```

1875. VIDEO GAME RATINGS REPORT [ATARI]

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 09:50:09 UTC
From: erc@radon.berkeley.edu
Message-ID: <42868@ucbvax.BERKELEY.EDU>
Source record: 229751
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.st

For information on the list format and on submitting your ratings, see the end of this posting and the article entitled "ABOUT THE VIDEO GAMES RATINGS REPORT" in the newsgroup rec.games.video.

If you "reply" to this article, your message will most likely go directly to the video games ratings server, which silently ignores everything which is not a vote.

MAKE SURE YOUR COMMENTS GO TO THE E-MAIL ADDRESSES GIVEN AT THE END.
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MAKE SURE YOUR COMMENTS GO TO THE E-MAIL ADDRESSES GIVEN AT THE END.

ATARI GAME RATINGS REPORT

ATARI LYNX
New Distribution Votes Rank Title
* .....*.... 1 6.0 Blood Money
..00111220 60 7.2 Blue Lightning
0001113100 75 6.4 California Games
0.00000321 62 8.0 Chip's Challenge
.00111120. 54 6.0 Electrocop
* ......5..5 2 8.5 Fidelity Ultimate Chess Challenge
0.0003121. 52 6.5 Gates Of Zendocon
0.0123200. 50 5.7 Gauntlet III
......0133 44 9.0 Klax
..0003.4.. 14 6.4 Ms. Pac-Man
..023.22.. 15 5.7 Paperboy
...1..2300 11 7.3 Rampage
....001511 27 8.0 Roadblasters
..1.122100 15 6.5 Robosquash
.1...143.. 9 6.7 Rygar
.1......62 8 8.4 Shanghai
...0013210 44 7.5 Slime World
* ....225 4 9.2 Warbirds
....003131 29 8.0 Xenophobe
......1251 18 8.7 Zarlor Mercenary

ATARI ST
New Distribution Votes Rank Title
.........* 1 10.0 A Day At The Races
....3.3.3. 3 7.0 A Mind Forever Voyaging
.111.2.1.1 7 5.6 Airball
1.12.5.... 9 4.7 Arctic Fox

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...113110. 13 6.2 Arkanoid
....*..... 1 5.0 Artura
* ......*... 1 7.0 Atomix
....2222.. 4 6.5 Autoduel
..22..2.2. 4 5.8 Baal
.1..21221. 9 6.3 Barbarian
..1....511 7 7.7 Bard's Tale I
.2...7.... 4 5.0 Batman
....333... 3 6.0 Battlehawks 1942
......*... 1 7.0 Battlemaster
.....52.2. 4 7.0 Battletech
.....55... 2 6.5 Blasteroids
......36.. 3 7.7 Block-Out
........*. 1 9.0 Blockbuster
..11.1.3.1 6 6.5 Blood Money
.1.13..3.. 6 5.3 Bloodwych
.....*.... 1 6.0 Blue Angels
*......... 1 1.0 Breakers
3.3...3... 3 3.7 Bubble Bobble
........*. 1 9.0 Cadaver
.2..2.22.2 5 6.4 Captain Blood
.........* 4 10.0 Captive
.......*.. 1 8.0 Chambers Of Shaolin
.......234 15 9.3 Chaos Strikes Back
.....55... 2 6.5 Chrono Quest 2
........*. 2 9.0 Curse Of The Azure Bonds
2.22.2.... 4 3.5 Cyberball
..2..224.. 5 6.4 Demon's Winter
....5.5... 2 6.0 Dogs Of War
......0035 32 9.4 Dungeon Master
.*........ 1 2.0 E-Swat
....252... 8 6.0 Empire Strikes Back, The
....3..6.. 3 7.0 F-15 Strike Eagle
.....1.412 7 8.4 F-19 Stealth Fighter
..0..01230 13 7.8 Falcon
...3...3.3 3 7.3 Falcon Mission Disk 1
.....*.... 1 6.0 Fiendish Freddy's Big Top O' Fun
3.....6... 3 5.0 Fighter Bomber
.....5.5.. 2 7.0 Fire Brigade
..0..2302. 13 7.0 Flight Simulator
......36.. 3 7.7 Full Metal Planet
....5..5.. 2 6.5 Future Wars
.1.122.1.. 7 5.1 Gauntlet
..5.5..... 2 4.0 Geisha
......*... 1 7.0 Go Player
* ........*. 1 9.0 Gods
.........* 1 10.0 Gold Of The Aztecs
.2...2.22. 4 6.2 Golden Axe
.100.410.. 12 5.2 Goldrunner
....1.1141 7 8.1 Gunship
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....311.3. 6 6.8 Heroes Of The Lance
......5.5. 2 8.0 Hex
..5.5..... 2 4.0 Hippo Backgammon
.....2242. 5 7.6 Hitchiker's Guide To The Galaxy, The
.......*.. 1 8.0 Hoyle's Book Of Games II
3....6.... 3 4.3 Jet
.....52.2. 4 7.0 Jinxter
...0102120 14 7.4 Joust
...*...... 1 4.0 Jungle Book, The
....5..5.. 2 6.5 Klax
.5...5.... 2 4.0 Knight Orc
....1111.3 6 7.7 Leisure Suit Larry I
.....5.5.. 4 7.0 Leisure Suit Larry II
* .....*.... 1 6.0 Leisure Suit Larry III
.......3.6 3 9.3 Lemmings
.....3.6.. 3 7.3 Lombard Rally
.2......25 4 7.8 Lotus Esprit Challenge
...422..2. 5 5.6 Major Motion
.....424.. 5 7.0 Mean 18
......*... 2 7.0 Mean Streets
* ....* 1 10.0 Megatraveller 1: The Zhodani Conspiracy
* ....*.. 1 8.0 Metal Masters
........*. 1 9.0 Microleague Baseball
..1...1.24 7 8.3 Midimaze
........*. 1 9.0 Missile Command
.....63... 3 6.3 Mission Impossible II
..*....... 1 3.0 Moebius
.*........ 1 2.0 Nine Princes In Amber
.......*.. 1 8.0 Obliterator
.....1.421 7 8.3 Oids
5......5.. 2 4.5 Oil Imperium
...*...... 1 4.0 Oliver And Compagnie
.111.3121. 10 5.9 Pawn, The
......6..3 3 8.0 Phantasie I
....22.2.2 4 7.2 Phantasie II
.....4..42 5 8.0 Phantasie III
....2224.. 5 6.8 Pipemania
.......333 16 9.1 Populous
.....2.321 8 8.0 Powermonger
......1313 6 8.7 Prince Of Persia
........*. 1 9.0 Pro Tennis Tour
........*. 1 9.0 Questron II
.2..1223.. 10 5.9 R-Type
...1232... 8 5.8 Return Of The Jedi, The
.......55. 2 8.5 Rick Dangerous 2
.....*.... 1 6.0 Rings Of Zilfin
.111.1212. 9 6.1 Roadwar 2000
......*... 1 7.0 Rocket Ranger
.....5.5.. 2 7.0 Rockford
...0023100 13 6.9 Rogue

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...5..5... 2 5.5 Rolling Thunder
....*..... 1 5.0 Sentry
.22.22.... 4 4.0 Shadow Of The Beast
...1.1122. 7 7.3 Shanghai
.....1223. 8 7.9 Silent Service
.....02023 13 8.6 Simcity
..*....... 1 3.0 Sorcerer Lord
.....72... 4 6.2 Space Harrier II
......333. 3 8.0 Space Quest II
......27.. 7 7.7 Space Quest III
.......422 7 8.9 Speedball II
2....2..5. 4 6.2 Star Trek: The Rebel Universe
....13312. 10 7.0 Star Wars
..01.22100 18 6.4 Starglider
.1..1141.1 9 6.6 Starglider II
....*..... 1 5.0 Strider II
...2...222 4 7.8 Stunt Car Racer
.0.0.12101 12 7.0 Sundog
....*..... 1 5.0 Super Cars, The
.......*.. 1 8.0 Supremacy
......55.. 2 7.5 T.V. Sports Football
...5.....5 2 7.0 Team Yankee
* ......*... 1 7.0 Teller, The
........*. 1 9.0 Tennis Cup
22.2..22.. 5 4.4 Terrorpods
2..222...2 5 5.2 Tetris
.......252 4 9.0 Their Finest Hour: Battle Of Britain
......*... 1 7.0 Third Courier, The
.....422.0 16 7.0 Time Bandit
.......55. 2 8.5 Tower Toppler
.......*.. 1 8.0 Toyota Celica G.T.
....3...33 3 8.0 Ultima III
......22.5 4 8.8 Ultima IV
......2222 4 8.5 Ultima V
.....*.... 1 6.0 Ultimate Ride, The
......*... 3 7.0 Universe II
.....63... 3 6.3 Wargame Construction Set
.......442 5 8.8 Wayne Gretzky Hockey
........*. 1 9.0 Wrath Of The Daemon
...00015.0 13 7.3 Xenon
.......27. 8 8.8 Xenon 2
.3..23.1.. 9 4.7 Xevious
```

In this list, games have been rated on a scale of 1 to 10, 10 being the best and 1 being the worst. For each game, the total number of votes, the average rating, and the vote distribution are shown. New games are indicated by a "*" before their entry. If a "(C)" appears after the title it means that the game is a CD-ROM or disc system title. If a "(J)" appears after the title it means that the game is currently only available in Japan.

The general guideline for ratings is:

8-10 worth buying at full price
6-7 worth buying at a discount, or if you're particularly interested
in this kind of game
3-5 only worth renting
2 only worth playing for free, and only for a few minutes
1 worthless

The vote distribution uses a single character to represent the
percentage of votes for each ranking. The following character codes can
appear:

"." no votes cast "3" 30-39% of the votes "7" 70-79% of the votes
"0" 1-9% of the votes "4" 40-49% of the votes "8" 80-89% of the votes
"1" 10-19% of the votes "5" 50-59% of the votes "9" 90-99% of the votes
"2" 20-29% of the votes "6" 60-69% of the votes "*" 100% of the votes

Please consult the article entitled "ABOUT THE VIDEO GAME RATINGS REPORT"
in the newsgroup rec.games.video for more details, including information
on how to vote.

Questions, comments, problems, and errors should be directed to the list
maintainer at either of the below addresses:
video-request@irss.njit.edu
..!uunet!irss.njit.edu!video-request

--
eric ng
erc@zabriskie.berkeley.edu
..!ucbvax!zabriskie!erc

1876. Re: TOS (GEM) file selector windows [FSEL wrapper source code]

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 09:54:55 UTC
From: hofer@urz.unibas.ch
Message-ID: <1991Aug9.105455.1789@urz.unibas.ch>
Source record: 229750

In article <A1536431880@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
> [In article <1991Aug8.141851.6114@wam.umd.edu>,
> dmb@wam.umd.edu (David M. Baggett) writes ...]
>
> > ... To solve this, I wrote a wrapper for
> > the file selector that expands an initial . in a pathname to the
> > complete specification for the current working directory. I.e.,
> > ".*.c" -> "d:\usr\src*.c".
>
> This is a good thing to do, and thanks for the code. I've had problems
> with some commercial applications (including PageStream) used across
> multiple hard drive partitions because the application didn't pass a
> full and proper path mask to the fsel.
>
> ----
> Steve Yelvington, Marine on St. Croix, Minnesota (USA)
> steve@thelake.mn.org

Wouldn't this be an idea for a dc week utility. A TSR that parses all pathnames
before calling the system routine. So these commercial applications will not
cause problems to anyone. But the TSR should really be tiny. Else we could use
a extended file selector as well. Or is it a challenge for Lars-Erik Osterud to
write the smallest path parser in the st world. The best way for sure would be,
that the people at atari would change the fileselector to do this stuff.
Or does TOS 3.xx already expand paths in the fileselector?

Remo Hofer
--
RFC822: <hofer@urz.unibas.ch> or <hofer%urz.unibas.ch@CERNVAX.BITNET>
X.400: S=hofer;OU=urz;O=unibas;P=SWITCH;A=ARCOM;C=CH
HEPNET/SPAN: CHGATE::YOGI::HOFER or 20579::48130::HOFER

1877. VIDEO GAME RATINGS BALLOT [ATARI]

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 10:05:22 UTC
From: erc@radon.berkeley.edu
Message-ID: <42877@ucbvax.BERKELEY.EDU>
Source record: 229752
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.st

To use this ballot, just hit "R". Once in your editor, insert your game rating between the word "vote" and the system code and game title. Your rating must be an integer between 1 and 10. There must be at least one blank on either side of your rating. Make sure the word vote appears at the start of each rating.

If you do not want to rate a particular game, just DELETE THAT LINE FROM THE BALLOT. When you are finished, SAVE THE FILE, and exit the editor. The votes will be sent to the game rating tabulator.

The general guideline for ratings is:

8-10 worth buying at full price
6-7 worth buying at a discount, or if you're particularly interested in this kind of game
3-5 only worth renting
2 only worth playing for free, and only for a few minutes
1 worthless

If you want to vote for additional games, just add them at the end, in a format similar to the existing entries. Be sure to include the system code right before the title. This code is one of the below:

AL = Atari Lynx AM = Commodore Amiga
GB = Nintendo Game Boy GG = Sega Game Gear
GS = Apple II GS MA = Apple Macintosh
NE = Nintendo NES and Famicom NG = SNK NeoGeo
PC = IBM PC, PS/2, and compatibles SG = Sega Genesis and MegaDrive
SF = Nintendo Super Famicom ST = Atari ST
TG = NEC TurboGrafx-16, TurboExpress, and PC Engine

Thanks for participating in the rec.games.video ratings poll. (This text was adapted from Chuck Musciano's rec.arts.movies ballots and John Leo's rec.games.video ballots.)

PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.
PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.
PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.
PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.
PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.

v--- place your rating right here!
vote Al Blood Money
vote Al Blue Lightning
vote Al California Games

```
vote Al Chip's Challenge
vote Al Electrocop
vote Al Fidelity Ultimate Chess Challenge
vote Al Gates Of Zendocon
vote Al Gauntlet III
vote Al Klax
vote Al Ms. Pac-Man
vote Al Paperboy
vote Al Rampage
vote Al Roadblasters
vote Al Robosquash
vote Al Rygar
vote Al Shanghai
vote Al Slime World
vote Al Warbirds
vote Al Xenophobe
vote Al Zarlor Mercenary
vote St A Day At The Races
vote St A Mind Forever Voyaging
vote St Airball
vote St Arctic Fox
vote St Arkanoid
vote St Artura
vote St Atomix
vote St Autoduel
vote St Baal
vote St Barbarian
vote St Bard's Tale I
vote St Batman
vote St Battlehawks 1942
vote St Battlemaster
vote St Battletech
vote St Blasteroids
vote St Block-Out
vote St Blockbuster
vote St Blood Money
vote St Bloodwych
vote St Blue Angels
vote St Breakers
vote St Bubble Bobble
vote St Cadaver
vote St Captain Blood
vote St Captive
vote St Chambers Of Shaolin
vote St Chaos Strikes Back
vote St Chrono Quest 2
vote St Curse Of The Azure Bonds
vote St Cyberball
vote St Demon's Winter
vote St Dogs Of War
```

vote St Dungeon Master
vote St E-Swat
vote St Empire Strikes Back, The
vote St F-15 Strike Eagle
vote St F-19 Stealth Fighter
vote St Falcon
vote St Falcon Mission Disk 1
vote St Fiendish Freddy's Big Top O' Fun
vote St Fighter Bomber
vote St Fire Brigade
vote St Flight Simulator
vote St Full Metal Planet
vote St Future Wars
vote St Gauntlet
vote St Geisha
vote St Go Player
vote St Gods
vote St Gold Of The Aztecs
vote St Golden Axe
vote St Goldrunner
vote St Gunship
vote St Heroes Of The Lance
vote St Hex
vote St Hippo Backgammon
vote St Hitchiker's Guide To The Galaxy, The
vote St Hoyle's Book Of Games II
vote St Jet
vote St Jinxter
vote St Joust
vote St Jungle Book, The
vote St Klax
vote St Knight Orc
vote St Leisure Suit Larry I
vote St Leisure Suit Larry II
vote St Leisure Suit Larry III
vote St Lemmings
vote St Lombard Rally
vote St Lotus Esprit Challenge
vote St Major Motion
vote St Mean 18
vote St Mean Streets
vote St Megatraveller 1: The Zhodani Conspiracy
vote St Metal Masters
vote St Microleague Baseball
vote St Midimaze
vote St Missile Command
vote St Mission Impossible II
vote St Moebius
vote St Nine Princes In Amber
vote St Obliterator

vote St Oids
vote St Oil Imperium
vote St Oliver And Compagnie
vote St Pawn, The
vote St Phantasie I
vote St Phantasie II
vote St Phantasie III
vote St Pipemania
vote St Populous
vote St Powermonger
vote St Prince Of Persia
vote St Pro Tennis Tour
vote St Questron II
vote St R-Type
vote St Return Of The Jedi, The
vote St Rick Dangerous 2
vote St Rings Of Zilfin
vote St Roadwar 2000
vote St Rocket Ranger
vote St Rockford
vote St Rogue
vote St Rolling Thunder
vote St Sentry
vote St Shadow Of The Beast
vote St Shanghai
vote St Silent Service
vote St Simcity
vote St Sorcerer Lord
vote St Space Harrier II
vote St Space Quest II
vote St Space Quest III
vote St Speedball II
vote St Star Trek: The Rebel Universe
vote St Star Wars
vote St Starglider
vote St Starglider II
vote St Strider II
vote St Stunt Car Racer
vote St Sundog
vote St Super Cars, The
vote St Supremacy
vote St T.V. Sports Football
vote St Team Yankee
vote St Teller, The
vote St Tennis Cup
vote St Terrorpods
vote St Tetris
vote St Their Finest Hour: Battle Of Britain
vote St Third Courier, The
vote St Time Bandit

```
vote St Tower Toppler
vote St Toyota Celica G.T.
vote St Ultima III
vote St Ultima IV
vote St Ultima V
vote St Ultimate Ride, The
vote St Universe II
vote St Wargame Construction Set
vote St Wayne Gretzky Hockey
vote St Wrath Of The Daemon
vote St Xenon
vote St Xenon 2
vote St Xevious
--
eric ng
erc@zabriskie.berkeley.edu
..!ucbvax!zabriskie!erc
```

1878. Re: Double Click Software

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 11:01:39 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Aug9.110139.13661@terminator.cc.umich.edu>
Source record: 229615

In article <12365@sbsvax.cs.uni-sb.de> univwa@sbuvax.rz.uni-sb.de (Bernhard Stumpf) writes:
>
>I didn't find something new since several weeks, not on
>
> - atari.archive.umich.edu (dir utilities/doublick is even empty! 9.8.91)
>
Try looking in ~atari/dc. There was simply too much stuff there to
keep it in utilities. It definately warranted it's own directory.

>
>Bernhard

weiner
--
Jeff Weiner --- weiner@{ub.cc, um.cc, atari.archive}.umich.edu
Corner of Packard and State, 2nd house from Blue Front on Arbor
Couldn't think of a witty saying to go here - give me some time

1879. Re: bridge for Atari

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 13:14:20 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug09.131420.15704@actrix.gen.nz>
Source record: 229757
Cross-posted to: comp.sys.atari.st,comp.sources.wanted

In article <1640@tnosoes.izf.tno.nl> lucassen@tnosoes.izf.tno.nl (Marcel Lucassen) writes:
> Hi you out there,
>
> I wonder if there exists a bridge program (the card game) for the
> Atari ST. I know of a bridge program that runs on MSDOS, which of
> course can be emulated on the Atari, but hey, this is for my
> mother in law.... She'd appreciate any help.
> --
> Marcel Lucassen
> TNO Institute for Perception Phone: +31 34 63 562 11
> P.O. Box 23 Fax: +31 34 63 539 77
> 3769 ZG Soesterberg e-mail: lucassen@izf.tno.nl
> The Netherlands
> --

Well I do know of one called Bridge Player 2150, but is not PD
and comes from the UK.
If you e-mail me I can send you some more info on it, that I don't
have handy at the moment.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1880. Re: TOS 1.4 with Neodesk 3, or TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 13:17:43 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug09.131743.16062@actrix.gen.nz>
Source record: 229758

In article <1991Aug8.112549.26058@cm.cf.ac.uk> stratton@computing-maths.cardiff.ac.uk (Andrew F Stratton) writes:

>
> The subject almost says it - should I get TOS 1.4 now (Ihave TOS 1.0)
> and use with Neodesk 3, or should I wait for TOS 2.0 to come out, and
> buy it instead. I have a 6 ROM Atari STM (1985 model), with 2.5 Mbyte memory
> and a 20 Mbyte Supra hard disk.
>
> Please mail to me, and I will summarise to the net.
>
> Thanks in advance,
> Andy.Stratton.

Well I think that you will find that TOS 1.4 is all you will be able
to get..
TOS 2.0 would be on bigger Roms, 256k not the 192k that is in your system..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1881. Re: Double Click Software

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 13:39:36 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Aug9.133936.4578@menudo.uh.edu>
Source record: 229759

In article <12365@sbsvax.cs.uni-sb.de> univwa@sbuvax.rz.uni-sb.de (Bernhard Stumpf) writes:
>
>Hi there,
>
>wat did happen to DC Software ???
>
>I didn't find something new since several weeks, not on
>
> - atari.archive.umich.edu (dir utilities/doublick is even empty! 9.8.91)

I checked this out yesterday (as a matter of fact) just to make sure they got everything we sent. I found the usual directory empty and was wondering, then I noticed that Jeff was kind enuf to give us our own directory in atari/dc

Seems we're moving up in the world (in the file hierarchy that is :-).

>
> - comp.binaries.atari.st
>

The moderated newsgroup takes a while, since Steve has to download them, check them out, then repost them, not to mention he gets dozens of other posts too.

...

>I hope I'll meet you guys from DC on Atari fair in Duesseldorf as announced.
>

We hope to meet a lot of our net friends too!

We just found out that we are in STAND H26 in Halle 12. Be sure to drop by and we'll give you a BIG TEXAS WELCOME! (And hopefully sell you some of our software too - hey, this is costing us an arm and a leg!)

>Bernhard

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

1882. Re: TOS 1.4 with Neodesk 3, or TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 13:57:09 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91221.115213ONM07@DMSWWU1A.BITNET>
Source record: 229760

In article <1991Aug8.112549.26058@cm.cf.ac.uk>,
stratton@computing-maths.cardiff.ac.uk (Andrew F Stratton) says:
>
> The subject almost says it - should I get TOS 1.4 now (Ihave TOS 1.0)
>and use with Neodesk 3, or should I wait for TOS 2.0 to come out, and
>buy it instead. I have a 6 ROM Atari STM (1985 model), with 2.5 Mbyte memory
>and a 20 Mbyte Supra hard disk.
>
> Please mail to me, and I will summarise to the net.
>
> Thanks in advance,
> Andy.Stratton.

(1) It's always a good idea to get Rainbow TOS.
(2) As far as I know, there won't be a TOS 2.x for old (192 K ROM)
machines.
(3) Take a (free) llok at Gemini 1.21, too. It's shareware and lots of
people prefer it over other desktops.

_____________________________ cut here _____________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong _____________________

1883. ST-USER July Wanted

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 14:05:11 UTC
From: patrick@hpmcaa.mcm.hp.com
Message-ID: <1991Aug09.140511.7858@hpmcaa.mcm.hp.com>
Source record: 229764

Do you have an July Issue of ST-USER you don't want?

Looking for July Issue of ST-USER.

Contatc Me if you have one to part with.

Thanks,

```
___
/__/ ___
/atrick /
<_/ames/__/
/ /awke
```

patrick@hpmcaa.mcm.hp.com

1884. Lattic C (ANSI C) Wanted

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 18:28:33 UTC
From: Bobster@cup.portal.com
Message-ID: <45407@cup.portal.com>
Source record: 229762

I am looking for a used copy of Lattic C or any other C that is ANSI compatable. Please send me e-mail with your price, if interested in selling.

Bobby Shaughnessy

1885. Re: TOS (GEM) file selector windows

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 18:52:33 UTC
From: apratt@atari.UUCP
Message-ID: <3013@atari.UUCP>
Source record: 229775

jansteen@cwi.nl (Jan van der Steen) writes:
>I noticed that when giving a relative path to the file selector
>of the Atari STe it's impossible to do more "cd .."'s (using the close
>box of the window) than the directory where the relative path started.
>This has to do with the way the system figures out the parent directory.

It has to do with what the file selector does when you hit the close box. It parses the path string and cuts off one level of subdirectory. This is strictly string manipulation, having nothing to do with low-level filesystem notions like parent directory. I believe the file selector must be given a string which starts with a drive letter and a backslash (i.e. a full path), or the close box will eventually get you to an invalid path and goodness knows what will happen.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1886. Re: TOS (GEM) file selector windows [FSEL wrapper source code]

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 18:57:07 UTC
From: apratt@atari.UUCP
Message-ID: <3014@atari.UUCP>
Source record: 229774

```
>> [In article <1991Aug8.141851.6114@wam.umd.edu>,
>> dmb@wam.umd.edu (David M. Baggett) writes ... ]
>>
>> > ... To solve this, I wrote a wrapper for
>> > the file selector that expands an initial . in a pathname to the
>> > complete specification for the current working directory. I.e.,
>> > ".\*.c" -> "d:\usr\src\*.c".

>In article <A1536431880@thelake.mn.org>, steve@thelake.mn.org
>(Steve Yelvington) writes:
>> This is a good thing to do, and thanks for the code. I've had problems
>> with some commercial applications (including PageStream) used across
>> multiple hard drive partitions because the application didn't pass a
>> full and proper path mask to the fsel.

hofer@urz.unibas.ch (Remo Hofer) writes:

>Wouldn't this be an idea for a dc week utility. A TSR that parses all
>pathnames before calling the system routine. So these commercial
>applications will not cause problems to anyone.
>But the TSR should really be tiny. Else we could use a extended file
>selector as well. Or is it a challenge for Lars-Erik Osterud to
>write the smallest path parser in the st world. The best way for
>sure would be, that the people at atari would change the fileselector
>to do this stuff. Or does TOS 3.xx already expand paths in the fileselector?

Actually, the best way for sure would be for the people who wrote these
commercial applications not to ship buggy code. The file selector does not
properly parse relative paths (as has been pointed out here) and as such
passing a relative path to the file selector is Not A Good Thing To Do.
Writing a TSR to fix buggy programs might not be a bad idea, but not
shipping buggy programs (or "programs which trigger user-interface oddities
in the operating system" if you prefer) is a better one.

==========================================
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt
```

1887. Re: what I think about GEM

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 19:19:18 UTC
From: azog@world.std.com
Message-ID: <1991Aug9.191918.24547@world.std.com>
Source record: 229763

In article <11893@m.maus.de> Martin_Gaeckler@m.maus.de (Martin Gaeckler) writes:
>
>>Yea, but even so, its still rather clumsy. Think about the work needed to
>>copy a file from your floppy to the hard drive. The above is needed, because
>>(usually), you cant open a window onto the floppy. You could create a
>>folder called Floppy, and use Preferences to set path to A:, but thats
>>still awfully clumsy. And why press a keyboard key when using a mouse?
>>Isnt that the point of a GUI? Windows may be prettier than GEM, but
>>its _real_ easy to get things done, IMHO
>
>No, i'm sorry you are wrong. Coping a file from a floppy disk to the hard
>disk is the same procedure as you would do with the GEM-Desktop. But If You
>want to copy a file to an empty disk you can't open a window of that disk,
>therefore, you have to drag the file to the disk icon of your floppy disk.
>Then you can open a window.
>
>Martin

(the above is opinions about Microsoft Windows 3.0 vs. GEM)

But Windows doesnt have drive icons, the same as GEM.

GEM: to copy from floppy to HD:

Click on the hard drive icon, and open it up to the path. The open the
floppy, and drag the icon from floppy to hard drive.

Windows:

Open the file manager. After it scans the whole hard drive, open drive
a. Choose COPY under the menu FILE menu bar, and TYPE in the path

Which is easier?

1888. How to bind gulam keys in ue

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 19:37:59 UTC
From: zafiris@motcid.UUCP
Message-ID: <7622@navy16.UUCP>
Source record: 229768

I have beta-test version 1.03.04.05 121887 of the gulam shell and want
to redefine the key mappings for the emacs editor. I tried kb -r xxx yy
but that does not seem to work and sometimes even messes up the rest of
the keys so, for example, keys a, b, and c become NOPs and don't work any
more. Is there anything special that has to be done? The command:
uekb xxx yy worked just fine for the alpha-test version I used before.

What am I doing wrong? Thanks for any clues... ...John

1889. archive-server: HELP !

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 20:25:34 UTC
From: snoret@unx.sas.com
Message-ID: <1991Aug09.202534.17201@unx.sas.com>
Source record: 229765

I am rather a novice to the net, so I figure I'd ask
a (hopefully) simple question and save myself hours
of frustration and heartache. Here we go:

All I'm trying to do is get some of the binaries
from the archive-server@twitterpater.eng.sun.com.
I mailed a request on Monday, and still have not
received the uuencoded reply. Now, before you all
tell me just to be patient... yesterday I decided
to request the help file and the index. I
received them both the same day I requested them!

My question is this... does the server naturally
send help and index requests BEFORE files, or is
there something wrong with my syntax. I thought
I was doing it just the way the help file said:

send binaries/volume1 arc

Notice I remembered to replace the last "/" with
a space. Please tell me I not crazy (well, ok...
maybe just a little :)

Rick Tatem snoret@unx.sas.com
UNIX Support
SAS Institute, Inc.
--
Rick Tatem __-__ _
snoret@unx.sas.com =========@ ============ *#__===___
UNIX Support _______ / /_ `'~~~~~~~~*#*--(0)---\
SAS Institute, Inc. _____________{ @* @

1890. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 21:38:10 UTC
From: Franck.Arnaud@linn.fidonet.org
Message-ID: <fido_2_320/100.5_28a30c36@linn.fidonet.org>
Source record: 229620

In a message of <31 Jul 91 13:48:49>, dhbutler@magnus.acs.ohio-state.edu writes:

>> Do you have the little INIT that causes your menus to act like GEM
>> menus? You know, to drop down, instead of having to be laboriously

AutoMenu does this very well. It is recent and compatible with System 7.

--- /* Point of no return; */ - Paris
Franck.Arnaud@linn.fidonet.org

1891. Are they released yet? How are they?

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 21:43:50 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <9108092143.AA23500@cwns5.INS.CWRU.Edu>
Source record: 229766

I'm curious to know if the ST Notebook, ST Pad, CDAR505, and the TT/030 Unix and Developer package are available anywhere in the world?

Have any developers got them yet?

Also, has anyone heard anything about a new video card for the TT to compete with the VideoToaster?

If you have, I'd be interested to know what you've heard either on this newsgroup or through e-mail.

Thanks.

Len

--

1892. Re: archive-server: HELP !

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 21:54:58 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <25908@shlump.lkg.dec.com>
Source record: 229771

```
>send binaries/volume1 arc

Is "arc" a valid filename? (I don't have the index handy)

It seems (from memory) you must specify the full name and extension...

_John_ (Who came in at 5:00 AM, it's 6:00 P.M. and I'm ALMOST done!)
```

1893. DC Weekly Post 8/9

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 22:18:01 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Aug9.221801.3583@menudo.uh.edu>
Source record: 229767
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

DC Mouse Saver will turn the mouse cursor off after a defined time
of no mouse activity and turn the mouse cursor back on with any mouse
activity. 'A third generation Homey' - read docs :-)

100% assembly. ST, STe and TT compatible. Program of the week.

- mike vederman / double click software

See you in Duesseldorf!

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

1894. Re: what I think about GEM

Newsgroup: comp.sys.atari.st
Date: 1991-08-09 23:22:42 UTC
From: rosenkra@convex.com
Message-ID: <1991Aug09.232242.144@convex.com>
Source record: 229770

In article <1991Aug9.191918.24547@world.std.com> azog@world.std.com (azog-thoth) writes:

[describes GEM vs windows moving/copying files then asks:]

>Which is easier?

cp filename(s) path or
mv filename(s) path or (recursive)
cp -r directory(ies) path

:-) :-)

-bill
rosenkra@convex.com
(and it is portable!)
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1895. Re: Hardware goodies in US???

Newsgroup: comp.sys.atari.st
Date: 1991-08-10 00:17:29 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <162815@unix.cis.pitt.edu>
Source record: 229772

In article <1991Aug09.035522.8432@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>We've already established that there are some nice goodies being made for the
>ST. But does anyone sell these things in the US? In particular: memory
>expansion of the ST beyond 4 M, and network hardware that permits the ST to
>be on the same network with 'more popular machines'.
> Steve saj@chinet.chi.il.us

I believe the soon-to-be-released (Dave?) 68030 upgrade from Gadgets by
Small will let you crank it up to 12megs RAM, I believe.

As for networking, you might check out some information on "Universal
Network", a kinda offshoot of the Universal Item selector. I dunno if
it works in conjunction with other systems on a net, but its worth
look into,anyways...

Robert Anisko
rjast1@unix.cis.pitt.edu

1896. Fix bugs to fix bugs, or to Fix Bugs?

Newsgroup: comp.sys.atari.st
Date: 1991-08-10 00:55:24 UTC
From: kbad@atari.UUCP
Message-ID: <3015@atari.UUCP>
Source record: 229773
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

jansteen@cwi.nl (Jan van der Steen) writes:

|[...] it seems that the system code performs the "cd .." command
|by stripping *one* directory from the current path. However,
|the used algorithm doesn't make sense [if relative paths are passed in].

| Should one only supply full pathnames to the file selector,
| or should the described behaviour be considered a bug?

I think this is a case of "Doc, it hurts when I do this..." As Allan has said, if the file selector misbehaves when you pass it a relative filename, don't pass relative filenames to the file selector. It bothers me when I see programs doing this, because what does "." mean when a program brings up a file selector? For all I know, the program could change directories numerous times for its own devious purposes. How the heck do I know what its idea of the current directory is?

Please use fully qualified pathnames in the file selector. I know that means you can't go very deep, but that's life on one line of a 40 column screen.

hofer@urz.unibas.ch (Remo Hofer) writes:

|Wouldn't this be an idea for a dc week utility. A TSR that parses all pathnames
|before calling the system routine. So these commercial applications will not
|cause problems to anyone.

I'd like to echo Allan's sentiments on this one, too... fixing "bugs" for no other reason than to allow buggy programs to run is A Bad Idea.

Believe it or not, I may even be more rabid about this issue than Allan. I think Atari should do everything in its power to discourage lazy programming. Our goal should be able to point at programs available on our computers and show how easy they are to use, and how robust they are. We shouldn't be required to apologize for the number of auto folder programs that you need to patch various bugs/features/whatevers so that programs X.PRG, Y.APP and Z.PRG can all coexist peacefully.

I think people who write little TSR helper programs shouldn't waste their time writing auto folder patches that let DB Master One run under TOS 6.7. They should spend their time enhancing the utility of TOS machines, so we move forward.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine

/ | \ #include <disclaimer>

1897. Multi V1.0 - Midi Sequencer

Newsgroup: comp.sys.atari.st
Date: 1991-08-10 04:21:07 UTC
From: umhagma1@ccu.umanitoba.ca
Message-ID: <1991Aug10.042107.13553@ccu.umanitoba.ca>
Source record: 229777

Has anyone looked at this fine piece of software yet? It apparently came out just about a half a year ago (I think). How do you think it rates to other packages? Alchimie *was* a nice sequencer (mainly because shareware). But when you want REAL support, I guess you got to pay a few more bucks (I figure).

It's retail price up here (BRRRRRR...<-what a joke) Winnipeg, Manitoba (Canada for those of you who don't know), is around a whopping $495.00 (CAN).
Anyone else have any prices?

Thanks for any info. (or any corrections)

Brett Hagman
Student Computer Engineer
University of Manitoba
Winnipeg, Manitoba

1898. Re: piracy

Newsgroup: comp.sys.atari.st
Date: 1991-08-10 05:19:34 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Aug10.051934.16627@crash.cts.com>
Source record: 229784

In-Reply-To: message from boyd@nu.cs.fsu.edu

this was just a comment.people assume that it is all truth.i want to know
how the community feels.my apologies to any who i have offended.

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1899. Re: PC-Ditto I -vs- SoftPC

Newsgroup: comp.sys.atari.st
Date: 1991-08-10 05:19:59 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Aug10.051959.16698@crash.cts.com>
Source record: 229785

In-Reply-To: message from millert@anchor.colorado.edu

wow what ananswer"they don't get paid to anwer questions on the net".well i
guess they don't like the atari enough to enlighten anyone but themseleves.

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1900. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1991-08-10 08:28:28 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1991Aug10.082828.1979@terminator.cc.umich.edu>
Source record: 229612

```
drwxrwxr-x daemon 1024 Aug 5 15:26 .
-rw-rw-r-- weiner 84754 Aug 5 15:25 ./Index
-rw-rw-r-- weiner 42690 Aug 5 15:25 ./CompInd.Z
drwxrwxr-x daemon 1024 Aug 7 21:57 .
drwxrwxr-x jon 4096 Aug 7 21:42 ./games
-rw-r--r-- weiner 54483 Aug 7 21:42 ./games/take2_bw.lzh
-rw-r--r-- weiner 65166 Aug 7 21:42 ./games/take2_col.lzh
-rw-rw-r-- weiner 8692 Aug 7 21:43 ./games/Index
drwxrwxr-x jon 2048 Aug 7 21:31 ./archivers
-rw-r--r-- weiner 38087 Aug 7 21:31 ./archivers/lzh200a.lzh
-rw-r--r-- weiner 3193 Aug 7 21:32 ./archivers/Index
drwxrwxr-x jon 6144 Aug 7 21:39 ./utilities
-rw-r--r-- weiner 4497 Aug 7 21:20 ./utilities/boot_cpx.lzh
-rw-r--r-- weiner 30396 Aug 7 21:23 ./utilities/clock17e.lzh
-rw-r--r-- weiner 23285 Aug 7 21:39 ./utilities/edi_uti1.lzh
-rw-r--r-- weiner 12998 Aug 7 21:23 ./utilities/speedmet.lzh
-rw-r--r-- weiner 10724 Aug 7 21:40 ./utilities/Index
drwxrwxr-x jon 1536 Aug 7 21:46 ./tex
-rw-r--r-- weiner 49269 Aug 7 21:46 ./tex/c++2l.zoo
-rw-r--r-- weiner 3193 Aug 7 21:47 ./tex/Index
drwxrwxr-x jon 3072 Aug 7 21:30 ./diskutils
-rw-r--r-- weiner 32458 Aug 7 21:30 ./diskutils/fsearch5.lzh
-rw-rw-r-- weiner 5658 Aug 7 21:31 ./diskutils/Index
-rw-rw-r-- weiner 3811 Aug 7 21:29 ./applications/Index
drwxrwxr-x weiner 512 Aug 7 21:25 ./applications/dtp/fonts/pagestream
-rw-rw-r-- weiner 109277 Aug 7 21:25 ./applications/dtp/fonts/pagestream/pgsfe.arc
-rw-rw-r-- weiner 22937 Aug 7 21:25 ./applications/dtp/fonts/pagestream/chancery.arc
drwxrwxr-x gray 512 Aug 7 07:54 ./gnustuff/tos/ghstscrpt
-rw-rw-r-- weiner 85276 Aug 7 21:49 ./Index
-rw-r--r-- weiner 77111 Aug 7 21:50 ./ls-lR.Z
-rw-rw-r-- weiner 42973 Aug 7 21:49 ./CompInd.Z
drwxrwxr-x jon 2048 Aug 9 20:19 ./archivers
-rw-r--r-- weiner 112110 Aug 9 20:19 ./archivers/zoo21bin.zoo
-rw-r--r-- weiner 306834 Aug 9 20:19 ./archivers/zoo21src.zoo
-rw-r--r-- weiner 3099 Aug 9 20:22 ./archivers/Index
drwxrwxr-x jon 6144 Aug 9 14:26 ./utilities
drwxrwxr-x jon 1024 Aug 9 08:03 ./gnustuff
-rw-r--r-- gray 40151 Aug 9 08:04 ./gnustuff/Index.gjh
drwxr-xr-x weiner 1536 Aug 9 20:22 ./dc
-rw-r--r-- weiner 4640 Aug 9 20:22 ./dc/dcmsaver.arc
```

1901. Re: Anonymous FTP of The Vault in Europe

Newsgroup: comp.sys.atari.st
Date: 1991-08-10 08:53:54 UTC
From: jlinz@krokus.han.sub.org
Message-ID: <A0b9wm3w@krokus.han.sub.org>
Source record: 229776

In <1991Aug7.144445.3006@cs.yale.edu>, Robert Fischer writes:
>are available via ftp in europe under anonymous account by the
>University of Koeln/Germany. The numeric ftp-adress is
[stuff deleted..]

hello robert,

we have just test your new version 3.0 of The Vault.

THERE is still the same bug as in your old versions :

Try to use a deep path, like more than 50 Characters in the GEM-Input-Line,
The Vault will crash, overwriting his own memory, asks for disc-changes
and then bombs... ugghh 8-(

An other little bug is this one :

If there is a file with a name " . " (you see, a blank name),
than The Vault don't abort with an errormessage, but try go on with
backuping. BUT don't really backups the files !

Hope that helps !

PS: I've heard, you sold your ATARI ST. Is that true ?
Who will support your really good program ?(sources avaible ?)

cu Jochen (not the FRITZ, but a FRANZ !)

Hope, my bad english will be understood...
--

Jochen Linz, Henckellweg 7, W-3000 Hannover 91, Germany - Voice: +49 511 417407

1902. Re: HiSoft

Newsgroup: comp.sys.atari.st
Date: 1991-08-10 10:40:16 UTC
From: as_radfo@g2.brispoly.ac.uk
Message-ID: <1991Aug10.104016.2361@g2.brispoly.ac.uk>
Source record: 229782

In article <1991Aug7.205102.27984@news.cs.indiana.edu> pwp@iuvax.cs.indiana.edu (Paul Purdom) writes:
>Can someone send me an address for HiSoft in England (or a US address if
>they have one)? Does anyone know of a better place to obtain the latest
>version of Personal Pascal?

I didn't even know until you mentioned it that they had Personal Pascal
on their list! And I've been wondering where to find it.

However, a full-page advert in the July issue of ST Applications informs that:

'HighSpeed Pascal - comes from Denmark - extremely fast and friendly -
closely compatible to ... Turbo Pascal, even including the graphics unit
from the PC - compilation speed ~20,000 line/min with excellent
code generation for the St and TT.

Price: UK pounds 89.95.
Existing Personal Pascal users can upgrade at a reduced price.'

Today's tourist rate is about $1.66/pound => ~$150.

HiSoft is at: The Old School
Greenfield
BEDFORD
MK45 5DE
U.K.

Any help?
--
--
Arthur Radford, Bristol Polytechnic
BRISTOL, BS16 1QY, UK
as_radfo@uk.ac.brispoly.g2

1903. Minix question..

Newsgroup: comp.sys.atari.st
Date: 1991-08-10 11:03:31 UTC
From: yonder@netcom.COM
Message-ID: <1991Aug10.110331.7403@netcom.COM>
Source record: 229778

I've been strongly considering getting Minix (I sure wish it was a little cheaper -- does anybody know of a souce besides direct to Prentice Hall?)

My question is: Which version is better, the MAC or ST version? The reason I ask is becuase I have a Spectre so I could run the MAC version. If they are pretty much the same, it would seem ST would be superior because I wouldn't have to run it under emulation. Also, I have read that the Amiga and ST binaries are compatible (under Minix) does anyone know if this is true for MAC as well?

Well, any help in the area would be great.. Thanx...

P.S. I don't suppose somebody has a copy of Minix they would like to sell, c'mon now, there's gotta be somebody out there who has it sitting around collecting dust....

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

1904. Re: Dialog Boxes

Newsgroup: comp.sys.atari.st
Date: 1991-08-10 12:22:08 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Aug10.122208.16653@lsuc.on.ca>
Source record: 229779

In article <3231@cod.NOSC.MIL> healy@cod.NOSC.MIL (Mike Healy) writes:
>Let me quote from my Laser C (version 1.01) docs (and probably start a
>new flame thread):
>
> "The GEM desktop program opens a workstation for the screen using
> raster coordinates. GEM can only have one workstation open for a
> particular device at a time, and since the desktop program is
> always run before user applications, there is no way for an
> application program to open a workstation on the ST. It can
> however [sic] open a virtual workstation that inherits the
> device specific information from the currently open workstation."
>
> Laser C version 1.01 manual, p. 307

So that would mean that "v_opnwk()" in Lattice C is an entirely
bogus command! Neato! :-)

Conclusion #1: We need some new books put out on GEM/TOS programming.
Hopefully, some of those books will be the manuals that come with
these compilers.

Conclusion #2: (Ahem. I have another conclusion but I think I will
not currently state it in public. :-)

Supposition: "v_opnwk()" is probably necessary for some GDOS commands.
Probably I'll find this out if I ever actually use a GDOS related command.
That's fair enough. In the mean time, I won't worry about it and I
won't use it.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

1905. Re: XCONTROL & Mouse Accel

Newsgroup: comp.sys.atari.st
Date: 1991-08-10 13:08:29 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Aug10150829@orion.laas.fr>
Source record: 229780

In article <159927@unix.cis.pitt.edu> rjast1@unix.cis.pitt.edu (Robert J Anisko) writes:
| In article <2311@tharr.UUCP> steveh@tharr.UUCP (Steve Hebditch) writes:
| >In article <1991Jul10.141741.14032@sae.com> malay@sae.com (Bob Malay) writes:
| >>Hi,
| >>I just got XCONTROL from a.a and tried out all the setups on my 1040STe.
| >..
| >You need a copy of MACCEL3 in your AUTO folder. Unfortunately this doesn't
| >yet appear to have been made available to non STE and TT purchasers.
|
| Dude, MACCEL3 has been out far longer than Xcontrol - just check in
| the atari.archive.umich.edu FTP site (probably in the utilities section).

Are you sure? It's not in a.a's CompInd.Z listing. Don't you mean
MACCEL2? In addition, SYSINFO.PRG lists MACCEL3 as identifying itself
as MACCEL2.

My two and a half bits worth (inflation, you know),

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

1906. BinHex on platforms other than mac???

Newsgroup: comp.sys.atari.st
Date: 1991-08-10 15:54:09 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <8859@vela.acs.oakland.edu>
Source record: 229783
Cross-posted to: alt.sex.sounds,comp.sys.atari.st,comp.lang.c

Subject gives the idea. I was wondering if there are any programs floating around for undoing macintosh BinHex files on other than a mac? I have a 1040 STe (Atari) and would like to be able to un-binhex some sound files that I got off of news

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

1907. Uploading to atari.archive and comp.{b,s}.atari.st

Newsgroup: comp.sys.atari.st
Date: 1991-08-10 18:42:10 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Aug10.184210.6077@terminator.cc.umich.edu>
Source record: 229616

Uploading to Atari.archive.umich.edu
and
Posting to comp.{binaries,sources}.atari.st
By Jeff Weiner, Atari.archive Guardian

How to upload to atari.archive.umich.edu:

There are two main ways to upload to the archive: FTP or mail

1: FTP - This is the preferred method, as it doesn't clog my mailbox with
megs and megs of stuff, not to mention it's a bit easier for you too.
Logon to the archive as usual, then issue the following commands

```
cd ~atari/new
type binary
put filename.ext
mail weiner@atari.archive.umich.edu .... "Hey Jeff, I just uploaded this..."
```

This last step is very important. As we're now integrating the
index with text and the ls -lR listing, descriptions and an address to
send questions to are key.

Ed Krimen, ekrimen@ecst.csuchico.edu, adds this:

For those that may not know, may I add that, for aesthetic effects,
if you enter "hash," before you "put filename.ext" or "get
filename.ext," the ftp program will display a # for every 1024 bytes
sent or received. Actually, when you 'put' a file, it will display
bunch of # at once. Moreover, if you enter "bell," it will sound your
system bell when a function has completed. Finally, you can send and
receive a list of files using the "mput" and "mget" commands,
respectively, with a list of the files after the command.

2: MAIL - This is a bit slower for you and for me, but is still very effective.
Simply uuencode the file, (please split it into parts ~=60 K or less please)
and mail the result to weiner@atari.archive.umich.edu. Please name
the parts in the subject line. This is really helpfull as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled file transmission, containing a short description of
the file, etc. Shar files are also acceptable, but I prefer the uuencoded.

And for those of you who would like to see your binaries and sources appear
in comp.{binaries,sources}.atari.st, the following is taken from Steve
Grimm's Introduction to Binaries and Sources:

Subject: Submitting binaries for publication

Items intended for posting or queries and problem notes should be sent to atari-binaries@twitterpatter.eng.sun.com. If you are on a UUCP-only site, you can send them to {backbone}!sun!twitterpatter.eng!atari-binaries.

If you want verification of arrival, so say in a cover note, or at the beginning of your submission, if it is small. I try to verify that a program works, and if I can't get it to work, I may hold up posting it for a couple of days. Please note that, except in rare cases, software without documentation will not be published. The backlog from receipt to posting varies from one to four weeks depending mostly on the set of submissions currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two separately. If I have to separate your sources from your binaries by hand, your submission will most likely sit on the back burner for a while.

Also, as of volume 8, I will only accept binaries packed with an archiver for which source code is widely available. For the time being, this pretty much means arc, zoo, and lharc. If you want to use a nifty new archiver, make the source code available to the public (posting to comp.sources.atari.st is fine.) I reserve the right to repack binaries with another archiver if the other archiver saves a significant amount of space, or has other advantages.

If you're submitting a demo of a commercial program, or a shareware program, please keep the amount of advertising to an absolute minimum. The net gods become angry when people try to use the net as a free advertising medium, and I'd like to keep comp.binaries.atari.st out of trouble. If you want to solicit orders, do it in a README file or an About... dialog box, not in a message that comes up every time the user does something. In other words, treat the net like a PBS station (apologies to those outside the US.) I will not accept programs which I feel are excessively commercial. I'm aware that commercial demos and shareware are often very useful (to the users on the net,) which is why I allow them at all.

Subject: Submitting source for publication

Items intended for posting or queries and problem notes should be sent to atari-sources@twitterpatter.eng.sun.com. If you are on a UUCP-only site, you can send them to sun!twitterpatter.eng!atari-sources.

If you want verification of arrival, so say in a cover note, or at the beginning of your submission, if it is small. I try to verify that a program works, and if I can't get it to work, I may hold up posting it for a couple of days. Please note that, except in rare cases, source without documentation will not be published. The backlog from receipt to posting varies from one to four weeks depending mostly on the set of submissions currently in my queue.

I prefer that you submit sources and binaries separately, as it's a pain to separate them, and such submissions are invariably placed on the back burner. Sources should be submitted in the same format as binaries -- uuencoded arc, zoo, or lzh files. Please use Pierre Dumas'

"uue" program if possible, as it can correct some common transmission errors. Split long submissions up into reasonable (less than 50K) chunks. "uue" will do this for you, if you use "uue -700 file" to encode.

Please inform me of any special system requirements, and what development environment was used, so that I can properly test your submission and label it when I post it.

---

weiner
--
Jeff Weiner --- weiner@{ub.cc, um.cc, atari.archive}.umich.edu
Corner of Packard and State, 2nd house from Blue Front on Arbor
Couldn't think of a witty saying to go here - give me some time

1908. Ftp beginner's guide

Newsgroup: comp.sys.atari.st
Date: 1991-08-10 18:44:06 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Aug10.184406.6171@terminator.cc.umich.edu>
Source record: 229614

This is a basic guide to ftp. It is intended only to get you on your
way to ftp happiness. Please let me know if you have any comments,
questions, or suggestions.

weiner@atari.archive.umich.edu

~~~~~~
Jeff Weiner's FTP Basics Vol.1 #1

Part 1: Logging in
To begin an ftp session, the first thing you need to do is log in to our
machine. You can do this by issuing the 'ftp atari.archive.umich.edu'
command. You should then see something like this:

Connected to atari.archive.umich.edu.
220 atari.archive.umich.edu FTP server (Version 4.169 Wed Jan 2 17:03:56 EST 199
1) ready.
Name (yourhost.domain.edu:yourusername):

At this prompt you'll want to type 'anonymous'. On some hosts, the word
'guest' will work, but 'anonymous' is always a sure bet.

If you don't see this login prompt, but instead get something like
'Our host was unable to trace a name back to (some internet address).
We only accept ftp from properly registered hosts', then you'll have to
ask your sys-admin to properly register your machine in its name servers.
There's nothing we can do on this end, so please don't bother asking.
Also, if your machine doesn't allow you to specify the atari.archive name,
try using out internet address : 141.211.164.8 Then, march down to
your sys-admins office and ask him to install name-service. Your life will
become much easier.

Assuming you recieved the above prompt, you'll then be asked for a
password. Use your mail address. For example, I would use
'weiner@atari.archive.umich.edu'

Part 2: Basic Commands
Once you're logged on, there's a few basic commands you'll want to know about.

ls : lists the names of files of sub-directories in a directory.
ls -C : Lists the files horizontally, instead of vertically.
ls -F : Lists filenames, but adds a / to the end of directory names.
dir : does the same thing as ls, but is needed on some other machines
ls -l : A verbose listing of files. Includes permissions, filesize, etc.
cd : changes directories (i.e. 'cd atari' would put you in the atari area)
cd .. : Goes 'back up' a directory, to the one you came from.
~~~~~~

This from redmond@IUS4.IUS.CS.CMU.EDU:
For more than one argument to ls, use double quotes. Eg. ls "-FC *.lzh"

These are about all you need to get moving around the archive.

Part 3: Getting the Goddies

The main reason you want to ftp in the first place is to quickly transfer files. More often than not, you'll want to transfer the files from the archive to your account. You can do this using the following commands:

First, find the file you want to download.
Second, issue the command 'type binary'. This tells our machine that you'll be transferring a binary file. This is really important. You'll waste a LOT of time if you download files that were not transferred in binary mode.
Third, issue this command 'get <filename.ext>'. This will instruct the archive host to send <filename.ext> to your account.

The last thing you'll want to do is use the 'quit' command. This tells our machine you're no longer interested in ftping files, and would like to go back to your command prompt.

Now, you'll need to download your files from your mainframe(sparc, whatever) to your ST. Usually you'll want to use either kermit or x- or y- or z-modem protocals. They're very reliable. I'd be quite hesitant to try something else. Also, your machine and ST are usually unique to you. This means that I really can't help you with this part. You could try asking, but I'm going to promise anything.

Part 4: A Few Words on Net Ettiquette

Net Ettiquette is something that every net user should be aware of. Relating to ftp, and our archive, it is essentially this:

1) Try to keep ftp usage to an absolute minimum during business hours, in our time zone. That would be 9 am to 5 pm , EST. This roughly means upload or download one file or so and little else during these hours. After 5pm, have a blast. Go nuts. We probably won't mind nearly as much..... Otherwise, we will drive to your campus or place of work (even if you live in Europe) and we'll kick youe butt. Or, Jon will sing Prince songs to you. Whichever you'd like the least.

2) If you have a question about some aspect of ftp service or some other area of your computer, please ask around at your site first. Don't immediately fire off all of your questions to us. I don't mind answering questions about the archive, problems with logging in, or something similar. But I tend to get upset when people ask me questions like, "Jeff, how come I can't get the fgrep command to work properly on my sparc station...."

3) Please try to upload files that you know the archive doesn't have. I know it's not the greatest thing to do, but if you can find time to download stuff, I think you can find time to return the favor and upload things also.

If you have any reasonable questions, any comments or concerns, etc.
please mail them to me, weiner@atari.archive.umich.edu.

Thanks,
weiner

--
Jeff Weiner --- weiner@{ub.cc, um.cc, atari.archive}.umich.edu
Corner of Packard and State, 2nd house from Blue Front on Arbor
Couldn't think of a witty saying to go here - give me some time

1909. The University of Michigan Archives

Newsgroup: comp.sys.atari.st
Date: 1991-08-10 18:48:21 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Aug10.184821.6294@terminator.cc.umich.edu>
Source record: 229613

[Thought this might be of general interest to you folks that have
more than one machine. Lemme know if you'd like more info......
-weiner]

Welcome to the University of Michigan Software Archives.

We are at archive.umich.edu [141.211.164.153] (aliases mac.archive.umich.edu,
msdos.archive.umich.edu, and apple2.archive.umich.edu) and
atari.archive.umich.edu [141.211.164.8] Please use symbolic addresses
if you can since the archives move occasionally.

--- what's here ---
There are a number of collections of public domain, freeware, and shareware.
More are being planned. Here are the directories you will see.

at archive.umich.edu
mac Macintosh software
msdos IBM PC and compatible software
apple2 Apple 2 software
next.ftp NeXT software
linguistics linguistics software (just beginning)
physics physics software (just beginning)
mac.bin not for ftp access (local Appletalk service only)
next not for ftp access (afs only)

at atari.archive.umich.edu
atari Atari software

--- ftp access ---
You can use ftp to get to these archives (anonymous login, any password).
There are currently no restrictions, but for load management reasons limits
may be imposed in the future. Please show consideration to the regular users
of atari.archive.umich.edu and restrict anonymous ftp access to evening
through early morning EDT (-4:00 GMT). Users of archive.umich.edu need not
make such a restriction, but will get better response in the that time period.

--- afs access ---
If you are using AFS (Andrew File System) you can get to the archive
directory (excluding the atari archive) with
cd /afs/umich.edu/group/itd/archive

--- email access ---
You may request that files be mailed to you from the atari archives (see
the Help file in those archives for details). This service will be expanded
to include other archives in the future.

--- work in progress ---
We are planning additional archives, additional access methods, more
documentation, mailing lists, and better indexing. Suggestions are welcome.

--- contacting humans ---
Most of the work on the archives is being done by volunteers. And while their
time is necessarily limited so a response may be delayed, please contact them
with questions, suggestions, submissions, or praise. They can be reached at
apple2-archivists@archive.umich.edu
atari-archivists@archive.umich.edu
linguistics-archivists@archive.umich.edu
mac-archivists@archive.umich.edu
msdos-archivists@archive.umich.edu
next-archivists@archive.umich.edu
physics-archivists@archive.umich.edu

Your archive administrator, Fred Swartz, archive-admin@archive.umich.edu
1991.8.9
--
Jeff Weiner --- weiner@{ub.cc, um.cc, atari.archive}.umich.edu
Corner of Packard and State, 2nd house from Blue Front on Arbor
Couldn't think of a witty saying to go here - give me some time

1910. Re: .gem to .img conversion question (other ways)

Newsgroup: comp.sys.atari.st
Date: 1991-08-10 19:47:14 UTC
From: wolfgang@cs.sfu.ca
Message-ID: <1991Aug10.194714.4578@cs.sfu.ca>
Source record: 229799

In article <1991Aug7.215516.13773@ux1.cso.uiuc.edu> timothyg@ncsa.uiuc.edu (Timothy Gallivan) writes:
>In article <1991Aug7.203717.6382@cs.yale.edu> fischer-michael@CS.YALE.EDU (Michael Fischer) writes:

>The nice thing about this method is that the graphic resolution is
>limited only by the printer (300dpi for a deskjet). Isn't an .img file
>limited to the ST screen resolution (80dpi)? Also, once you have the
>image in postscript form, you can scale it, rotate it, twist it, stretch
>it, etc., without loosing resolution or introducing graininess (is this
>a word?).
so far as I know, the ".img" files are not bound to any resolution, they are just plain bitmapfiles which also can be with colorinformation.

Wolfgang

1911. Re: PCT 1424 (was: Re: TT with Multisyncs)

Newsgroup: comp.sys.atari.st
Date: 1991-08-10 21:36:15 UTC
From: ford@tharr.UUCP
Message-ID: <2510@tharr.UUCP>
Source record: 229793

My first PTC1426 was way out of adjustment, firstly it was completely out of
focus, secondly as you turned down the brightness the white turned to purple!

As you may have guessed, I got it replaced.

The new one is much much better (maybe Atari had installed some sort of
quality control by the time this one was made, or was it just luck that
the components were in the right positions? :-)).

The quality of the display is up to that, if not better than, most multisyncs
I've seen, though I wouldn't call the Atari monitor a multisync as it can't
handle either 50Hz or 70Hz sync, just 60Hz! (There is a switch on the back
for switching between TT and IBM-PC VGA modes, but all that does is alter the
width of the picture)

My conclusion, the PTC1426 is a good monitor for the TT (even in Mono, Frank)
as long as you don't mind paying way over the odds so that the monitor fits
nicely on the TT, and you get one which has actually been adjusted!

Stephen Usher

Addresses:-

JANET ucacmsu@uk.ac.ucl or ford@tharr.uucp@uk.ac.ukc
INTERNET ucacmsu@ucl.ac.uk or ford@tharr.uucp@ukc.ac.uk

--
<-- tharr *free* public access to Usenet in the UK 0234 841503 -->

1912. Re: PCT 1424 (was: Re: TT with Multisyncs)

Newsgroup: comp.sys.atari.st
Date: 1991-08-10 21:50:31 UTC
From: ford@tharr.UUCP
Message-ID: <2511@tharr.UUCP>
Source record: 229794

Sorry Frans for mis-spelling your name in my last article, it won't happen again, I promise :-)

Steve

--
<-- tharr *free* public access to Usenet in the UK 0234 841503 -->

1913. Re: Dialog Boxes

Newsgroup: comp.sys.atari.st
Date: 1991-08-11 01:34:55 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Aug11.013455.1451@lsuc.on.ca>
Source record: 229796

In article <3170046@alice.hobby.nl> hvaalde@cs.vu.nl writes:
>In <1991Aug6.015143.20026@lsuc.on.ca> you wrote:

...

>the proper thing to do for opening dialoges is:
>form_center(dialog,&x,&y,&w,&h);
> to keep big screen owners happy
>form_dial(FDM_START,x,y,w,h,x,y,w,h);
> to save the screen area
>objc_draw(dialog,0,0,x,y,w,h)
> to draw the object
>ret = form_do(dialog,0)
> to handle the dialog
>form_dial(FDM_START,x,y,w,h,x,y,w,h);
> to restore screen area
>
>The last call restores only the desktop under the dialog, any windows under it
>are updated by the owning application when it reseves the WM_REDRAW message
>(Ofcourse your application should listen to incoming message through a
>evnt_multi loop). If you did not send your VDI output to a window you don't get
>a WM_REDRAW message and should have saved the screen area with
>vro_cpyfm function and restore it in the same manner
>
Again, many thanks for the reply! At this point I think that's
pretty much what I have. It's the "vro_cpyfm()" call that's messing
up. I haven't looked at it today though.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

1914. Help for an old, handicapped ST?

Newsgroup: comp.sys.atari.st
Date: 1991-08-11 01:54:15 UTC
From: bane@tove.cs.umd.edu
Message-ID: <37911@mimsy.umd.edu>
Source record: 229795

My ancient and revered 520 has a problem. Its serial port has partially
died; it can send but not receive characters. To give you an idea of
how old this machine is, it started out with a single-sided external floppy.
It now has an external double-sided floppy, an 80 meg hard drive, and a
1/2.5/4 meg RAM board from Tech Specialties (currently at 2.5 meg).
The serial port is important to me, as it's how I do my backups.

I'm trying to find the cheapest way of fixing this mess. The options I've
thought of are:

Get the old machine fixed (but where? and how much? and how long?).

Buy another used ST; I'd only do this if I could transfer my RAM board
to it. Anybody got an old but working machine they want to unload?

Buy a new ST. As I really need the big RAM for desktop publishing, I'd
probably go for a Mega 2.

Give in and buy a more mainstream machine (but what about my old files? and
besides the new Apple/IBM alliance makes my skin crawl...).

Anybody else ever have a serial port hardware problem? Did you solve it?
Anyone have a machine to sell?

Please respond via mail, as I'm 200 messages behind in this newsgroup.

Bob Bane (bane@tove.cs.umd.edu)
--
Internet: bane@tove.umd.edu
UUCP:...uunet!mimsy.umd.edu!bane

1915. east coast bbs's and user groups

Newsgroup: comp.sys.atari.st
Date: 1991-08-11 03:16:38 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Aug11.031638.8340@crash.cts.com>
Source record: 229789

```
can anyone tell me of addresses and numbers of atari bbs's and user groups
in the new york,new jersey and connt.areas?

thankls
thanks
----
ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil
```

1916. beast

Newsgroup: comp.sys.atari.st
Date: 1991-08-11 03:16:42 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Aug11.031642.8404@crash.cts.com>
Source record: 229790

i was visiting a riend of mine who got some games from germany recently and a game called beast we played from the same company from shadow of the beast.is it a game before shadow of the beast or a shadow of the beast 2?we don't know but since we don't read german we are lost.

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1917. Re: Allan Pratt & colleagues (was Re: PC-Ditto I -vs- SoftPC)

Newsgroup: comp.sys.atari.st
Date: 1991-08-11 03:16:53 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991Aug11.031653.8553@crash.cts.com>
Source record: 229788

In-Reply-To: message from grahamt@syma.sussex.ac.uk

i apperciate all and any information on the st but on the same token i also
appreciate extras to keep this old atarian going.since our market is not
the biggest i think atari employees should be a tad extra informative.just
my opinion.

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1918. Re: BinHex on platforms other than mac???

Newsgroup: comp.sys.atari.st
Date: 1991-08-11 05:44:00 UTC
From: steve@thelake.mn.org
Message-ID: <A92280587@thelake.mn.org>
Source record: 229644
Cross-posted to: alt.sex.sounds,comp.sys.atari.st,comp.lang.c

```
[In article <8859@vela.acs.oakland.edu>,
swood@vela.acs.oakland.edu ( EVENSONG) writes ... ]

>
> Subject gives the idea. I was wondering if there are any programs
> floating around for undoing macintosh BinHex files on other than a mac?
> I have a 1040 STe (Atari) and would like to be able to un-binhex some
> sound files that I got off of news

It's on my list of planned future enhancements for UUCODER.

I haven't tracked down BinHex source code yet. I'd appreciate
tips on where it might be found.

----
Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org
```

1919. GCC question

Newsgroup: comp.sys.atari.st
Date: 1991-08-11 06:54:59 UTC
From: michael@dime.cs.umass.edu
Message-ID: <34657@dime.cs.umass.edu>
Source record: 229797
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This is probably a silly question, but I've installed GCC on my system and can't get it to compile anything, so I'll ask anyway.

The problem is how it is treating TOS filenames. If I try to compile using a command such as

gcc -O -c test.c

then it will not see the file. If, on the other hand, I try to compile with

gcc -O -c TEST.C

then it DOES see the file, but it doesn't seem to know what to do with the .C extender, so no actual compilation takes place.

Is there a switch or an environment variable I can use to correct this?

Thanks in advance,

Michael Kieras

1920. Using a big hard disk

Newsgroup: comp.sys.atari.st
Date: 1991-08-11 07:01:59 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Aug11.070159.11845@chinet.chi.il.us>
Source record: 229798

I got an impossibly great deal on a ST-4702N (600 MB Wren-V). I have it hooked up to my BMS-200, and it responds to commands alright. I can even get the BMS disk initializer to prepare 60 MB of useful file space on it. But I want to set this thing up as a large number of large partitions, and to do that I need HDX. So far, with a few reasonable tries, HDX refuses to do ANYTHING with this disk. Any suggestions?
Steve saj@chinet.chi.il.us

1921. Puting a pixel to screen

Newsgroup: comp.sys.atari.st
Date: 1991-08-11 07:03:00 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <LAHTINEN.91Aug11090300@gideon.gideon.fmi.fi>
Source record: 229621

I want to know what is now the "official" way to put a pixel to screen.
I have read form this group that Line-A is not a good idea, but I did
not find any simple pixel routines from VDI.

I hope it is not too slow.
--
* *

Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi or
Finnish Meteorological Institute kimmo@field.fi
Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

1922. Re: Hardware goodies in US???

Newsgroup: comp.sys.atari.st
Date: 1991-08-11 10:55:22 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug11.105522.7274@actrix.gen.nz>
Source record: 229800

In article <162815@unix.cis.pitt.edu> rjast1@unix.cis.pitt.edu (Robert J Anisko) writes:
> In article <1991Aug09.035522.8432@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
> >We've already established that there are some nice goodies being made for the
> >ST. But does anyone sell these things in the US? In particular: memory
> >expansion of the ST beyond 4 M, and network hardware that permits the ST to
> >be on the same network with 'more popular machines'.
> > Steve saj@chinet.chi.il.us
> I believe the soon-to-be-released (Dave?) 68030 upgrade from Gadgets by
> Small will let you crank it up to 12megs RAM, I believe.
>
> As for networking, you might check out some information on "Universal
> Network", a kinda offshoot of the Universal Item selector. I dunno if
> it works in conjunction with other systems on a net, but its worth
> look into,anyways...
> Robert Anisko
> rjast1@unix.cis.pitt.edu
>
Well there is this PC thing that is also available for the Atari that
uses the Cartridge Port, I think that the PC one uses the Printer Port,
gives about 10 megabytes transfer rate and the same on the Atari.

It is called Lantech ??, is this the correct name..

But please correct me on this as I have only heared about this 3rd hand
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

1923. Software wanted...

Newsgroup: comp.sys.atari.st
Date: 1991-08-11 11:46:39 UTC
From: hohr@cernvax.cern.ch
Message-ID: <6575@cernvax.cern.ch>
Source record: 229601

Hi Atarians,

Sorry for wasting bandwidth with this query, but...

I'm in the Los Angeles - San Franscisco area between the 16/9 and
13/10 of this year (approximately). Where can I find software to buy?

Please reply by e-mail, 'cause I'm not sure that every body reading
c.s.a.st is interested in that reply...

Thanks in advance for your reply.

Roger hohr@cernvax.cern.ch

1924. Re: Puting a pixel to screen

Newsgroup: comp.sys.atari.st
Date: 1991-08-11 13:24:39 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <LAHTINEN.91Aug11152439@gideon.gideon.fmi.fi>
Source record: 229635

Thank you for your reply, but I am afraid that it is no use for me, as
I have a high resolution graphics card. And if I am correct you routine
writes directly to screen memory, but you can not write to screen memory
of the graphics card.

Actualy you could but you have to use different system with every different
graphics card.

So I am looking for a general solution using normal system routines.
--
* *

Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi or
Finnish Meteorological Institute kimmo@field.fi
Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

1925. Getting source code to The Vault

Newsgroup: comp.sys.atari.st
Date: 1991-08-11 15:11:12 UTC
From: fischer-robert@CS.YALE.EDU
Message-ID: <1991Aug11.151112.12357@cs.yale.edu>
Source record: 229602

please, Please, PLEASE, when you have a message you want me to read,
send it directly to me. I am not likely to get it otherwise.

Many people have asked about getting source-code to The Vault. I
include here the conditions described under the "About The Vault" menu
item.

-*-*-*

1926. Re: Dialog Boxes

Newsgroup: comp.sys.atari.st
Date: 1991-08-11 15:46:46 UTC
From: cmedley@wam.umd.edu
Message-ID: <1991Aug11.154646.5646@wam.umd.edu>
Source record: 229603

In article <1991Aug10.122208.16653@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
>In article <3231@cod.NOSC.MIL> healy@cod.NOSC.MIL (Mike Healy) writes:
>>Let me quote from my Laser C (version 1.01) docs (and probably start a
>>new flame thread):
>>
>> "The GEM desktop program opens a workstation for the screen using
>> raster coordinates. GEM can only have one workstation open for a
>> particular device at a time, and since the desktop program is
>> always run before user applications, there is no way for an
>> application program to open a workstation on the ST. It can
>> however [sic] open a virtual workstation that inherits the
>> device specific information from the currently open workstation."
>>
>> Laser C version 1.01 manual, p. 307
>
>
> So that would mean that "v_opnwk()" in Lattice C is an entirely
>bogus command! Neato! :-)
>
>Supposition: "v_opnwk()" is probably necessary for some GDOS commands.
>Probably I'll find this out if I ever actually use a GDOS related command.
>That's fair enough. In the mean time, I won't worry about it and I
>won't use it.
>--

I always thought we needed GDOS installed to make an effective call to
v_opnwk(). I've never programmed GDOS, but most of the books that claim
v_opnwk() to be useless were written before the advent of GDOS itself. I
don't know about whether it allows more than one workstation open per device,
but I'm sure Allan Pratt or K. Bad could point everyone in the right direction

1927. Re: beast

Newsgroup: comp.sys.atari.st
Date: 1991-08-11 17:01:59 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <45489@cup.portal.com>
Source record: 229604

Chuck Schul writes:

...
>is it a game before shadow of the beast or a shadow of the beast 2?we
>don't know but since we don't read german we are lost.

Welcome to the "new world of Atari"... better get used to it...

BobR

1928. Re: Hardware goodies in US???

Newsgroup: comp.sys.atari.st
Date: 1991-08-11 17:40:58 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Aug11.124058.21620@doug.cae.wisc.edu>
Source record: 229605

In article <162815@unix.cis.pitt.edu> rjast1@unix.cis.pitt.edu (Robert J Anisko) writes:
>In article <1991Aug09.035522.8432@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>>We've already established that there are some nice goodies being made for the
>>ST. But does anyone sell these things in the US? In particular: memory
>>expansion of the ST beyond 4 M, and network hardware that permits the ST to
>>be on the same network with 'more popular machines'.
>> Steve saj@chinet.chi.il.us
>
>
> I believe the soon-to-be-released (Dave?) 68030 upgrade from Gadgets by
>Small will let you crank it up to 12megs RAM, I believe.
>
> ...
>
> Robert Anisko
> rjast1@unix.cis.pitt.edu
>

Speaking of Mr. Small, does anyone know when he is going release an upgrade for 3.0 that cures the numerous problems with the MEGA STE??

And of course, will his upgrade board be compatible with Atari's new MEGA STE?

????????? Abybody know what Mr. Small is doing about these things?

I would like to know before the November show as to decide whether or not I want to attend (Chicago).

--Greg

1929. Re: Using a big hard disk

Newsgroup: comp.sys.atari.st
Date: 1991-08-11 17:55:07 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Aug11.125507.21713@doug.cae.wisc.edu>
Source record: 229606

In article <1991Aug11.070159.11845@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>I got an impossibly great deal on a ST-4702N (600 MB Wren-V). I have it

Awesome.

>hooked up to my BMS-200, and it responds to commands alright. I can
>even get the BMS disk initializer to prepare 60 MB of useful file space on
>it. But I want to set this thing up as a large number of large partitions,
>and to do that I need HDX. So far, with a few reasonable tries, HDX refuses
>to do ANYTHING with this disk. Any suggestions?
> Steve saj@chinet.chi.il.us

HDX? You MUST be joking. I ASSUME you modified the HDX settings file,
that lists all the characteristics of the HD. You must use that option
because the standard GEM program doesn't list that kind of drive available for
formatting.

Gosh, you didn't say exactly what controller or host adapter your using.

For a drive like that, I would consider ICD's utilities, and hardware to
make it scream.

Could you be more specific? Maybe repost?

--Greg

1930. Atari Messe Help.

Newsgroup: comp.sys.atari.st
Date: 1991-08-11 18:28:34 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Aug11.182834.16502@menudo.uh.edu>
Source record: 229607
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Help! Double Click Software is looking to borrow an ST equipped with AT-SPEED
for use at the Atari Messe in Duesseldorf.

We will need to borrow the machine for the entire show. We will provide any
helpful individual with a free pass for all days of the show, plus a copy
of our software packages.

We can arrange to pick the ST up if it fits in our travel plans. We will be
in Frankfurt, Munich, Wiesbaden and Duesseldorf before the opening of the show,
but we could travel by train to get the equipment.

Please reply in EMAIL to:

uace0@menudo.uh.edu <-- (that's a zero - uace0)

If you can help us out. We would **greatly** appreciate any help.

Thank you. And now back to the news.

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

1931. Re: Using a big hard disk

Newsgroup: comp.sys.atari.st
Date: 1991-08-11 21:25:23 UTC
From: rcb@netcom.COM
Message-ID: <1991Aug11.212523.6360@netcom.COM>
Source record: 229608

In article <1991Aug11.125507.21713@doug.cae.wisc.edu> carter@cae.wisc.edu (Gregory Carter) writes:
>In article <1991Aug11.070159.11845@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>>I got an impossibly great deal on a ST-4702N (600 MB Wren-V). I have it
>>hooked up to my BMS-200, and it responds to commands alright. I can
>>even get the BMS disk initializer to prepare 60 MB of useful file space on
>>it. But I want to set this thing up as a large number of large partitions,
>>and to do that I need HDX. So far, with a few reasonable tries, HDX refuses
>>to do ANYTHING with this disk. Any suggestions?
>> Steve saj@chinet.chi.il.us
>
> (stuff deleted)
>
>Gosh, you didn't say exactly what controller or host adapter your using.

Yes, he did mention the host adapter - a Berkeley Microsystems
BMS-200. I would recommend calling Berkeley Microsystems. I had a
similar problem when I first got my HD/BMS-200 combination and they
were very helpful. Unfortunately, I don't have the number. You
should be able to get it by calling directory assistance and asking
for Berkeley Microsystems of Oakland (California).

Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb
"Just when you think you know it all, it changes!"
--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb
"Just when you think you know it all, it changes!"

1932. Re: east coast bbs's and user groups

Newsgroup: comp.sys.atari.st
Date: 1991-08-11 22:48:08 UTC
From: lchd_ltd@uhura.cc.rochester.edu
Message-ID: <1991Aug11.224808.1641@galileo.cc.rochester.edu>
Source record: 229609

In article <1991Aug11.031638.8340@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>can anyone tell me of addresses and numbers of atari bbs's and user groups
>in the new york,new jersey and connt.areas?
>
>thankls
>thanks
>----
>ProLine: chuckie@pro-odyssey
>Internet: chuckie@pro-odyssey.cts.com
>UUCP: crash!pro-odyssey!chuckie
>ARPA: crash!pro-odyssey!chuckie@nosc.mil

I am interested to know about user groups in upstate New York also.
Thanks

...
Ling Cherd

1933. UW "The Server Side"

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 00:14:09 UTC
From: feather@vuse.vanderbilt.edu
Message-ID: <1991Aug12.001409.9565@vuse.vanderbilt.edu>
Source record: 229611

Where can I find the server side of UW. I have the ST programs.

Thanks,

Dave

--

David V. Feather Email: feather@vuse.vanderbilt.edu

1934. Re: Help for an old, handicapped ST?

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 02:50:06 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug12.025006.3307@actrix.gen.nz>
Source record: 229617

In article <37911@mimsy.umd.edu> bane@tove.cs.umd.edu (John R. Bane) writes:
> My ancient and revered 520 has a problem. Its serial port has partially
> died; it can send but not receive characters. To give you an idea of
> how old this machine is, it started out with a single-sided external floppy.
> It now has an external double-sided floppy, an 80 meg hard drive, and a
> 1/2.5/4 meg RAM board from Tech Specialties (currently at 2.5 meg).
> The serial port is important to me, as it's how I do my backups.
>
> I'm trying to find the cheapest way of fixing this mess. The options I've
> thought of are:
>

> Anybody else ever have a serial port hardware problem? Did you solve it?
> Anyone have a machine to sell?
>
> Bob Bane (bane@tove.cs.umd.edu)
> --
> Internet: bane@tove.umd.edu
> UUCP:...uunet!mimsy.umd.edu!bane

Just replace the RS232 receve IC. MC1489A/UA1489A, this is IC No. U13
in the old ST's.

They can some times get damaged with Modems that don't have a earth,
and you plug them in with the power on..!!

I know I used to work for a Big banking net work, the bigest in NZ.
and we used to replace at one time some 2 IC's a week..
--
*** Roger W. Sheppard Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * GEnie. R.SHEPPARD5 ***
*** Kapiti * * At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1935. Re: Using a big hard disk

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 03:06:27 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug12.030627.3530@actrix.gen.nz>
Source record: 229618

In article <1991Aug11.070159.11845@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
> I got an impossibly great deal on a ST-4702N (600 MB Wren-V). I have it
> hooked up to my BMS-200, and it responds to commands alright. I can
> even get the BMS disk initializer to prepare 60 MB of useful file space on
> it. But I want to set this thing up as a large number of large partitions,
> and to do that I need HDX. So far, with a few reasonable tries, HDX refuses
> to do ANYTHING with this disk. Any suggestions?
> Steve saj@chinet.chi.il.us

Well HDX is now upto Version 4.01, but that is for the 'TT',
the old one should be Version 3.02..

You will need to write the settings for that drive into the Wincap
file, get a text reader "Tempas" and have a look at the Wincap file,
from the info in the Wincap file and the info you have on your drive
you should be possible to create your own entry to the Wincap file,
for that drive.
--
*** Roger W. Sheppard Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * GEnie. R.SHEPPARD5 ***
*** Kapiti * * At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1936. Turbo St

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 03:24:02 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug12.032402.4016@actrix.gen.nz>
Source record: 229619

Can any one tell me if Turbo St by Softrek is still around,
if so what is the latest Version..

If so where do I get it. No 800 No's Please..
they are no good here in NZ...

If not is Quick ST far better...???
--
*** Roger W. Sheppard Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * GEnie. R.SHEPPARD5 ***
*** Kapiti * * At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1937. Re: Using a big hard disk

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 03:59:24 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Aug12.035924.632@chinet.chi.il.us>
Source record: 229622

In article <1991Aug11.212523.6360@netcom.COM> rcb@netcom.COM (Roy Bixler) writes:
>In article <1991Aug11.125507.21713@doug.cae.wisc.edu> carter@cae.wisc.edu (Gregory Carter) writes:
>>In article <1991Aug11.070159.11845@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>>>I got an impossibly great deal on a ST-4702N (600 MB Wren-V). I have it
>>>hooked up to my BMS-200, and it responds to commands alright. I can
>>>even get the BMS disk initializer to prepare 60 MB of useful file space on
>>>it. But I want to set this thing up as a large number of large partitions,
>>>and to do that I need HDX. So far, with a few reasonable tries, HDX refuses
>>>to do ANYTHING with this disk. Any suggestions?
> I would recommend calling Berkeley Microsystems. I had a
>similar problem when I first got my HD/BMS-200 combination and they
>were very helpful.

I actually called Berkeley Microsystems before buying the disk, and they gave me a few suggestions. I can now use all 600 MB of it using their "if all else fails" method (partition using their fourpart partitioner). The version of Atari's HDX I'm using is recent enough that it asks whether the drive is on the SCSI or the ACSI bus. I've tried all sorts of plausible WINCAP entries, and HDX absolutely always says it can't partition the disk until it's formatted correctly, and it can't format the disk.

I guess, since AHDI drives the disk ok, what I really need now is a way to define the last partition on the disk as an 'XGM' partition, and to parcel it out. Something that leaves the first 3 partitions alone wouldn't hurt, but isn't necessary either.
Steve

1938. Accelerators for the ST forsale

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 05:04:38 UTC
From: stevef@bug.UUCP
Message-ID: <757@bug.UUCP>
Source record: 229651
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

I have come to possess a large number of Processor Accelerators for the 520, 1040, and Mega ST that I will sell for $65 each shipping included. I will sell two for $100. These are new units, in the box, were built by CMI and are fully tested. These accelerators are on multilayer boards that plug into a socket you solder onto the 68000. These boards are built around a 16 MHz 68000 and run at double the standard processor speed. The speed up you get with this product depends on the software you are running, but it runs from 10 to 30%.

These boards (there is a different one for the 520/Mega or 1040, so let me know what you want) also accept 68881 floating point unit of any speed, although it doesn't pay to get one faster than 16 MHz. For software that uses the math chip you can get speed ups of eight to ten times or more.

There is also a socket for an Atari blitter chip if your machine didn't come with one. You can get these from your Atari dealer.

These boards originally sold for around $300. Schematics and PAL equations are available on request. Complete instructions are included. DON'T try to install one of these if you are not handy with a soldering iron and haven't done this kind of thing before! I will not be liable for your mistakes.

If you want one of these, call or send a check to:

Steven R. Fordyce
6913 Sunnyview Rd NE
Salem, OR 97305-9543
(503)362-8637

Steven R. Fordyce uunet!sequent!ether!stevef

--
uunet!sequent!ether!stevef I am the NRA Steven R. Fordyce
Not all activists are leftists ... We have an energy policy: the free market.

1939. Re: TT and Genlock

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 07:05:22 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <LAHTINEN.91Aug12090522@gideon.gideon.fmi.fi>
Source record: 229665

I noticed you request for a Genlock (or similar) for Atari, here is one clue:

ELV
Postfach 1000
D-2950 Leer
Germany

fax: +49-491-72030

They are making kits for all kinds of stuff but they have also ready made
things. The products you might be interested are:

9197 Genlock for Atari ST DM 298,00 (kit)
9198 """""""""""""""""""" 398,00 (ready made)

9199 ST fix (you need this) 9,95 (kit)
9158 "" 19,95 (ready)

3707 VCP 7001 (RGB->video) 199,95 (kit) PAL
3710 "" 498,00 (ready) PAL

8108 Audio-Video-Prozessor 695,00 (kit) PAL+NTSC+Secam
8109 "" 1198,00 (ready) ""

And then you need little soldering skills (at least to put that
little fix to your computer) and some ability to read German.

That AVP 300 is a superior thing, you could convert between different
color systems and mix sound and correct color balance. You could
use it without a genlock to record only the computer signal to VCR.
With genlock you can combine video and computer graphics.

There is also an English company selling genlock for Atari
(I think they are PAL):

Third Coast Technologies
Unit 8,
Bradley Hall Trading Estate,
Standish, Wigan
Lancashire, WN6 0XQ
U.K.

tel: +44-257-472444
fax: +44-257-426577

--
* *

Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi or
Finnish Meteorological Institute kimmo@field.fi
Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

1940. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 08:56:35 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <14336@uhccux.uhcc.Hawaii.Edu>
Source record: 229623

In article <1896@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>CD-I players are based on the 68340 chip, a derivative of the 68020, and
>CD-RTOS, a specialized version of OS-9. Since the STE (or TT) can both
>run OS-9, it wouldn't be too much of a stretch for either machine to be
>CD-I compatible, though it might take some additional hardware (on a VME
>card?) to support the full motion video.

I hope more information can be given on CD-RTOS. A Magnavox brochure
describes it as providing a user shell with the following functions:

o Auto-start CD-I
o System entry
o Load Application
o Display Time/Date
o CD-DA auto-start/repeat/shuffle
o Info (calls up function info screen)
o Dim screen

Mating Microware's CD-RTOS with Motorola's M68340 super-muscular micro-
controller sounds awesomely devastating. Supposedly, one series of CD-I
machines will use a Signetics 68070 which is something like a 68K with
integrated DMA, timer and I/O support. I don't know much about the M68340,
but found this info about a close relation, the M68332:

"The 68332 is the first member of Motorola's revolutionary new
family of highly integrated, high-performance 32-bit devices
designed to meet the ever-increasing demands of embedded-control
functions.

The 68332 is the world's most powerful microcontroller with a
high-performance 32-bit CPU core. The CPU is surrounded by
'smart' peripherals, including a powerful RISC-like TPU (Time
Processor Unit), to reduce CPU overhead. The result is the
ultimate in system performance.

Just as the human brain has two hemispheres, one for sequential
logical operations and one for simultaneous creative operations,
the 332's CPU and TPU perform as two powerful CPUs on one chip:
one to process numbers and one to process time. For many appli-
cations, our two-CPU approach is more powerful than any feasible
single-CPU alternative.

The 68332 is truly the best of both the microcontroller and micro-
processor worlds. Its high degree of system integration eases
system design and slashes the total chip count.

Functional modules of the 68332 include:

o A 32-bit CPU fully compatible with the 68K Family
software.

o A RISC-like high performance TPU which processes 16
channels of time-based event functions independent
of CPU intervention.

o The TPU has a prioritized scheduler, RAM and ROM
to help manage sophisticated time-related control
functions.

o A Queued Serial Module containing two separate serial
interfaces, one synchronous (SPI) and one asynchronous
(SCI), for easy attachment of specialized, off-chip
peripherals without using the CPU as an interface.

o 2KB of fast static RAM with standby capability for
low-power applications and battery backed-up operation.

o A System Integration Module (SIM) containing programmable
chip selects, system clock, periodic interrupt, test/emul-
ation, and system protection features.

Additional members of the 300 Family will be introduced that will
provide a variety of peripherals and discrete logic functions com-
bined with a powerful 32-bit CPU. Available modules will include
ROM, DMA, A/D, EEPROM and many others."

The M68340 would probably have the integrated DMA and maybe the ROM and
EEPROM. Its clock speed isn't known, but probably is 16-20 Mhz.

Jack

1941. Re: Using a big hard disk

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 08:56:43 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Aug12.085643.24570@informatik.uni-erlangen.de>
Source record: 229624

saj@chinet.chi.il.us (Stephen Jacobs) writes:

>I actually called Berkeley Microsystems before buying the disk, and they gave
>me a few suggestions. I can now use all 600 MB of it using their "if all
>else fails" method (partition using their fourpart partitioner). The version
>of Atari's HDX I'm using is recent enough that it asks whether the drive is
>on the SCSI or the ACSI bus. I've tried all sorts of plausible WINCAP entries,
>and HDX absolutely always says it can't partition the disk until it's
>formatted correctly, and it can't format the disk.

Try HDX 4.01, not 4.00. It is much better at recognizing and formatting
SCSI disks of all kinds. Try switching off the MODE SENSE part during the
formatting process (there is a field for this purpose in the WINCAP file).

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

1942. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 09:13:30 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <14337@uhccux.uhcc.Hawaii.Edu>
Source record: 229625

In article <8159@tekgen.BV.TEK.COM> boblu@tekgen.BV.TEK.COM (Robert Luneski) writes:
>Before you hold your breath for the introduction of CD-I, consider that
>Phillips has been promising it's imminent introduction for the last three
>years. Sound like any company we know? Nah.... :-)

There is every indication that consumer CD-I systems will be available in the coming months. Sony sponsors a segment on a daily radio show which promotes and provides information about CD devices. For the entire week last week, the features of CD-I were announced. The announcer didn't use generalities, but provided the actual specs for a typical system. Some of the announced details of the broad range of video mode colors: DYUV 16 million, RGB 32,768, CLUT8 256, CLUT7/RL7 128 and RL3 with 8. The video resolution is 384/768 (horizontal), 240/480 (vertical).

Philips/Magnavox recently started to provide brochures to anyone interested; just contact them at: One Philips Drive, PO BOX 14810, Knoxville. TN 37914. Phone number is (615) 521-3230.

In Europe: Philips Interactive Media Systems, PO BOX 80002, 5600 JB Eindhoven The Netherlands.

Ask for the CD-I 910 and 602 systems' brochures.

Jack

1943. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 09:43:35 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <14338@uhccux.uhcc.Hawaii.Edu>
Source record: 229626

In article <GJH.91Aug7090308@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:
>
>_Both_ UK ST mags (STUser & STFormat) are reporting AtariUK's intentions to
>make available a CD-I peripheral for the ST/TT (one mag reports the spec). They
>warn the drooling reader that purchase availability is likely to be
>early/mid-92 with a guestimated price tag of 400 pounds sterling.
>
>Let's hope that Atari's marketing management make a better job of CD-I than
>they did with CD-ROM.

That sounds like a good development! In the US, the actual price would be around $500, I think, because hardware seems to be cheaper here. That would put the Atari CD-I in the range of regular CD-ROM drives, so instead of being limited to a niche market, it could carve out something much bigger.

Another Atari product mentioned in the online mags was a super-graphics engine based on a RISC processor that connected to the ST DMA port. It was supposed to be designed in England, so I hope some UK net readers can keep everyone abrest of its development and availability.

Thanks,
Jack

1944. Is BART down?

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 10:01:57 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <25994@shlump.lkg.dec.com>
Source record: 229627

Has anyone been able to download from Bart recently? I'm sending requests to atart@atari.archive.umich.edu but haven't got anything back...

Actually, to be more specific I tried getting spcpics/robotarm.pic and spcpics/trontank.spc...

John

1945. Re: Puting a pixel to screen

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 10:29:22 UTC
From: rosenkra@convex.com
Message-ID: <1991Aug12.102922.16024@convex.com>
Source record: 229628

In article <LAHTINEN.91Aug11090300@gideon.gideon.fmi.fi> lahtinen@gideon.gideon.fmi.fi (Kimmo Lahtinen) writes:
>I want to know what is now the "official" way to put a pixel to screen.
>I have read form this group that Line-A is not a good idea, but I did
>not find any simple pixel routines from VDI.

first off, line A was such an easy way to do things like this without writing a GEM program. rue the day that atari took this away...

here is one way:

first, find screen size (width and height) by some means. call these scrn_w and scrn_h. assume the pixel we want to set is (x,y) where (0,0) is upper left, x,y get larger positive values toward the lower right, up to (scrn_w-1,scrn_h-1).

```
char *pscrn; /* ptr to physical screen mem */
char *pbyte; /* ptr to byte containing pixel (bit) to twiddle */
int shft; /* amount to shift mask */

pscrn = Physbase (); /* get screen loc */
pbyte = (char *) ( (long) pscrn + /* start here */
(long) y * (long)scrn_w/8L + /* goto line */
(long) x / 8L ); /* and byte */
shft = 8 - (x - (x/8)*8); /* setup mask */

*pbyte |= (char) (1 << shft); /* to set pixel */

*pbyte &= (char) ~(1 << shft); /* to clear pixel */
```

i hope i have this right. i just did this today for mgif (eliminating the use of line A totally). it works. if not, this is close...

this makes no use of line A (obviously). it only requires that u know the width of the screen. it assumes the screen width is evenly divisible by 8 (a reasonable assumption, i would think - it should be divisible by 16). note that pscrn need not be Physbase. it could be any virtual screen stored in memory.

this *should* be 100% portable, regardless of ST, STe, TT, etc. note that this is for a monochrome screen!!!! doing this for color is left as an exercise for the reader. it is not that bad, u just have to account for interleaving of the planes when getting the byte. then again, u have to deal with the color, i suppose.

>I hope it is not too slow.

well, this can be optimized. i did it this way for clarity (i hope). it should be about as fast as line A would do it, give or take. i notice no real difference in speed. you can use word offsets instead. just make sure u get the pointer correct (remember: once u cast to long, u loose pointer arithmetic so adding 1 is adding 1 byte, not 1 word).

note that it is easy to draw vertical or horizontal lines this way, but a bit more complicated to draw arbitrary lines. i think i posted ages ago a program called bez which is my (manual) screen saver. it does this trick with bezier curves. i did not write it originally, i just ported it. the origin escapes me but it was in a magazine (byte?) a couple of years ago...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1946. Re: Clearing space on a hard disk

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 10:37:11 UTC
From: Alex.Valdez@actrix.gen.nz
Message-ID: <1991Aug12.103711.9886@actrix.gen.nz>
Source record: 229629

Why not just backup one's hard disk (by files, not an image copy), do
a low-level format, and restore? And you get a clean unfragmented
drive in the process as well.

--
==========Alex Valdez==========
"Alas sais na naman, oras ng pagdidili-dili...
Isaisip ang mabuti, ang masama'y iwaksi..."

1947. Noisetracker Source Needed

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 10:39:06 UTC
From: Al_Crawford@edinburgh.ac.uk
Message-ID: <15969@skye.cs.ed.ac.uk>
Source record: 229640
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know if there exists such a thing as a Protracker compatible Noisetracker (a la The Empire Noisetracker) for which source code is available? I'm currently in the process of developing a game and it's intended that it should have copious amounts of wonderful music. So far I've managed to find some (possibly erroneous) documentation on the Protracker file format and the source for a Noisetracker, which I had intended to use as a guide from which to develop my own tracker for embedding within my program.

However, having spent several evenings analysing and commenting the source I've come to a couple of conclusions. 1) It doesn't work due to some (correctable) bugs. 2) It's very obscure re the techniques used in the arpeggiator, portamento up and down features and 3) it uses a lot of self-modifying code, a crime punishable by death in my books.

So, does anyone know where I might find source for something more useful? I don't intend to use it directly in my program, but with an example of a working tracker it'd make writing my own a lot easier (esp w.r.t. the translation between 4 voice Amiga and 3 voice ST sound).

Ta,

Al

--
Al Crawford - Al_Crawford@edinburgh.ac.uk
"Such a digital lifetime, it's been by numbers all the while"

1948. Re: Dialog Boxes

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 10:46:08 UTC
From: Alex.Valdez@actrix.gen.nz
Message-ID: <1991Aug12.104608.10080@actrix.gen.nz>
Source record: 229630

In article <1991Aug8.011546.2457@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
>
> One thing I'm curious about right now: Is there any reason
> to open the "physical workstation" if you aren't going to be using
> GDOS calls? I haven't found anything in the Lattice C docs telling
> me when and where you use 'v_opnwk()' as opposed to 'v_opnvwk()'
> except that you can *only* use 'v_opnwk()' if GDOS is present.
> But everything I've done (except the 'vro_cpyfm() call) has been
> working so far without my using 'v_opnwk()' at all.
>
>
>
> --
> Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
> lsuc!jimomura
> Byte Information eXchange: jimomura

You cannot use v_opnwk() for the screen, as it has already been done
by AES itself. With GDOS present, you can (and must) use v_opnwk() to
open other physical devices such as a printer.
--
==========Alex Valdez==========
"Alas sais na naman, oras ng pagdidili-dili...
Isaisip ang mabuti, ang masama'y iwaksi..."

1949. Re: TT problems?

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 11:19:48 UTC
From: ford@tharr.UUCP
Message-ID: <2516@tharr.UUCP>
Source record: 229634

The vertical bars are interference, and are quite normal.

Your monitor (fuzziness) seems to be caused by it being out of focus, I should get your dealer to replace it, or at the very least get an engineer to tune it up. (As I have said in an earlier article, my first one was right out of adjustment, it looks like Atari don't adjust them on the production line, they juat build them)

It's also well known that the monitor can play havoc with the TT floppy, this is because Atari decided that the monitor didn't really need any shielding, so left it off (I disagree with this as whenever I switch the TT monitor on all FM radios in the house loose their signal! The TT on it's own hardly produces a hiss).

You would have thought, as the Atari monitor is far more expensive than the competition, it would be of a very high quality, but as it is it's only really good if you get a well adjusted one.

Steve

--
<-- tharr *free* public access to Usenet in the UK 0234 841503 -->

1950. DESKJET 500 && ATARI ST helvetica - font

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 11:41:10 UTC
From: km11hs@sbuvax.rz.uni-sb.de
Message-ID: <12393@sbsvax.cs.uni-sb.de>
Source record: 229631
Cross-posted to: comp.periphs.printers,comp.sys.atari.st,dnet.atari

Sirs,
a friend has a problem with a HP-Deskjet at an ATARI ST

>Dear Sirs !
>I am owner of a HP desk-jet 500 printer with the HELVETICA font module.
>I'm looking for a documentation of the size of the characters
>of the helvetica fonts, especially the 12 point font, for preparing
>a both-sided font for the program "That's Write" for the ATARI ST.
>B. Hammer

Can You help him? Please anwer per e-mail
Thanks

D.Becker

****
* Dr. med. dipl.-math Dieter Becker ** Tel.: (0 / +49) 6841 - 16 3046 *
* Medizinische Universitaets- und Poliklinik ** Fax.: (0 / +49) 6841 - 16 3369 *
* Innere Medizin III **********
* D - 6650 Homburg / Saar ** email: *
* ~~~~~~~~~~~~~~~~~~~~~~ ** becker@sbuvax.cs.uni-sb.de *
****

1951. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 11:55:33 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91224.105539ONM07@DMSWWU1A.BITNET>
Source record: 229632

In article <3579@odin.cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth) says:
>In the same purile rag, there is mention that Atari are to provide TOS 2.x
>as 512K ROM upgrade for all machines including STFM's. They do not say who
>their 'sources' are but it wasn't Atari. I view this piece of reporting as
>pure nonsense since we know that the Mega STE ROM is 256K and will take
>TOS 2.x (Lars has done it!) but the STFM has only 192K of ROM address space.
>Upgrading an STFM would involve some serious hacking to the machine, including
>a new GLUE chip, and I doubt that Atari are going to do that.
>
I know of at least two groups of german developers, who have this thing up
and running. I think we will here more about that after the Atari fair in
Duesseldorf (Aug 23-25).
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

1952. Re: Dialog Boxes

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 11:55:42 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91224.110916ONM07@DMSWWU1A.BITNET>
Source record: 229633

In article <1991Aug10.122208.16653@lsuc.on.ca>, jimomura@lsuc.on.ca (Jim Omura) says:
> So that would mean that "v_opnwk()" in Lattice C is an entirely
>bogus command! Neato! :-)
>
And wrong. Of course there are other things than screen workstations. Think about printers, metafile drivers, postscript drivers or plotter drivers.

>Conclusion #1: We need some new books put out on GEM/TOS programming.
>Hopefully, some of those books will be the manuals that come with
>these compilers.
>
>Conclusion #2: (Ahem. I have another conclusion but I think I will
>not currently state it in public. :-)
>
>Supposition: "v_opnwk()" is probably necessary for some GDOS commands.
>Probably I'll find this out if I ever actually use a GDOS related command.
>That's fair enough. In the mean time, I won't worry about it and I
>won't use it.
>--
>Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
>lsuc!jimomura
>Byte Information eXchange: jimomura

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

1953. Re: Dialog Boxes

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 13:06:40 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5744@syma.sussex.ac.uk>
Source record: 229641

```
From article <3170046@alice.hobby.nl>, by harold@alice.hobby.nl (Harold van Aalderen):
>
> the proper thing to do for opening dialoges is:
> form_center(dialog,&x,&y,&w,&h);
> to keep big screen owners happy
> form_dial(FDM_START,x,y,w,h,x,y,w,h);
> to save the screen area
> objc_draw(dialog,0,0,x,y,w,h)
> to draw the object
> ret = form_do(dialog,0)
> to handle the dialog
> form_dial(FDM_START,x,y,w,h,x,y,w,h);
> to restore screen area

Most people who are likely to use such calls will probably have spotted
this anyway, but just in case:

I think the correct syntax for the first form_dial() call should be

form_dial(FMD_START,0,0,0,0,x,y,w,h);

and the closing call should be

form_dial(FMD_FINISH,0,0,0,0,x,y,w,h);

I've used these with Laser C, but I think they are standard across all
compilers. Correct me if I'm wrong.

Graham

--
Graham Thomas, SPRU, Mantell Building, Univ. of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: +44 273 685865
```

1954. DISREGARD MY "Is BART down" message, I'm all set!

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 13:16:24 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <26003@shlump.lkg.dec.com>
Source record: 229637

I didn't realize that the spcpics files were actually named with a ".Z"

John

1955. Re: Hardware goodies in US???

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 14:14:41 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Aug12.141441.23817@magnus.acs.ohio-state.edu>
Source record: 229636

In regard to meore memory, and what Dave Small is up to:

Yes, his board will support 12 megs I understand. I have heard that Gadgets is currently working or several improvments. I've been using the Spectre for years, and if I know Small & Company at all we will all be in for some nice surprises with Spectre 3.x

Also, considering all the problems I've seen just trying to get the Mega STe to run as a Mega STe, I would guess that the majority of the problems were in the computer, not the Spectre...

|| || || - David Butler (dhbutler@magnus.acs.ohio-state.edu)
|| || ||
|| || || H H RRRR [High Resolution DTP]
|| || || HHHH R R [1996 Summit St. Apt. B]
|| || || H High RRRR [Columbus, Ohio 43201]
||| || ||| R Resolution [voice: (614)-297-7967]
|||| || |||| R R [BUSINESS CALLS ONLY]
- Desktop Publishing

-[For ST consulting in]- -(Just a little plug for my company)-
-[the Columbus Ohio]-
-[area, call (9:00]-
-[5:00 mon-fri),]-
-[(614)-292-2919]-

1956. Re: Warning: Two versions of Zoo 2.1

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 14:59:58 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Aug12165958@orion.laas.fr>
Source record: 229638
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1991Aug08.001756.21842@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
| here we go again. now zoo is going to be ruined like lharc was. i suggest
| that all those people who care to dabble with zoo 2.1 (and intend to post
| it) get together and organize. there should be one version, not 10.

I agree with Bill. My initial posting stated that the one posted to
the newsgroups worked better than the one on atari.archive. Since it
seems that people might have missed to *better* version (officially
condoned by our dear software moderator) I have placed both source and
binaries on laas.laas.fr [140.93.0.15] in ~ftp/pub/atari.

Enjoy!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

1957. Re: .gem to .img conversion question (other ways)

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 15:37:12 UTC
From: fsctc@csduts1.lerc.nasa.gov
Message-ID: <1991Aug12.153712.15902@eagle.lerc.nasa.gov>
Source record: 229639

In article <1991Aug10.194714.4578@cs.sfu.ca> wolfgang@cs.sfu.ca (Wolfgang Jung) writes:
>
>>The nice thing about this method is that the graphic resolution is
>>limited only by the printer (300dpi for a deskjet). Isn't an .img file
>>limited to the ST screen resolution (80dpi)? Also, once you have the
>>image in postscript form, you can scale it, rotate it, twist it, stretch
>>it, etc., without loosing resolution or introducing graininess (is this
>>a word?).
>so far as I know, the ".img" files are not bound to any resolution, they
>are just plain bitmapfiles which also can be with colorinformation.
>
>Wolfgang

Wolfgang is quite right. Actually, the header information on an .img file contains two words that says what dpi the image is to be scaled horizontally and vertically. If you change these values, you will resize them. I found this out by changing the header in a picture and importing the before and after file into Pagestream. Pagestream interpreted them as pictures of two different sizes.

Clarence

1958. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 16:29:22 UTC
From: bill@mwca.UUCP
Message-ID: <1899@mwca.UUCP>
Source record: 229664

In article <14336@uhccux.uhcc.Hawaii.Edu> kiki@uhunix1.uhcc.Hawaii.Edu (Jack W. Wine) writes:
>In article <1896@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>>CD-I players are based on the 68340 chip, a derivative of the 68020, and
>>CD-RTOS, a specialized version of OS-9. Since the STE (or TT) can both
>>run OS-9, it wouldn't be too much of a stretch for either machine to be
>>CD-I compatible, though it might take some additional hardware (on a VME
>>card?) to support the full motion video.

>I hope more information can be given on CD-RTOS...

Specific CD-RTOS information is generally only useful to manufacturers of CD-I and related equipment, because you must have a "Green Book" license from Philips to use it. However, OS-9 (which will run on the ST/TT and all other 68xxx-based hardware) information (which at an applications level is virtually identical to CD-RTOS) is available from Microware, (800)475-9000 or (515)224-1929. If you have interest in becoming a CD-I developer (get in early - remember how well Activision did as the first 3rd party Atari VCS developer?) producing multimedia software titles (games, education, reference, entirely new unthought-of applications) contact a Microware rep, who can refer you to vendors of CD-I development tools.

>Mating Microware's CD-RTOS with Motorola's M68340 super-muscular micro-
>controller sounds awesomely devastating. Supposedly, one series of CD-I
>machines will use a Signetics 68070 which is something like a 68K with
>integrated DMA, timer and I/O support.

While the 68070 was originally to be the CPU for CD-I hardware, I believe that all manufacturers will now be using the 68340 to handle the additional demands full-motion video will require. The difference between the two chips is roughly analogous to the difference between the 68000 and the 68020.

>I don't know much about the M68340, but found this info about a close
>relation, the M68332:
>...

A Motorola rep could answer this far more authoritatively, but I believe the difference lies in the support hardware (serial/timer support, etc.). Each chip is best suited for its own particular application; for CD-I the 68340 is most suitable.

Sorry if this topic is wandering a bit from the ST/TT, though those machines could certainly play a significant role in CD-I development given the right tools. Follow-up to e-mail or comp.os.os9 may be more appropriate...

Disclaimer: My company produces OS-9, CD-RTOS, and other CD-I software/tools.
--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

1959. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 16:30:35 UTC
From: kdarling@garfield.catt.ncsu.edu
Message-ID: <kdarling.682014635@garfield.catt.ncsu.edu>
Source record: 229642

kiki@uhunix1.uhcc.Hawaii.Edu (Jack W. Wine) writes:
>I hope more information can be given on CD-RTOS.

Since it's basically OS-9/68000, then you can drop by the comp.os.os9 group, or call Microware at 515-224-1929 (US) or 0703 601990 (UK) and ask for the "OS-9 Catalog", which gives a pretty good OS overview.

>Mating Microware's CD-RTOS with Motorola's M68340 super-muscular micro-
>controller sounds awesomely devastating. Supposedly, one series of CD-I
>machines will use a Signetics 68070 which is something like a 68K with
>integrated DMA, timer and I/O support.

I _think_ the first models will use the 68070, later ones the 68340 (or whatever else Motorola comes up with... they're creating new CD-I chips). There are already two OS-9 personal computers out now which use the 68070 and part of the CD-I graphics chipset.

>of the announced details of the broad range of video mode colors: DYUV 16
>million, RGB 32,768, CLUT8 256, CLUT7/RL7 128 and RL3 with 8. The video
>resolution is 384/768 (horizontal), 240/480 (vertical).

The clincher is that there are _two_ complete video subsystems with various hardware methods of overlaying them on top of each other... PLUS future backdrop full motion/screen planes. The first commercial players are due out before Christmas in the US. best - kevin

1960. Re: Are there any PD resource

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 16:47:00 UTC
From: Laurenz_Pruessner@hh.maus.de
Message-ID: <A5571@hh.maus.de>
Source record: 229683

Ken Badertscher kbad @ atari.UUCP wrote:

>jan@janhh.hanse.de (Jan Willamowius) writes:
>
>|I've always used the Atari RCS 1.4 [...] I prefer it, inspite of some
>|shortcomings, over Atari's RCS 2.0.
>
>Hmmm, what are the differences? The current RCS version that I use is
>2.8. I'm curious why you would prefer an outdated (and buggy) version.

To me this message means that Atari is still supporting the DRI-RCS.

So does this mean that Atari is still maintaining the DRI-RCS-sources and
will perhaps someday manage to write an RCS that allows entering extended
object types? The current version shipped by Atari Germany is, despite
many bug reports, still buggy in this point.

1961. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 16:52:41 UTC
From: steveh@tharr.UUCP
Message-ID: <2521@tharr.UUCP>
Source record: 229643

In article <3579@odin.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>The new Luser hasn't changed much. It's still as gaudy and as game orientated
>as ever. Maybe it is the best ST mag in the UK but it's still crap.
>
>When will ST User get their finger out?

That isn't the new ST User. The completely revamped version will be
appearing next month with a definite promise from the editor of much
more of ST World type coverage merged in with games relegated to the
supplement.

We shall wait and see...

--
<steveh%tharr.uucp@ukc.ac.uk> <...ukc!axion!tharr!steveh>
<Free Usenet in the UK from Tharr: 0234 841503>

1962. Re: Puting a pixel to screen

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 19:28:18 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0ba1jv6@jonh.wimsey.bc.ca>
Source record: 229650

In <LAHTINEN.91Aug11152439@gideon.gideon.fmi.fi>, Kimmo Lahtinen writes:
>Thank you for your reply, but I am afraid that it is no use for me, as
>I have a high resolution graphics card. And if I am correct you routine
>writes directly to screen memory, but you can not write to screen memory
>of the graphics card.
>
>Actualy you could but you have to use different system with every different
>graphics card.
>
>So I am looking for a general solution using normal system routines.

If the graphic card manufacturer has supplied a VDI driver, then the
v_pmarker() function should do what you want. This function needs the
usual VDI setup of vswr_mode(), vs_clip(), vsm_color(), vsm_type() and
vsm_height(), and will probably not be very fast, but portability
rarely is. If you want fast, you need to get the specs for your card,
and write directly too it, or download code into it if it has a co-
processor. This of course, won't be portable, so if you're selling
a program using this, you'll have to support as many cards as you can
get info on.
Before anyone jumps in and flames Atari for this, I'd point out
that this is common to any workstation supporting multiple graphic
formats. If Atari produced their own graphic card, an optimised library
would be nice, otherwise, it's really the driver writer's responsibility
to make it go as fast as possible.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

1963. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 20:35:35 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1991Aug12.203535.9570@ugle.unit.no>
Source record: 229652

In article <2521@tharr.UUCP>, steveh@tharr.UUCP (Steve Hebditch) writes:
|> In article <3579@odin.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
|> >The new Luser hasn't changed much. It's still as gaudy and as game orientated
|> >as ever. Maybe it is the best ST mag in the UK but it's still crap.
|> >
|> >When will ST User get their finger out?
|>
|> That isn't the new ST User. The completely revamped version will be
|> appearing next month with a definite promise from the editor of much
|> more of ST World type coverage merged in with games relegated to the
|> supplement.
|>
|> We shall wait and see...
|>
|> --
|> <steveh%tharr.uucp@ukc.ac.uk> <...ukc!axion!tharr!steveh>
|> <Free Usenet in the UK from Tharr: 0234 841503>

I have seen it. It is still a gamers magazine. Save your money or by some german magazines instead.

Stig Vidar Hovland - stigvi@lise.unit.no

1964. ATW adon for ST's (was RE: CD-I)

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 20:36:47 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Aug12.203647.431@newcastle.ac.uk>
Source record: 229649

In article <14338@uhccux.uhcc.Hawaii.Edu>, kiki@uhunix1.uhcc.Hawaii.Edu
(Jack W. Wine) writes:
|>In article <GJH.91Aug7090308@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com
(Graham Higgins) writes:
|>>
|>>_Both_ UK ST mags (STUser & STFormat) are reporting AtariUK's intentions to

Both ST mags? There are lots, OK most are not even usefull for anything
other than reserve toilet paper (Ie they are games rags.) but there are
more Including ST action, ST Fun, Games ST etc.

|>>make available a CD-I peripheral for the ST/TT (one mag reports the
spec). They
|>>warn the drooling reader that purchase availability is likely to be
|>>early/mid-92 with a guestimated price tag of 400 pounds sterling.
|>>
|>>Let's hope that Atari's marketing management make a better job of CD-I than
|>>they did with CD-ROM.
|>
|>That sounds like a good development! In the US, the actual price would be
|>around $500, I think, because hardware seems to be cheaper here. That would
|>put the Atari CD-I in the range of regular CD-ROM drives, so instead
of being
|>limited to a niche market, it could carve out something much bigger.
|>
|>Another Atari product mentioned in the online mags was a
super-graphics engine
|>based on a RISC processor that connected to the ST DMA port. It was
supposed
|>to be designed in England, so I hope some UK net readers can keep everyone
|>abrest of its development and availability.
|>

Um, there are rumors abound about an ATW adon board for the VME equiped
ST's (ie. Mega STe and TT) according to ST Format this board is basically
the transputer part of an ATW complete with its RISC based very high res
colour graphics processor and a number of T800 transputers. I believe the
board is being worked on by Atari UK and perehelion. According to ST
Format the price could be very reasonable to. So any guesses when this
STT (ST Transputer?) is likly to be available, if ever?

While talking about the ATW it is now available for 2500pounds with
educational discount. (Thats Half price!)

Dave Halliday.

|>Thanks,
|>Jack

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

1965. ISAAC card.

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 20:52:18 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <9108122052.AA22166@top.magnus.acs.ohio-state.edu>
Source record: 229647

I just ordered the ISAAC card directly from Dover Technologies (Jay is a very helpful person). I am going to be using the 800*600 mode. I was wondering if anyone out there might have this card and be willing to give me a few pointers. I would like to know what software works, what colors you've found that look best, and so on. Does anyone know if there is a GIF viewer that will work on the ISAAC card and use the 16-color high-rez mode?

Basicly any info or tips or opinions would be nice...

Thank you much.

|| || || - David Butler (dhbutler@magnus.acs.ohio-state.edu)
|| || ||
|| || || H H RRRR [High Resolution DTP]
|| || || HHHH R R [1996 Summit St. Apt. B]
|| || || H High RRRR [Columbus, Ohio 43201]
||| || ||| R Resolution [voice: (614)-297-7967]
|||| || |||| R R [BUSINESS CALLS ONLY]
- Desktop Publishing

-[For Free ST consulting]- -(Just a little plug for my company)-
-[the Columbus Ohio area]-
-[call Academic Computing]-
-[Services, 9am - 5pm]-
-[Monday - Friday at:]-
-[(614)-292-2919]-

1966. Re: Puting a pixel to screen

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 21:35:53 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <4620@trick.cs.tu-berlin.de>
Source record: 229653

Hello Kimmo,

you asked:

I want to know what is now the "official" way to put a pixel to screen.
I have read form this group that Line-A is not a good idea, but I did
not find any simple pixel routines from VDI.

use the v_marker() function with marker type 1 (single point) and a
single coordinate pair. It is not slower than the linea call.

Hello Bill,

in your answer to Kimmo, you write:

pscrn = Physbase (); /* get screen loc */

This won't work with _any_ big screen monitor, since Xbios() functions only
return the values for a standard st/tt monitor hardware. It won't even work
with standard software bigscreens, since Physbase() returns the address
of the physical screen and not the adress that is used for drawing. Logbase()
would be a little bit better, but there will be graphics cards around that
don't share screen memory with the ST/TT... The Logbase() function would be
a Dummy() in this case.

pbyte = (char *) ((long) pscrn + /* start here */
(long) y * (long)scrn_w/8L +/* goto line */
(long) x / 8L); /* and byte */

This does not work with the overscan modification, which is installed in
over 5000 STs, nor with the reflex card or some VGA-cards. The scrn_w value
is _not_ always pixel / 8!

this *should* be 100% portable, regardless of ST, STe, TT, etc.

Please don't use it! Even if you would use LINE A you are a lot 'portable'
than using this ;-) _Never_ draw directly into the screen memory, there
are cards that have diffentent bit-layout's or the screen memory is not
accessible from the ST/TT.

Greetings,
Karsten <ki@opal.cs.tu-berlin.de>

1967. Re: HiSoft

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 21:51:36 UTC
From: fh@well.sf.ca.us
Message-ID: <26679@well.sf.ca.us>
Source record: 229658

>Can someone send me an address for HiSoft in England (or a US address if
>they have one)? Does anyone know of a better place to obtain the latest
>version of Personal Pascal?

Goldleaf Publishing, Inc. is the distributer for HiSoft product here
in the US. The address is:

Goldleaf Publishing, Inc.
700 Larkspur Landing Circle #199
Larkspur, CA 94939

To get more info about their line of HiSoft products or to order
call Bob at (415) 257-3513. Bob also handles the reregistration for current
owners of HiSoft products that were bought form other sources.

Fabian Hahn

1968. Re: Puting a pixel to screen

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 22:23:31 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Aug12.222331.11576@newcastle.ac.uk>
Source record: 229654

In article <LAHTINEN.91Aug11152439@gideon.gideon.fmi.fi>,
lahtinen@gideon.gideon.fmi.fi (Kimmo Lahtinen) writes:
|>Thank you for your reply, but I am afraid that it is no use for me, as
|>I have a high resolution graphics card. And if I am correct you routine
|>writes directly to screen memory, but you can not write to screen memory
|>of the graphics card.
|>
|>Actualy you could but you have to use different system with every different
|>graphics card.
|>
|>So I am looking for a general solution using normal system routines.

Why not use the standard VDI routine to draw a line of length 1 from your point
to your point? Thus getting a dot?

Dave Halliday

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

1969. Gobs o' MIDI stuff FOR SALE !!! (gosh!)

Newsgroup: comp.sys.atari.st
Date: 1991-08-12 22:39:07 UTC
From: tod@nntp-server.caltech.edu
Message-ID: <1991Aug12.223907.23609@nntp-server.caltech.edu>
Source record: 229655
Cross-posted to: rec.music.synth,misc.forsale,comp.sys.atari.st

Hey everyone, what you've always wanted: a complete MIDI system!
(but I will part with the parts --after all: parts is parts)

Prices (descriptions follow below):

Atari 1040 STfm + stuff -- $500
Ensoniq Mirage + other stuf -- $500
Roland MT32 sound module -- $250
Dr.T's KCS 1.7 for ST -- $125
Dr.T's D20/D10/D110 editor -- $75
Kurzweil 1000 series ObjectMover-- $50
MIDImouse MT32 editor -- $50
Ulitmate Keyboard stand + shelf -- $50

Note: all reasonable/irrational offers considered. I'm parting with all of
this stuff because my loan shark, Guido, is gonna....no, actually
it's because I'm upgrading to a Mac IIci & EPS 16+ and need the cash.
All of this stuff is in real good condition (honest!) and has never
left my personal hi-tech recording studio (read: my bedroom).
I'd prefer if someone in the Ca. area bought the big stuff, but if
you really want it, go for it. However, you pay shipping.

MIDI computer: Atari 1040 STfm
---------- - 12" color monitor, 2 3.5" 720k drives, Epson RX-80 printer,
- 1 Mb Ram, thousands o' colors, good built-in sound
- built in MIDI ports (in, out & kinda-thru)
- disks & disks of software (not much organization,
but, hey, half the fun is finding out all you get!)
- but you do get many namebrand games, applications, etc.

- and lots o' documentation

MIDI software: * Dr. T's KCS 1.7 -- pro quality sequencing software
---------- - not for the weak-hearted, but really powerful
- 3 modes: tape-style mode, sequence-mode, song-mode
- MPE: Multi Program Environment supported, so you
can mulitask your brains out

* Dr.T's D20/10/110 editor / librarian
- awesome, awesome, awesome. Fully MPE compatible
(edit patches while you sequence)
- easy to use, easy to get good sounds with
- includes 6 banks (6x64 sounds) of way cool stuff

* MIDImouse MT32 editor / librarian
- cool editor prog, also friendly, easy to use
- with librarian Desk Accessory

* Kurzweil 1000 series ObjectMover Librarian
- works with any 1000 series device (PX, HX, SX)
- includes a whole slew of new sounds to play with.

MIDI keyboard: Ensoniq Mirage
------------- -awesome classic sampler, 8 voice multitimbral
(can be tricked into 16 voices)
-MASOS software --advanced sampling effects on board
-good keyboard feel (this was my master controller for
~4 years --has full velocity sensitivity,
including release velocity!)
-hundreds of sounds on bunches of disks included
-great for industrial music (samples body noises
and car crashes with zeal)

MIDI modules: Roland MT-32 --great powerful little box
------------ - like 8 synths, drum machine, & digital effects in one
- used with many compuer games

Keyboard stand: Ultimate 3-tier "A"-frame stand
--------------- -three tiers for three keyboards or use it like I did
and use third tier for computer, mixer, etc
-includes hand-made (highest quality) blackblackblack
shelf to rest computer-type stuff on
-infinitely adjustable to any tilt, position, etc.
-goes up & takes down fairly easily

whew! you read it all,huh? Okay, this waste of bandwidth brought to you by:

Tod E. Kurt
EE at large hum fone: 818-578-9952
California Inst. of Tech. werkfone: -ha!-
Pasadena, California geekfone: tod@yvonne.caltech.edu

1970. Re: Amigoids from hell

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 00:16:54 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1991Aug13.001654.4969@umbc3.umbc.edu>
Source record: 229657

Hey guys! Guess what Amiga users are saying about you in the IBM area...

In an article, aduncan@rhea.trl.OZ.AU (Allan Duncan) writes:

>From article <1991Aug8.005832.20798@herald.usask.ca>, by lowey@herald.usask.ca (Kevin Lowey,159 Physics,(306) 966-4826,(306) 249-3232):

>>>> I have noticed that there are more Amiga "gatecrashers"
>>>> in other groups than there are other "gatecrashers" into their groups.
>>>> Why is this so? Are they all show-offs? Small-dick-syndrome or what?

>No, pity on those obliged to put up with MessDros and its kind :-)

>Curiously, the intruders into the Amiga areas are mainly crazed Atari
>owners. There are few IBMers, presumably they are quite happy in their
>cocoon.

>Allan Duncan ACSnet a.duncan@trl.oz
>(+613) 541 6708 Internet a.duncan@trl.oz.au
> UUCP {uunet,hplabs,ukc}!munnari!trl.oz.au!a.duncan
>Telecom Research Labs, PO Box 249, Clayton, Victoria, 3168, Australia.

Gee, I have read the Atari and IBM groups for some time now, and I never realised that you Atari guys were invading the Amiga newsgroups like crazed maniacs. I guess you can only know people so well... :-)

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

1971. Re: TT demos and sound samples wanted

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 00:57:01 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Aug13.005701.22676@ecst.csuchico.edu>
Source record: 229656

In article <meulenbr.681633746@cstw18> meulenbr@cst.prl.philips.nl (Frans Meulenbroeks) writes:
>Hi,
>
>Since I now have my TT for a few weeks I was wondering if there aren't
>any neat demo's floating around for the TT. I looked in the
>binaries archive and on terminator, but there seemed to be no TT
>specific stuff, which exploits the TT graphical and computational
>capabilities. Does anyone have a nice demo for me (or a pointer to
>where I can find one). Note that I do not have ftp access.
>

There's a TT demo on GEnie, called something like STARWARS. It's pretty huge, like 800K.

>Also I would be interested in a few sound files. I've found quite
>a number of players in the binaries group, but no sound files to go
>along with it. Of course I mean sound files for the STe/TT DMA sound
>subsystem, not .snd files for the TT.

There are a couple of utilities for the STE/TT which convert the ST sounds to DMA version. (There's a name for them, isn't there? Signed and unsigned, but I get them confused. :^)

I'll send a couple to atari.archive (with a LOT of other stuff :^) when I get caught up and get a local account.

--
|||
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
/ | \

1972. Re: BinHex on platforms other than mac???

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 05:44:05 UTC
From: elrond@frmug.fr.mugnet.org
Message-ID: <1991Aug13.054405.25526@frmug.fr.mugnet.org>
Source record: 229674
Cross-posted to: alt.sex.sounds,comp.sys.atari.st,comp.lang.c

In article <8859@vela.acs.oakland.edu>, swood@vela.acs.oakland.edu (EVENSONG) writes:
>
> Subject gives the idea. I was wondering if there are any programs
> floating around for undoing macintosh BinHex files on other than a mac?
> I have a 1040 STe (Atari) and would like to be able to un-binhex some
> sound files that I got off of news

I have a set of sources to cope with willy mac archives but i don't
have the time to port them to TOS.

--
Bertrand Petit	Signature is under construction
alias	
>Elrond le demi-Elfe<	Be sure to wear your helmet

1973. Re: .gem to .img conversion question

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 05:48:36 UTC
From: elrond@frmug.fr.mugnet.org
Message-ID: <1991Aug13.054836.25587@frmug.fr.mugnet.org>
Source record: 229680

In article <1991Aug7.203717.6382@cs.yale.edu>, fischer-michael@CS.YALE.EDU (Michael Fischer) writes:
>
> Does anyone know of a program to convert .gem files (produced by
> Easydraw) to .img files (which can be included in a TeX document
> using dviprint from the "showdvi" package)?
>

You can easiy do this with the Arabesque art package. Just load the
GEM file in the vector area then transfer it to the raster section with the
apropriate icon. Then go you can save the raster image in IMG format.

--
Bertrand Petit	Signature is under construction
alias	
>Elrond le demi-Elfe<	Be sure to wear your helmet

1974. Re: .gem to .img conversion question (other ways)

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 05:51:49 UTC
From: elrond@frmug.fr.mugnet.org
Message-ID: <1991Aug13.055149.25640@frmug.fr.mugnet.org>
Source record: 229681

In article <1991Aug7.215516.13773@ux1.cso.uiuc.edu>, timothyg@ncsa.uiuc.edu (Timothy Gallivan) writes:
>
> The nice thing about this method is that the graphic resolution is
> limited only by the printer (300dpi for a deskjet). Isn't an .img file
> limited to the ST screen resolution (80dpi)? Also, once you have the
> image in postscript form, you can scale it, rotate it, twist it, stretch
> it, etc., without loosing resolution or introducing graininess (is this
> a word?).
>

Not at all. You can create img files with any resolution. I use
a scanner with the Calamus DTP package and I import 300dpi IMG files in
Calamus without anytrouble.

--
Bertrand Petit	Signature is under construction
alias	
>Elrond le demi-Elfe<	Be sure to wear your helmet

1975. gnu emacs keybindings and 50 line mode

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 07:24:09 UTC
From: peter@geog.ubc.ca
Message-ID: <1991Aug13.002409@geog.ubc.ca>
Source record: 229666

I have just set up jrd's gnu emacs port (v18.55) for the ST, and have
a couple of questions I'm hoping someone can help with:

1. Is is possible to map the keypad to something useful (besides
what is printed on the keys which is not particularly)

2. Is there anyway to get it to display 50 lines of text (in mono)?
(I have set nrows 50 in gulam, and tried hi50.prg, however only
half of the screen is used by emacs)

Thanks for any help.

--
==
Peter L. Jackson | peter@geog.ubc.ca
Atmospheric Science Programme | pjackson@unixg.ubc.ca
Department of Geography | usermeso@ubcmtsg.bitnet
University of British Columbia | ph:(604)822-2269 fax:(604)822-6150

1976. Unix for TT ???

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 08:50:26 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <LAHTINEN.91Aug13105026@gideon.gideon.fmi.fi>
Source record: 229685

I noticed some time ago a question about the availability of TT Unix,
but did not see any answers. I have seen even a price for it, but
can you really buy it somewhere?

By the way am I correct that it is based on Mach kernel?

--
* *

Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi or
Finnish Meteorological Institute kimmo@field.fi
Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

1977. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 09:06:12 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3619@odin.cs.hw.ac.uk>
Source record: 229659

In article <91224.105539ONM07@DMSWWU1A.BITNET> ONM07@DMSWWU1A.BITNET writes:
>In article <3579@odin.cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth (me)) says:
>>In the same purile rag, there is mention that Atari are to provide TOS 2.x
>>as 512K ROM upgrade for all machines including STFM's. They do not say who
>>their 'sources' are but it wasn't Atari. I view this piece of reporting as
>>pure nonsense since we know that the Mega STE ROM is 256K and will take
>>TOS 2.x (Lars has done it!) but the STFM has only 192K of ROM address space.
>>Upgrading an STFM would involve some serious hacking to the machine, including
>>a new GLUE chip, and I doubt that Atari are going to do that.
>>
>I know of at least two groups of german developers, who have this thing up
>and running. I think we will hear more about that after the Atari fair in
>Duesseldorf (Aug 23-25).

If some third party developers have done this then I would not consider it an
official upgrade. Official upgrades come from Atari with Atari documentation
and do not get removed when you send your machine to Atari for repair.
Any idea about what the German develpoers did to make it work?

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1978. Atari Show - how much?

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 09:59:25 UTC
From: eang62@castle.edinburgh.ac.uk
Message-ID: <9108130959.aa23637@castle.ed.ac.uk>
Source record: 229667

Dear Netters,

Does anybody know how much (I assume its not free) the enterance fee is for the Atari show in Germany? I've written to Atari and (suprisingly) they sent me their show blurb but no hint as to how much it might cost to enter.

One other question, why does a TT cost almost as much as a decent Mac in the UK while in Germany its almost a 1000 pounds cheaper?

Herb

1979. Re: Clearing space on a hard disk

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 10:52:25 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5749@syma.sussex.ac.uk>
Source record: 229648

From article <1991Aug12.103711.9886@actrix.gen.nz>, by Alex.Valdez@actrix.gen.nz (Alex Valdez):
> Why not just backup one's hard disk (by files, not an image copy), do
> a low-level format, and restore? And you get a clean unfragmented
> drive in the process as well.

Because of the time it takes. A robust defragmenter will take a lot of time, too, but it should be possible for you to do other things while it gets on with it. With a full backup, you have to be there feeding floppies into the machine (assuming you don't have such luxuries as tape streamers or spare partitions).

I still haven't seen a friendly, reliable defragmenter for the ST. I've used DLII a couple of times with no problems, but you have to make sure there are no lost or crosslinked clusters on the disk, and no zero-length files. Also, I wouldn't trust it with any partition greater than 16 meg, or with large cluster sizes, or a host of other things.

There are several programs I know of but which I've not seen. I think there's a defragger by Bob Luneski, that comes with the Diamond Back backup program. In the German magazine ST Computer this June there was a demo of a defragger program that might be good (sorry, I forget its name; it's on the same disk as the demo of the awesome CyPress document processor). The UK market is really poor for this sort of software when it's offered commercially. It's hard to look before you buy. The only thing I've seen in shops or the main mail order lists is Michtron's Tune-Up (now bundled with something else). It's a shame. I'm sure that somebody could make money by importing a decent hard disk toolkit.

Graham
--
Graham Thomas, SPRU, Mantell Building, Univ. of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: +44 273 685865

1980. ST User mag. (was Re:Atari CD-ROM?)

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 11:12:12 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Aug13.111212.22861@newcastle.ac.uk>
Source record: 229660

In article <1991Aug12.203535.9570@ugle.unit.no>, stigvi@Lise.Unit.NO
(Stig Vidar Hovland) writes:
|>In article <2521@tharr.UUCP>, steveh@tharr.UUCP (Steve Hebditch) writes:
|>|> In article <3579@odin.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
|>|> >The new Luser hasn't changed much. It's still as gaudy and as game
orientated
|>|> >as ever. Maybe it is the best ST mag in the UK but it's still crap.
|>|> >
|>|> >When will ST User get their finger out?
|>|>
|>|> That isn't the new ST User. The completely revamped version will be
|>|> appearing next month with a definite promise from the editor of much
|>|> more of ST World type coverage merged in with games relegated to the
|>|> supplement.
|>|>
|>|> We shall wait and see...
|>|>
|>|> --
|>|> <steveh%tharr.uucp@ukc.ac.uk> <...ukc!axion!tharr!steveh>
|>|> <Free Usenet in the UK from Tharr: 0234 841503>
|>

|>
|>I have seen it. It is still a gamers magazine. Save your money or by
some german magazines instead.

How could you? The 'new' ST User with pullout games section etc. isn't due out
untill next month (about 7th sept). Though I must admit I doubt it will be upto
the standard of the old ST World or some of the German mags.

|>
|>Stig Vidar Hovland - stigvi@lise.unit.no

Dave Halliday.

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

1981. Version

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 12:07:43 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.682085263.larserio@kvart.ifi.uio.no>
Source record: 229669

What is the HT WAY to check what machine a program is running on
(In this case I want to check if it's a MEGA STE with a 16 MHz 68000
as the 8/16 switch adresses bombs on other machines....)

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
__________/ _____________________/ _____________________/ ____/ /

1982. Re: Atari Show - how much?

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 12:07:53 UTC
From: univwa@sbuvax.rz.uni-sb.de
Message-ID: <12398@sbsvax.cs.uni-sb.de>
Source record: 229670

In article <9108130959.aa23637@castle.ed.ac.uk>, eang62@castle.edinburgh.ac.uk (Herbert Sauro) writes:
>
> Dear Netters,
>
> Does anybody know how much (I assume its not free) the enterance fee is
> for the Atari show in Germany? I've written to Atari and (suprisingly)
> they sent me their show blurb but no hint as to how much it might cost
> to enter.

If you mean the Atari fair in Duesseldorf from 23.8.-25.8.91:

Last year the enterance was 7.- DM (ca. 2,5 Pounds?)

bst


```
*****************************************************************************
* *
* Dipl.Ing. Bernhard Stumpf | | | *
* / ___ / University of the Saarland | | | *
* /----. /__. -/- D-6600 Saarbruecken | | | *
* /____/ ___/ /_. / | \ *
* phone : ++49-681-302-41.43 / | \ *
* e-mail: bestu@sbuvax.rz.uni-sb.de / | \ *
* *
*****************************************************************************
```

1983. Re: Puting a pixel to screen

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 12:18:40 UTC
From: rosenkra@convex.com
Message-ID: <1991Aug13.121840.16027@convex.com>
Source record: 229645

hmmm... so it sounds like the only way to write portable graphics for the ST (in its myriad configurations) is with VDI, and even that might not work. thanx for pointing out my ignorance of this subject. with only a "stock" mega4/sm124 i guess i should not venture into these waters.

still, you'd think that these special graphics modifications would tap into the xbios and try and mend things. is the reason why physbase is not guaranteed to be correct because the address is out of "real" memory? is the screen memory mapped into high addresses (like $fxxxxx)? can't the driver translate this for the xbios? it sounds like any program calling Physbase won't run on big screen monitors.

the method i posted, however DOES work on "normal" STs. and i think it might work on at least some configuration of TT, tho i have no way of verifying this.

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1984. MIDInet

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 12:37:32 UTC
From: rreiner@nexus.yorku.ca
Message-ID: <1991Aug13.123732.5068@newshub.ccs.yorku.ca>
Source record: 229646

I found a thing called MIDInet on atari.archive which claims to allow one ST to mount the disks of another, using a connection over the MIDI ports. Does anybody use this? Does it work? Just *how* slow is it?

Thanks,

//richard

1985. Re: Minix question

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 16:49:50 UTC
From: harold@alice.hobby.nl
Message-ID: <1803683@alice.hobby.nl>
Source record: 229699

In comp.sys.atari.st Christopher L. Russell wrote:

> My question is: Which version is better, the MAC or ST version? The
> reason I ask is becuase I have a Spectre so I could run the MAC version.
> If they are pretty much the same, it would seem ST would be superior
> because I wouldn't have to run it under emulation. Also, I have read that

The St version is older than the MAC version so it is likely to be more stable
beside if you think you can run a MAC version on a ST with MAC emulator?
Don't think it will work, since the emulator catches MAC specific traps and
so. MINIX replaces the complete operating system so any system calls are trans
lated to the hardware directly not trough an underlying MAC layer

> the Amiga and ST binaries are compatible (under Minix) does anyone know if
> this is true for MAC as well?

Don't know about the binaries (could be) but since minix comes with complete
compiler packege it shouldn't be difficult to recompile any source

By the way there is a comp.os.minix group (or something like it) try asking them
the questions.

--
Harold van Aalderen

for the time being send replys to: hvaalde@cs.vu.nl
exception for hobby.nl domain that should always reach me at harold@alice

1986. Re: DIDOT ART?

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 16:52:10 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <Yce0su200WAuEdlGAq@andrew.cmu.edu>
Source record: 229661

DIDOT Line art is distributed here by gold leaf publishing

-mark-

1987. Re: Xcontrol and Mouse accel

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 17:02:58 UTC
From: harold@alice.hobby.nl
Message-ID: <0786602@alice.hobby.nl>
Source record: 229697

Ralph wrote:

> Are you sure? It's not in a.a's CompInd.Z listing. Don't you mean
> MACCEL2? In addition, SYSINFO.PRG lists MACCEL3 as identifying itself
> as MACCEL2.

SYSINFO merely reads the cookie jar prints a build in message for each cookie
that it knows. Since both maccel2 and maccel3 use the same cookie they get the
same identification. The last version posted was posted before maccel3 so I did
not know it.

If I am not mistaken MACCEL3 was posted to comp.binaries.atari.st so
it should be in the archives. The version I am running is 3.3. The CPX module
was included in the XCONTROL archive which I found in some local BBS.
The program was not included in this archive.

--
Harold van Aalderen

for the time being send replys to: hvaalde@cs.vu.nl
exception for hobby.nl domain that should always reach me at harold@alice

1988. Atari show - how much?

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 17:03:27 UTC
From: EANG62@ERCVAX.EDINBURGH.AC.UK
Message-ID: <9108130913.AA21928@ucbvax.berkeley.edu>
Source record: 229668

Dear Netters,

Does anybody know how much (I assume its not free) the enterance fee is for the Atari show in Germany? I've written to Atari and (suprisingly) they sent me their show blurb but no hint as to how much it might cost to enter.

One other question, why does a TT cost almost as much as a decent Mac in the UK while in Germany its almost a 1000 pounds cheaper?

Herb

1989. Re: Puting a pixel to screen

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 17:07:14 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Aug13.170714.26578@chinet.chi.il.us>
Source record: 229663

One thing that helps considerably in putting pixels on the screen is NOT doing them one-at-a-time. If you can save up sets of pixels of the same color, and then do a bunch at once as a polymarker, the GEM dispatcher overhead is spread out among them. And at least on my 1040ST with TOS 1.0, the overhead is the biggest chunk of time in the process.
Steve

1990. Re: Clearing space on a hard disk

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 17:13:17 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Aug13.171317.26679@chinet.chi.il.us>
Source record: 229662

In article <5749@syma.sussex.ac.uk> grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
>From article <1991Aug12.103711.9886@actrix.gen.nz>, by Alex.Valdez@actrix.gen.nz (Alex Valdez):
>> Why not just backup one's hard disk (by files, not an image copy), do
>> a low-level format, and restore? And you get a clean unfragmented
>> drive in the process as well.
>
>Because of the time it takes. A robust defragmenter will take a lot of
>time, too, but it should be possible for you to do other things while it
>gets on with it. With a full backup, you have to be there feeding
>floppies into the machine (assuming you don't have such luxuries as tape
>streamers or spare partitions).
>
>I still haven't seen a friendly, reliable defragmenter for the ST. I've

I have to put in a good word for the backup and restore method, too. It's one of the many good reasons to get a tape unit. But to the point: Hard Disk Sentry, from Beckemeyer, is a defragmenter. It works easily, and seems about as safe as these things get. I've used it on 45 MB partitions.
Steve saj@chinet.chi.il.us

1991. Re: v_opnwk call (was Dialog Boxes)

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 17:27:02 UTC
From: harold@alice.hobby.nl
Message-ID: <7155453@alice.hobby.nl>
Source record: 229698

Someone wrote (my reply option doesn't work and I just deleted the From line):

> So that would mean that "v_opnwk()" in Lattice C is an entirely
> bogus command! Neato! :-)

I think every manual will state that v-opnwk() is useless in a simular way
That doesn't mean that it is true.

> Conclusion #1: We need some new books put out on GEM/TOS programming.
> Hopefully, some of those books will be the manuals that come with
> these compilers.

That wouldn't be a bad idea, a book that not only list all GEM/TOS functions
but also list how to use them (not only how to call them)
The Profibuch does a pretty good job doing this but many things need to be
cleared up, most of it I assume can be found in the developpers information
from Atari but that is hard to get.

> Supposition: "v_opnwk()" is probably necessary for some GDOS commands.
> Probably I'll find this out if I ever actually use a GDOS related command.
> That's fair enough. In the mean time, I won't worry about it and I
> won't use it.

v_opnwk() is used by AES to install the desktop. It can be used from within
an AUTO folder program to enable the use of VDI aslong as the workstation
is closed properly before the program exits. If it isn't AES won't be able
the open a new workstation and exits == reboot

It seems to me it is needed for opening any workstation using another device
than the screen. In that case you will need GDOS since a driver for that device
has to be loaded and GDOS will take care of that.

--
Harold van Aalderen

for the time being send replys to: hvaalde@cs.vu.nl
exception for hobby.nl domain that should always reach me at harold@alice

1992. Re: Puting a pixel to screen

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 21:38:26 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91225.111202ONM07@DMSWWU1A.BITNET>
Source record: 229671

In article <1991Aug12.102922.16024@convex.com>, rosenkra@convex.com (William Rosenkranz) says:
>[..]
>first off, line A was such an easy way to do things like this without
>writing a GEM program. rue the day that atari took this away...
>

No. Line-A can only used with up to 4 color planes and with Atari's Interleaved Bitplane format. There was NO way to extend this for more powerful graphics cards (like true color).

>here is one way:
>
...that only works on screens with atari-compatible screen layout.

> first, find screen size (width and height) by some means. call
> these scrn_w and scrn_h. assume the pixel we want to set is
> (x,y) where (0,0) is upper left, x,y get larger positive values
> toward the lower right, up to (scrn_w-1,scrn_h-1).
>
> char *pscrn; /* ptr to physical screen mem */
> char *pbyte; /* ptr to byte containing pixel (bit) to twiddle */
> int shft; /* amount to shift mask */
>
> pscrn = Physbase (); /* get screen loc */
> pbyte = (char *) ((long) pscrn + /* start here */
> (long) y * (long)scrn_w/8L + /* goto line */
> (long) x / 8L); /* and byte */
> shft = 8 - (x - (x/8)*8); /* setup mask */
>
> *pbyte |= (char) (1 << shft); /* to set pixel */
>
> *pbyte &= (char) ~(1 << shft); /* to clear pixel */
>
>i hope i have this right. i just did this today for mgif (eliminating
>the use of line A totally). it works. if not, this is close...
>
If you write DIRECTLY into screen memory, this is even WORSE than using line a. There are graphics cards in the future, where there is NO way to access the screen memory (think of independant graphics systems with own cpu). Besides, you have NO information about HOW the screen memory is organized.

>this makes no use of line A (obviously). it only requires that u know the
>width of the screen. it assumes the screen width is evenly divisible by

>8 (a reasonable assumption, i would think - it should be divisible by 16).
>note that pscrn need not be Physbase. it could be any virtual screen
>stored in memory.
>
>this *should* be 100% portable, regardless of ST, STe, TT, etc. note that
>this is for a monochrome screen!!!! doing this for color is left as an
>exercise for the reader. it is not that bad, u just have to account for
>interleaving of the planes when getting the byte. then again, u have to
>deal with the color, i suppose.
>
Again: even with a monochrome screen, this might fail.

>>I hope it is not too slow.
>
>well, this can be optimized. i did it this way for clarity (i hope).
>it should be about as fast as line A would do it, give or take. i notice
>no real difference in speed. you can use word offsets instead. just make
>sure u get the pointer correct (remember: once u cast to long, u loose
>pointer arithmetic so adding 1 is adding 1 byte, not 1 word).
>
>note that it is easy to draw vertical or horizontal lines this way, but
>a bit more complicated to draw arbitrary lines. i think i posted ages
>ago a program called bez which is my (manual) screen saver. it does this
>trick with bezier curves. i did not write it originally, i just ported
>it. the origin escapes me but it was in a magazine (byte?) a couple of
>years ago...
>
>-bill
>rosenkra@convex.com
>

>--
>Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
>Convex Computer Corp. |ARPA: rosenkra@convex.com

Back to the original question -- how to put single pixels onto the screen.
Solutions:

(1) Slow: Use lines with length of 1.
(2) if you want to set more than one pixel: do it in an own buffer (as
described above by Bill), transform it to device dependant format using
vr_trnfm(), then do a copy raster form to the screen.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

1993. Re: Version

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 22:01:12 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Aug13.220112.12880@newcastle.ac.uk>
Source record: 229675

In article <CMM.0.90.2.682085263.larserio@kvart.ifi.uio.no>,
larserio@IFI.UIO.NO (LarsErikOsterud) writes:
|>What is the HT WAY to check what machine a program is running on
|>(In this case I want to check if it's a MEGA STE with a 16 MHz 68000
|> as the 8/16 switch adresses bombs on other machines....)
|>

Why not just check the cookie jar for the machine cookie?

Dave Halliday

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

1994. help with new laserjet...

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 22:01:34 UTC
From: asedm@acad2.alaska.edu
Message-ID: <1991Aug13.180134.1@acad2.alaska.edu>
Source record: 229672

I just got a new HP Laserjet II, and I was wondering about a few
things: is there a TSR print-screen driver?
how about a font loader, or utils to convert GDOS <-> LJ fonts?
also, which TeX should I get?

thanks in advance!
Ed Miller (asedm@acad2.alaska.edu)

1995. Atari ST monochrome monitor

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 22:26:08 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <164078@unix.cis.pitt.edu>
Source record: 229673

If anyone has an Atari ST monochrome monitor for sale (used), please leave me email. Thanks...

Robert Anisko
rjast1@unix.cis.pitt.edu

1996. Deskjet GDOS driver & Pagestream 2.1 symbols font

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 23:39:41 UTC
From: fsctc@csduts1.lerc.nasa.gov
Message-ID: <1991Aug13.233941.25848@eagle.lerc.nasa.gov>
Source record: 229676

Hi. I am looking for a HP Deskjet Plus GDOS .sys driver file as well as the associated ATSS (or something like that) font files for this printer. Does anyone know where to get a copy of this? I heard Migraph markets GDOS drivers, but I don't have their phone number anymore.

Secondly, I just got Pagestream 2.1. It is fast. However, I missed the SYMBOLS font which is just basic Greek. Does anyone know where I can get the 2.1 compatible SYMBOL fonts?

Clarence

1997. .gem to .img conversion

Newsgroup: comp.sys.atari.st
Date: 1991-08-13 23:56:13 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <1991Aug13.235613.6128@cs.yale.edu>
Source record: 229677

Thanks to everyone who responded to my request for help with including figures in TeX documents. One person suggested that I use postscript instead of .img files. The program mfps (included in the gem2ps collection on atari.archive) converts .gem files to postscript. The program dvips converts .dvi files to postscript and can also merge in other postscript files. The resulting postscript can be printed using Ultrascript (which I already had) or Ghostscript. I followed his suggestion and everything is working very nicely.

I am also grateful to the several people who sent me pointers to utilities that do what I had originally requested. They may turn out to be useful someday.

--

==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

1998. Using the ST with a Deskjet

Newsgroup: comp.sys.atari.st
Date: 1991-08-14 00:51:07 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Aug14.005107.26840@rodan.acs.syr.edu>
Source record: 229679

If I were to get a Deskjet, would I be able to find drivers
for ST programs like WordUp, 1stWord, WordPerfect?
How about Spectre? Is there a way to use the Deskjet with
Spectre in Mac mode? (does Epstart work? ...I guess that might
depend on whether the Deskjet emulates Epsons)
Finally, what about ATSpeed? Anybody know?
Thanks very much.
-Gerry
ggreenbe@rodan.acs.syr.edu

1999. Snowball -- great little program.

Newsgroup: comp.sys.atari.st
Date: 1991-08-14 05:12:24 UTC
From: bryanw@netcom.COM
Message-ID: <1991Aug14.051224.25519@netcom.COM>
Source record: 229678

I encourage you all to check out Snowball. It's a wonderful little program that really is a whole lot of fun! Thanks for the this quality ware, guys.

--
Bryan Woodworth Mail: bryanw@netcom.COM
Netcom - Online Communication Services San Jose, CA

2000. Re: Version

Newsgroup: comp.sys.atari.st
Date: 1991-08-14 07:27:13 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.682154833.larserio@kvart.ifi.uio.no>
Source record: 229687

OK, check the cookie jar for machine cookie...
How do I knw if it's a STE or a MEGA STE (with 16 MHz card) ?
My developer docs say nothing about the MEGA STE at all, nothing about new cookies, nothing about speed-switching etc, and no update has arrived.

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
__________/ _____________________/ _____________________/ ____/ /

2001. > Using the ST with a Deskjet

Newsgroup: comp.sys.atari.st
Date: 1991-08-14 08:10:06 UTC
From: hess@rospc1.informatik.uni-hamburg.de
Message-ID: <hess.682157406@rospc1>
Source record: 229682

Hi,

in germany, anyone who has enough money for a 24pin printer and not enough for a laser is called pretty silly, if he NOT buys a deskjet. There are drivers for all programms I know, including GDOS, 1ST Word, Script, TeX (wonderfull X-Jet, print out a page in 50secs and is able to print to a5 pages side by side on a a4 sheet of paper), Hardcopy routines, utilities which switch the fonts, margins and other modes of the Deskjet as ACC. You allways can take the laserjet driver for a program as the deskjet driver (this enables calamus and other programs to work with the DJ). For the Spectre, just get the PD Deskjet driver from any macintosh archive. It`s slow (like any parallel printer at the spectre and at the original mac, the "real" porinters use apple talk like the deskwriter) but very beautifull. With the TypeAlign init or ATM, you can forget about the laserwriter, with the right paper it`s just as good.

So forget about other printers and get a deskjet. Don`t forget NOT to buy any ink cartridges until your original one refuses to be refilled with ordinary ink. For that use a injection needle to refill the cartridge through the little air hole an top of the green "arrow" with ca. 10ml black ink (Parker black is beautifull). I printed 1000 pages of TeX output without a new cartridge and refilled the old one 5 times till today.

Note: I`m not working at HP, and I have not the slightest idea of an advantage if YOU buy a deskjet.

Hauke

2002. Re: Puting a pixel to screen

Newsgroup: comp.sys.atari.st
Date: 1991-08-14 10:00:36 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <4635@trick.cs.tu-berlin.de>
Source record: 229684

In article <1991Aug13.121840.16027@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
>is the screen memory mapped into high addresses (like $fxxxxx)?
>can't the driver translate this for the xbios? it sounds like any
>program calling Physbase won't run on big screen monitors.

Some of the drivers for big screen monitors do this, but they only map the Logbase() call. I know at least 1 driver that does not map Physbase(). The most drivers map the Setscreen() call, because you normaly can't change the physical screen-adress. An official test if Setscreen() works is to call Physbase(),Logbase() and save the values. Then call Setscreen() with your second screen... If Physbase() and Logbase() didn't change, it is not possible to change the screen adress. You have to use vro_cpyfm to toggle between differnt screens.

>the method i posted, however DOES work on "normal" STs. and i think it
>might work on at least some configuration of TT, tho i have no way of
>verifying this.

Your method works in ST-High modus on the TT, not in TT-High (because BytesPerLine is different...).

>-bill
Greetings, Karsten

2003. Re: ST User mag. (was Re:Atari CD-ROM?)

Newsgroup: comp.sys.atari.st
Date: 1991-08-14 10:00:48 UTC
From: johnr@cged.co.uk
Message-ID: <1991Aug14.100048.7856@cged.co.uk>
Source record: 229700

D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:

>|>|> >When will ST User get their finger out?
>|>|>
>|>|> That isn't the new ST User. The completely revamped version will be
>|>|> appearing next month with a definite promise from the editor of much
>|>|> more of ST World type coverage merged in with games relegated to the
>|>|> supplement.
>|>|>
>|>|> We shall wait and see...
>|>|>
>|>I have seen it. It is still a gamers magazine. Save your money or by
>some german magazines instead.

>How could you? The 'new' ST User with pullout games section etc. isn't due out
>untill next month (about 7th sept). Though I must admit I doubt it will be upto
>the standard of the old ST World or some of the German mags.

Subscribe to ST Applications, the magazine from the ST Club. It's by far
the best "serious" ST magazine in the UK.
--
John Richards

2004. ORIGAMI folding editor - what is it ?

Newsgroup: comp.sys.atari.st
Date: 1991-08-14 10:52:25 UTC
From: michaels@tabaqui.informatik.rwth-aachen.de
Message-ID: <michaels.682167145@tabaqui>
Source record: 229686

The Origami folding editor (version 1.6) has just been posted to comp.binaries.atari.st. As I got some requests about what the Origami folding editor IS, I am posting summary of Michael Haard's posting in comp.os.minix which explains the principles of folding editors and ORIGAMI:

Most people probably do not know folding (outline) editors. A short example should be able to explain the principle. Imagine that you just started Origami with a folded program:

```
... Notes

... #includes
... #defines

... type definitions
... variable declarations

... main function
```

The structure is obvious, although you see no code! The program is well documented, altough there are no comments! Each line with three heading dots is a closed fold. A curious user probably wants to know what the program does. He moves the cursor to the Notes fold, opens it and finds:

```
{{{ Notes
/*

example.c - a small example

This program does not really exist, it is just an example.

*/
}}}

... #includes
... #defines

... type definitions
... variable declarations

... main function
```

Ok, let's close the fold, there is no use to look at it any longer. The next step may be to open the main function fold:

```
... Notes
```

```
... #includes
... #defines

... type definitions
... variable declarations

{{{ main function
main(argc,argv) int argc; char **argv;
{
... variable declarations

... parse command switches
... parse file arguments
... open file if any or use stdin
... process input
... close file if any
}
}}}
```

This example may serve as a first introduction. You may wonder what the C compiler says about the ... lines. It says nothing, because they are put in comments. Origami knows comments for a lot of things and the beginning and the end can be user specified, too. The advantages are obvious: Folding supports structured programming, because program structures are editing structures. Comments are part of the program, not bothering stuff. A fold can be also another file, which means that you only need one file for managing a project, which contains file-folds for all directories and files. This supports a modular structure with many files, but you do not need typing their names to edit them.

Origami is no syntax-oriented editor, it's your choice to use folds more or less. It is my favourite editor for documents, none of the $%&!@# DOS textprocessors has such a nice editor! An example:

```
... online manual page
... user guide
... changes to old version
... copyright
```

If entering (not opening, see above example) the user guide:

```
... title page
... introduction
... installation
... using it
... utility programs
... all functions
... acknowledges
```

Each chapter is in a fold, which may contain folds for subchapters etc. There is nothing like scrolling a few dozen pages if you want to edit a paragraph. Select a few folds and that's it. This helps to structure a document to improve readability. Origami, MROFF and a few minor utilities build a powerful text system, one of the first MINIX

application programs.

There are other features: Origami is able to edit TDS files without a transputer! This is the reason why there is a MultiTool-like keybinding for Sun workstations. Origami looks like Emacs and has some of its features (Think of emacs as an adjective). All commands can be bound to keys (including cursor keys etc) and there is a powerful and fast macro language. There is incremental search, fill-paragraph and auto-save. No buffers, but you will not miss them after using folds for a week.

Origami runs on MINIX PC, SunOs 4.1.1 (not 4.0!) and TOS.

You can get Origami from this european ftp-archive

Name: ftp.thp.uni-koeln.de [134.95.64.1]
Path: minix/commands/editors
File: origami.tar.Z, misslib.tar.Z

Name: ftp.uni-koeln.de [134.95.80.1]
Path: /thp/minix/commands/editors
File: origami.tar.Z, misslib.tar.Z

The files on the servers are 13-bit compressed tape archives. (I use freeze to compress things for personal use, but I do not want to start a flame war.) The posting is a uuencoded splitted copy of the files on the server. Full documentation is included.

Feel free to contact me if there are any problems. Atari problems will be forwarded to the guy who ported Origami.

If you send me mail, please send it to mhaardt@ftp.thp.uni-koeln.de
There are hundreds of reasons to do so ... but don't ask. If you make patches, please *post* cdiffs.

Michael Haardt (mhaardt@ftp.thp.uni-koeln.de)

The binaries and diffs for the minix sources are available for anonymous ftp at minnehaha.rhrk.uni-kl.de in /pub/atari/editor/origami. I will try to upload them to atari.archive.

At the moment, this is the same as the version which has just been posted - but as soon as there are bug fixes, the next version will show up on that machine, first.

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany
michaels@messua.informatik.rwth-aachen.de
PLEASE KEEP MAIL FROM OUTSIDE GERMANY SHORT-I HAVE TO PAY FOR INCOMING MAIL

2005. Great *IDEA*...

Newsgroup: comp.sys.atari.st
Date: 1991-08-14 12:24:07 UTC
From: wmtwen@rwa.urc.tue.nl
Message-ID: <wmtwen.682172647@rwa.urc.tue.nl>
Source record: 229689

And now for something completely different.

Put an end to the dominance of IBM and Apple.
Put an end to the irritating articles from frustrated Amiga users.

The solution to these problems we all experience might be invented by
me.
Atari and Commodore should become one big company that makes
interesting computers and software.
They both have a line of Motorola 680x0 based computers and they both
run a lot of the same software. It would be better if software did not
have to be ported to two computers. If e.g. an Atari ST and an Amiga
2000 both run Minix they can even exchange binaries. Also Atari and
Commodore have for some part a common history (the Tramiel boys etc.).
They started their line of homecomputers both with 8-bit 65xx machines.
And it would bring down costs for development of new computers and the
costs for the purchasing of new technology.

It seems to me that these should be enough reasons for implementation
of my idea.
Lets hear your flames...

P.S. sorry but i do not regularly post so no .signature...

Greetings from Erlend 'Error' Nagel

2006. mac-fonts for st

Newsgroup: comp.sys.atari.st
Date: 1991-08-14 12:41:19 UTC
From: kiwi@iis.ethz.ch
Message-ID: <1991Aug14.124119.21822@bernina.ethz.ch>
Source record: 229690

salue atari-hackers,
i search the original mac-font in gem- or signum-font format.
can you help with a ftp address or other informations ?

bye rene

2007. Official Bug Report for The Vault

Newsgroup: comp.sys.atari.st
Date: 1991-08-14 13:21:13 UTC
From: fischer-robert@CS.YALE.EDU
Message-ID: <1991Aug14.132113.13139@cs.yale.edu>
Source record: 229688

A couple of bugs in The Vault 3.01 have come to my attention:

* The Vault tends to crash on deeply nested directory trees. This is
a very serious bug, and will be fixed in the next release.

* When running on TOS 1.2, The Vault displays an alert box saying
"Illegal Function Number" upon startup. It is making an AES call
which wasn't added to TOS until TOS 1.4. This is not a serious bug,
and The Vault functions just fine in spite of the illegal function
call at the beginning.

Thank you to the people who have found these problems.

--- Bob
fischer-robert@cs.yale.edu
--
fischer-robert@cs.yale.edu (Bob Fischer)

2008. Re: Atari Show - how much?

Newsgroup: comp.sys.atari.st
Date: 1991-08-14 15:31:07 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5762@syma.sussex.ac.uk>
Source record: 229692

From article <9108130959.aa23637@castle.ed.ac.uk>, by eang62@castle.edinburgh.ac.uk (Herbert Sauro):
>
> One other question, why does a TT cost almost as much as a decent Mac
> in the UK while in Germany its almost a 1000 pounds cheaper?

My guess is that Atari Germany expect to sell machines to real users. Atari UK, on the other hand, expect to sell TTs only to a few developers who can be considered more or less a captive market. It's not worth Atari UK's while to shave their margins. They're not going to give the TT decent marketing support anyway, so why bother.

Sorry to be so cynical. Yes, I do know that Atari UK show the TT as one of the range of machines in their current ads in magazines like ST Format and ST User. The picture shows a man in a business suit sitting in front of a TT running Hyperchart. I would be surprised if the number of ST Format/User readers who fit into that sort of category reaches double figures.

Graham
--
Graham Thomas, SPRU, Mantell Building, Univ. of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: +44 273 685865

2009. Hard Disk Sentry (Was: Re: Clearing space on a hard disk

Newsgroup: comp.sys.atari.st
Date: 1991-08-14 15:38:42 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Aug14.153842.8439@rodan.acs.syr.edu>
Source record: 229693

In article <5749@syma.sussex.ac.uk> grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
>
>I still haven't seen a friendly, reliable defragmenter for the ST. I've
>used DLII a couple of times with no problems, but you have to make sure
>there are no lost or crosslinked clusters on the disk, and no
>zero-length files. Also, I wouldn't trust it with any partition greater
>Graham
Graham...I use Hard Disk Sentry from Beckemeyer Development
Tools. Nothing fancy, but it seems to work well. What I
really like about it is that it handles msdos-boot
partitions...something that saved my skin many times! (David
has even made a version for MSDOS5, which uses different boot
files from the previous versions.)
--Gerry
PS...Thanks to everyone who replied (both to me and the net)
about clearing my hard disk. Everything has been taken care
of.

2010. System 7 and Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1991-08-14 15:40:14 UTC
From: JUDD@CC49.CRL.AECL.CA
Message-ID: <31604@know.pws.bull.com>
Source record: 229504

Help!

I am trying to bring up the System 7 Mac operating system under Spectre 3.0. I built the System 7 version I am using to run on a MacPlus without printer and network services. So far no luck.

Any words of wisdom would be appreciated. Thanks.

Ross Judd (juddr@crl.aecl.ca)

2011. Can't reach "twitterpatter.eng.sun.com" et al.

Newsgroup: comp.sys.atari.st
Date: 1991-08-14 15:48:49 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <34eo71w164w@ersys.edmonton.ab.ca>
Source record: 229691

I have been trying to request a file from one of the Atari file servers in England (twitterpatter.eng.sun.com), but everytime I try I seem to get a "service unavailable" message. Why is this? BTW, the file I have been trying to request is "trakst2" (the newest version of the Esion XLI tracker for the ST) from the "volume15" directory. If anybody can help me in getting this file, please leave me E-mail.

One last thing, I am looking for a genealogy (sp!) (ie. family tree) program for the ST (not STe/TT). If anybody knows of such a program, please leave me E-mail.

Greg Granger

< InterNet: ggranger@ersys.edmonton.ab.ca > "Gimme the strongest
< FoReMNet: Greg Granger @ 532 or Dark Knight @ 595 > thing you've got."
< Mail Adr: 5906-188 St. Edmonton, AB Canada T6M-2A9 >
< Phone : +1 403 481-0803 or +1 403 481-5110 > - Lt. Frank Drebin

2012. Atari earnings

Newsgroup: comp.sys.atari.st
Date: 1991-08-14 16:05:18 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Aug14.160518.24023@chinet.chi.il.us>
Source record: 229695

Atari's earnings were just printed in the Wall Street Journal. The plant sale was so much bigger than anything else that a meaningful interpretation of the report would take a lot more information than the little bit in the announcement. Two things were noticeable, though: sales were off again, and they seem to have gotten a better price for the plant than originally reported (about $40 million, rather than mid-30s). At heart, I don't think Atari is a real estate company, so the future depends on a supply of machines that people want to buy.
Steve

2013. Re: ORIGAMI folding editor - what is it ?

Newsgroup: comp.sys.atari.st
Date: 1991-08-14 17:15:10 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1991Aug14.171510.22315@csi.uottawa.ca>
Source record: 229696

First comment:
VERY IMPRESSIVE! Thank you for your work on ORIGAMI! I was
considering to try to port it using Sozobon, which looks like it was NOT
a wise idea... and now, wholly unnecessary. The GEM interface is VERY nice!

A couple of questions:
1) Would it be possible to put the keybindings for the menu commands
on the menu? Read the bindings, at some point, and stick them
in? Or is this impractical? T'would be VERY helpful in learning
the keystrokes...

2) (Question about commenting for other languages deleted as
I found material in the docs. on it. I WILL have to check out
how TeX files are dealt with - I THINK that there's no
"Begin-comment/End-comment", but rather the single "%" identifier,
but I'll have to check that out...)

Again, THANK YOU! Very nice package - I will, most likely, be using it
as my primary editor, particularly if I can customize it to auto-link
to LaTeX files (i.e. - Do a file-fold simultaneously to putting an
\input{} in).

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

2014. Re: Unix for TT ???

Newsgroup: comp.sys.atari.st
Date: 1991-08-14 18:10:16 UTC
From: mboen@nixpbe.sni.de
Message-ID: <1494@nixpbe.sni.de>
Source record: 229694

In <LAHTINEN.91Aug13105026@gideon.gideon.fmi.fi> lahtinen@gideon.gideon.fmi.fi (Kimmo Lahtinen) writes:

>I noticed some time ago a question about the availability of TT Unix,
>but did not see any answers. I have seen even a price for it, but
>can you really buy it somewhere?

>By the way am I correct that it is based on Mach kernel?

Ahm, no, I don't think so. As far as I know, it is a port of
AT&T System V R4 (SVR4). According to people at the diverse
fairs I visited, SVR4 was ported instead of SVR3.2 because
they wanted to provide a very modern UNIX as a reimbursement
for being so late with the TT.

So long,
Martin

2015. Re: .gem to .img conversion question (other ways)

Newsgroup: comp.sys.atari.st
Date: 1991-08-14 21:02:12 UTC
From: timothyg@ncsa.uiuc.edu
Message-ID: <1991Aug14.210212.19046@ux1.cso.uiuc.edu>
Source record: 229501

In article <1991Aug13.055149.25640@frmug.fr.mugnet.org> elrond@frmug.fr.mugnet.org (Bertrand Petit) writes:
>In article <1991Aug7.215516.13773@ux1.cso.uiuc.edu>, timothyg@ncsa.uiuc.edu (Timothy Gallivan) writes:
>>
>> The nice thing about this method is that the graphic resolution is
>> limited only by the printer (300dpi for a deskjet). Isn't an .img file
>> limited to the ST screen resolution (80dpi)? Also, once you have the
>> image in postscript form, you can scale it, rotate it, twist it, stretch
>> it, etc., without loosing resolution or introducing graininess (is this
>> a word?).
>>
>
> Not at all. You can create img files with any resolution. I use
>a scanner with the Calamus DTP package and I import 300dpi IMG files in
>Calamus without anytrouble.

OK, OK, .img files can be any resolution. The point is that once you have an .img file, you are stuck with that resolution. If you need to rescale the image, you have to deal with the problems of this fixed resolution. In some cases this can't be avoided (like with your 300dpi scanner), but PostScript graphics do not suffer from these problems. You can enlarge the image by a factor of 2 and still get 300dpi (or a couple thousand dpi if you have an expensive printer, or a nearby printshop). With GhostScript, mfps, and dvips, you can enjoy the benifits of PostScript on your ST ... for free.

-Tim Gallivan
timothyg@ncsa.uiuc.edu
timg@landau.ph.utexas.edu

2016. Lap-link type program? for ST/TT?

Newsgroup: comp.sys.atari.st
Date: 1991-08-14 21:35:41 UTC
From: glenn@ludwig.sharebase.com
Message-ID: <9108142135.AA25429@ludwig.sharebase.com>
Source record: 229502

Gotta move my data from my Mega4ST to my TT. Anyone know of a lap-link type program that would work for this? 40MB is a lot to move by floppy...Thanks

Glenn Linderman glenn@sharebase.com 408-378-7575 x2366

2017. Getting UW up and running

Newsgroup: comp.sys.atari.st
Date: 1991-08-14 21:51:41 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Aug14.215141.19351@terminator.cc.umich.edu>
Source record: 229503

A while back someone (sorry I can't remember who) said they would post
something regarding how to set up unix windows on the st. Could
this person please contact me? I'd like to post it to the archive,
not mention get it to work myself.

Thanks,
weiner
--
Jeff Weiner --- weiner@{ub.cc, um.cc, atari.archive}.umich.edu
Corner of Packard and State, 2nd house from Blue Front on Arbor
Couldn't think of a witty saying to go here - give me some time

2018. Re: Lap-link type program? for ST/TT?

Newsgroup: comp.sys.atari.st
Date: 1991-08-14 23:45:21 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <164609@unix.cis.pitt.edu>
Source record: 229505

In article <9108142135.AA25429@ludwig.sharebase.com> glenn@ludwig.sharebase.com (Glenn Linderman) writes:
>Gotta move my data from my Mega4ST to my TT. Anyone know of a lap-link type
>program that would work for this? 40MB is a lot to move by floppy...Thanks
>
>Glenn Linderman glenn@sharebase.com 408-378-7575 x2366

Hmm,if you can't find any special link things that would work
for you, how about a simple null modem? Then you could use any
term program (preferably something with Zmodem) and then just
transfer away (of course, you'd have to create the folders,
but at least it would be a simple and rather inexpensive way to
do it).

Hope this helps...

Robert Anisko
rjast1@unix.cis.pitt.edu

2019. Re: Getting UW up and running

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 02:35:20 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91226.223520JJL101@psuvm.psu.edu>
Source record: 229506

Well, I have been using UW for a while now. To set it up, you must compile
the unix source code on the unix system you intend to use it on. Then simply
run the uw prog on the st. Make sure you configure the RS232 port in uw to
you correct setting. Then simply use hayes commands from the first window
uw pops up to dial your unix system, log in as usual, then run the uw executabl
e on the unix side. Now you will be able to open additional windows etc from
the st side of things. Remember though, that it is adm31 emulation.
With a good use of defining the function keys on the st you should be able
to connect to non unix systems (I use vm though uw in another window) and
get pf keys etc by binding the function keys to their appropriate codes.

Good luck

****
* J.J. * Internet: JJL101@PSUVM.PSU.EDU * Penn State *
* * * Center for *
* John Lehett * Bitnet: JJL101@PSUVM * Academic Computing *
****
* Atari ST's!, Puzzles, Cryptos, Games, Diplomacy, Synths + Midi *
****

2020. Re: Snowball -- great little program.

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 03:36:13 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Aug15.033613.25101@menudo.uh.edu>
Source record: 229507

In article <1991Aug14.051224.25519@netcom.COM> bryanw@netcom.COM (Bryan Woodworth) writes:
>I encourage you all to check out Snowball. It's a wonderful little program
>that really is a whole lot of fun! Thanks for the this quality ware,
>guys.
>
>--
>Bryan Woodworth Mail: bryanw@netcom.COM
>Netcom - Online Communication Services San Jose, CA

Awww... Gee shucks, thanks a bunch for the kudos!

Just remember that you too will be able to write software as good and better
once we release The Game Workbench this December.

Let's see, how many days until Christmas shopping season starts? :-)

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

2021. timothy@yoda

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 04:29:02 UTC
From: marshall@cs.uq.oz.au
Message-ID: <3080@uqcspe.cs.uq.oz.au>
Source record: 229508

Sorry to use bandwidth - I can't get mail to timothy@yoda etc.
So here is my reply to you!
I put gs22b onto my h/disk. I set up the environment ok, I believe.
When I trun gs for bj10e it works fine with pure graphics (eg: golfer),
but with fonts it won't work. If any font is in the .ps file, nothing is
output.
If i do the same with epson, it produces output.
Also, it produces screen images ok, but nothing when using bj10e option.
I'm using the fonts from atari.archive.
So I guess the grtaphics part's ok, but bj10e is a bit suspect!
Is it because I have only 1meg of memory?

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

2022. Re: Compression (background)

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 05:13:24 UTC
From: as666@cleveland.Freenet.Edu
Message-ID: <1991Aug15.051324.9698@usenet.ins.cwru.edu>
Source record: 229509

- compression of all data on a system while it is active.

I BETA-tested this program, and can tell you it is very well written, and works like a champ with practically all the software, and games, I had at my disposal. THere is only a minimal time loss from teh compression schemes, but you can get some remarkable savings. I suggest you call Double Clik (Or their BBS) directly for ordering information.

||| Jonathan Roy (The Ninja) Internet: as666@cleveland.freenet.edu
||| -- BBS: Darkest Realm - (813) 397-5335 - Public UUCP/Usenet --
/ | \ "I dislike killing my guests." -Steven Brust Lynx me up!
Citanet: ..!{mast,overmind,tpt4}!darkrealm!the_ninja GEnie: J.ROY18
####

2023. Re: Lap-link type program? for ST/TT?

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 08:01:38 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <LAHTINEN.91Aug15100138@gideon.gideon.fmi.fi>
Source record: 229526

There is a firm called Lacom (?) in Germany which makes a HD-controller that
can link two computers to one disk (even a PC or MAC). I have seen only
an add so I do not know if it really works.
--
* *

Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi or
Finnish Meteorological Institute kimmo@field.fi
Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

2024. Re: Atari Show - how much?

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 08:07:38 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3629@odin.cs.hw.ac.uk>
Source record: 229520

In article <5762@syma.sussex.ac.uk> grahamt@syma.sussex.ac.uk (Graham Thomas)
writes:
>From article <9108130959.aa23637@castle.ed.ac.uk>, by eang62@castle.edinburgh.ac.uk
(Herbert Sauro):
>>
>> One other question, why does a TT cost almost as much as a decent Mac
>> in the UK while in Germany its almost a 1000 pounds cheaper?
>
>My guess is that Atari Germany expect to sell machines to real users.
>Atari UK, on the other hand, expect to sell TTs only to a few developers
>who can be considered more or less a captive market. It's not worth
>Atari UK's while to shave their margins. They're not going to give the
>TT decent marketing support anyway, so why bother.

I agree. The only people buying TT's seem to be developers and Atari fans
with more than normal amounts to spend.

>Sorry to be so cynical.
Don't be. You're not alone.

> Yes, I do know that Atari UK show the TT as one
>of the range of machines in their current ads in magazines like ST
>Format and ST User.

Readers of which know all about the TT. The readers of PCW however remain
ignorant of it's existance and so show no interest. When will Atari learn?

> The picture shows a man in a business suit sitting
>in front of a TT running Hyperchart. I would be surprised if the number
>of ST Format/User readers who fit into that sort of category reaches
>double figures.

I think the 'man' is actually Bob Gleadow playing an Alfred Hitchcock role
by starring in his own brochures. Presumably he is also the man who hired
Staddon based on his ability to play Kick Off. :-)

Since most ST Luser/Doormat readers are game playing kids I reckon Luser must
have had a hard time finding a serious user to give the TT to in that
competition a while back.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !

+--+

2025. Guests wanted for Atari Conferences

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 08:58:07 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <1991Aug15.085807.19059@usenet.ins.cwru.edu>
Source record: 229510

```
The Atari Special Interest Group on the Cleveland Freenet server
("freenet-in-b.cwru.edu") is looking for guests on its conferences.
What a great way to meet other Atarians and promote your products...
For more information please contact me via aa338@po.cwru.edu
--
```

2026. Re: Lap-link type program? for ST/TT?

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 10:05:27 UTC
From: adamd@rhi.hi.is
Message-ID: <3480@krafla.rhi.hi.is>
Source record: 229511

In <9108142135.AA25429@ludwig.sharebase.com> glenn@ludwig.sharebase.com (Glenn Linderman) writes:

>Gotta move my data from my Mega4ST to my TT. Anyone know of a lap-link type
>program that would work for this? 40MB is a lot to move by floppy...Thanks

To extend the question...

Does anyone know of a circuit or product to connect up a bunch of Atari computers in a DMA network? Each computer has its own hard disks and other peripherals but they also talk to each other over the DMA bus. I know there are negative as well as positive implications involved with this kind of setup, but it could be real useful where several machines are in the same room. The reason for using the DMA instead of the cartridge port is because it is less likely to be full.

Anyone like to discuss this?

-Adam David-
adamd@rhi.hi.is

2027. Re: ST User mag. (was Re:Atari CD-ROM?)

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 11:16:32 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1991Aug15.111632.25887@ugle.unit.no>
Source record: 229517

In article <1991Aug13.111212.22861@newcastle.ac.uk>, D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:
|> In article <1991Aug12.203535.9570@ugle.unit.no>, stigvi@Lise.Unit.NO
|> (Stig Vidar Hovland) writes:
|> |>In article <2521@tharr.UUCP>, steveh@tharr.UUCP (Steve Hebditch) writes:
|> |>|> In article <3579@odin.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
|> |>|> >The new Luser hasn't changed much. It's still as gaudy and as game
|> orientated
|> |>|> >as ever. Maybe it is the best ST mag in the UK but it's still crap.
|> |>|> >
|> |>|> >When will ST User get their finger out?
|> |>|>
|> |>|> That isn't the new ST User. The completely revamped version will be
|> |>|> appearing next month with a definite promise from the editor of much
|> |>|> more of ST World type coverage merged in with games relegated to the
|> |>|> supplement.
|> |>|>
|> |>|> We shall wait and see...
|> |>|>
|> |>|> --
|> |>|> <steveh%tharr.uucp@ukc.ac.uk> <...ukc!axion!tharr!steveh>
|> |>|> <Free Usenet in the UK from Tharr: 0234 841503>
|> |>
|>
|> |>
|> |>I have seen it. It is still a gamers magazine. Save your money or by
|> some german magazines instead.
|>
|> How could you? The 'new' ST User with pullout games section etc. isn't due out
|> untill next month (about 7th sept). Though I must admit I doubt it will be upto
|> the standard of the old ST World or some of the German mags.
|>
|> |>
|> |>Stig Vidar Hovland - stigvi@lise.unit.no
|>
|> Dave Halliday.
|> ---
|> Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
|> Halliday EMail : D.C.Halliday@newcastle.ac.uk
|> Phone : +44 91 222 8214 Fax : +44 91 222 8232

In the August issue of ST World the editor writes:
"Atari ST User incorporating ST World will be available from the September issue"
On the front cover of the September issue of ST User it is written "Incorporating ST World"

Maybe there will be a new layout for the October issue, but I don't belive there will be any big
changes.

Stig Vidar Hovland - stigvi@lise.unit.no

2028. Re: TT demos and sound samples wanted

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 11:24:25 UTC
From: jvance1@maxwell.oac.uci.edu
Message-ID: <28AA6469.11761@orion.oac.uci.edu>
Source record: 229512

In article <meulenbr.681633746@cstw18> meulenbr@cst.prl.philips.nl (Frans Meulenbroeks) writes:
>Hi,
>
>Since I now have my TT for a few weeks I was wondering if there aren't
>any neat demo's floating around for the TT.

I have seen some potentially neat looking stuff for the TT on Compuserve, both animations and still pics made with Prism Paint and other Lexicor software. Maybe someone can upload them to the Net?

--
Joachim Vance
^~^~^~

2029. Re: ORIGAMI folding editor - what is it ?

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 11:31:18 UTC
From: michaels@tabaqui.informatik.rwth-aachen.de
Message-ID: <michaels.682255878@tabaqui>
Source record: 229514

cbbrowne@csi.uottawa.ca (Christopher Browne) writes:

>First comment:
> VERY IMPRESSIVE! Thank you for your work on ORIGAMI! I was
>considering to try to port it using Sozobon, which looks like it was NOT
>a wise idea... and now, wholly unnecessary. The GEM interface is VERY nice!

>A couple of questions:
> 1) Would it be possible to put the keybindings for the menu commands
> on the menu? Read the bindings, at some point, and stick them
> in? Or is this impractical? T'would be VERY helpful in learning
> the keystrokes...
I have thought about that. I have no idea how to do it flexible enough
so that it works if you change the keybindings (without major hacks in
keybind). If you have an idea, I will most probably do it.

> 2) (Question about commenting for other languages deleted as
> I found material in the docs. on it. I WILL have to check out
> how TeX files are dealt with - I THINK that there's no
> "Begin-comment/End-comment", but rather the single "%" identifier,
> but I'll have to check that out...)
Origami comments always end at the end of line. So you can simply use
'%' as start-of-comment and '' (nothing) as end-of-comment. Same is for
assembler, shell scripts, ...

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany
michaels@messua.informatik.rwth-aachen.de
PLEASE KEEP MAIL FROM OUTSIDE GERMANY SHORT-I HAVE TO PAY FOR INCOMING MAIL

2030. Modulators

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 11:31:35 UTC
From: csx28@seq1.keele.ac.uk
Message-ID: <22797.9108151110@uk.ac.keele.seq1>
Source record: 229513

Posting this for a friend - I do not read atari newsgroups so please reply
by e-mail - thanks.

Sorry if this is a frequently asked question...

Is it possible to modify and/or obtain a gadget/widget to enable an STF to be
connected to an ordinary TV set so as to use the Low and Med res modes.
Any info gratefully received.

Ralph.

2031. Re: Clearing space on a hard disk

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 11:44:08 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug15.114408.15097@actrix.gen.nz>
Source record: 229516

In article <5749@syma.sussex.ac.uk> grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
> From article <1991Aug12.103711.9886@actrix.gen.nz>, by Alex.Valdez@actrix.gen.nz (Alex Valdez):
> > Why not just backup one's hard disk (by files, not an image copy), do
> > a low-level format, and restore? And you get a clean unfragmented
> > drive in the process as well.
>
> Because of the time it takes. A robust defragmenter will take a lot of
> time, too, but it should be possible for you to do other things while it
> gets on with it. With a full backup, you have to be there feeding
> floppies into the machine (assuming you don't have such luxuries as tape
> streamers or spare partitions).
>
> I still haven't seen a friendly, reliable defragmenter for the ST. I've

> Graham
> --
> Graham Thomas, SPRU, Mantell Building, Univ. of Sussex, Brighton, BN1 9RF, UK
> Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: +44 273 685865

Have ever tried Ataries Check Disk 3, it is only given to developers
so far, but why can't Atari realese it for general use.
.
I have used it and it works very well, but only optimises for Read.

Also have you used the Atari Archiver Program, ? I think is a UK product.
--
*** Roger W. Sheppard Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * GEnie. R.SHEPPARD5 ***
*** Kapiti * * At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2032. PC-DITTO I

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 11:58:58 UTC
From: pgardner@crc.ac.uk
Message-ID: <880@carbon.crc.ac.uk>
Source record: 229515

Any netter have PC-DITTO I software they no longer have a need for, and wish to sell ?

--

2033. Re: Great *IDEA*...

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 12:46:14 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1991Aug15.124614.1783@usenet.ins.cwru.edu>
Source record: 229518

In a previous article, wmtwen@rwa.urc.tue.nl (Erlend Nagel) says:

>The solution to these problems we all experience might be invented by
>me.
>Atari and Commodore should become one big company that makes
>interesting computers and software.
>They both have a line of Motorola 680x0 based computers and they both
>run a lot of the same software. It would be better if software did not
>have to be ported to two computers. If e.g. an Atari ST and an Amiga
>2000 both run Minix they can even exchange binaries. Also Atari and
>Commodore have for some part a common history (the Tramiel boys etc.).
>They started their line of homecomputers both with 8-bit 65xx machines.
>And it would bring down costs for development of new computers and the
>costs for the purchasing of new technology.
>
>It seems to me that these should be enough reasons for implementation
>of my idea.
>Lets hear your flames...
>

The problems with if a merger between Commodore and Atari took place, are:

1) Which line of 16/32-bit computers to continue? ST/TT or Amiga?

I don't want to switch and neither do Amiga owners.

2) I can almost bet you that Jack and his sons do not like many people
at Commodore. I'd be surprised if they talked to each other let alone
reached a merger agreement.

3) I think these companies enjoy rivaling each other and it produces some
excellent technology from both companies.

But seriously, get real- it will never happen.

Len Stys aa399@cleveland.freenet.cwru.edu
>

--

2034. Re: Atari Show - how much?

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 15:28:59 UTC
From: struppi@cip-s01.informatik.rwth-aachen.de
Message-ID: <4493@rwthinf.UUCP>
Source record: 229519

In article <9108130959.aa23637@castle.ed.ac.uk> eang62@castle.edinburgh.ac.uk (Herbert Sauro) writes:
>
>Dear Netters,
>
>Does anybody know how much (I assume its not free) the enterance fee is
>for the Atari show in Germany?

Hi Herb,

the entrance fee of the Atari show will cost you about 10,- DEM. I dunno the exact price, but it is not very much. If you are studying, the fee will be even cheaper.

Ciao,
struppi

NOTE: Please do *NOT* e-mail from out of Germany! Thank you!

Stefan Rupp - RWTH Aachen | UUCP: struppi@cip-s02.informatik.rwth-aachen.de
---

2035. Re: v_opnwk call (was Dialog Boxes)

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 17:44:12 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1991Aug15.174412.26327@magnus.acs.ohio-state.edu>
Source record: 229521

In article <7155453@alice.hobby.nl> hvaalde@cs.vu.nl writes:
>v_opnwk() is used by AES to install the desktop. It can be used from within
>an AUTO folder program to enable the use of VDI aslong as the workstation
>is closed properly before the program exits. If it isn't AES won't be able
>the open a new workstation and exits == reboot

Does this mean that some enterprising utility creator out there could
write an auto folder program that would allow GEM programs to run in
the AUTO folder by calling v_opnwk() and closing the workstation at
the end of the AUTO sequence? If so, why hasn't anyone done it?

How about it, Double Clickers?
--

_____
| |___) .--.
_/OE | \EISS | USENET: jreiss@magnus.acs.ohio-state.edu |
`---- `--'

2036. Re: System 7 and Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 18:09:37 UTC
From: bry@cbnewsf.cb.att.com
Message-ID: <1991Aug15.180937.3661@cbfsb.att.com>
Source record: 229548

From article <31604@know.pws.bull.com>, by JUDD@CC49.CRL.AECL.CA:
> Help!
>
> I am trying to bring up the System 7 Mac operating system under Spectre 3.0. I
> built the System 7 version I am using to run on a MacPlus without printer and
> network services. So far no luck.
>
> Any words of wisdom would be appreciated. Thanks.
>
> Ross Judd (juddr@crl.aecl.ca)

Dave Small has stated on GEnie that System 7 presently does not work
under Spectre 3.0. He said that he will be spending more time on that
problem when he gets the SST (030 project) out the door.

2037. Re: System 7 and Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 18:20:25 UTC
From: mjv@brownvm.brown.edu
Message-ID: <83370@brunix.UUCP>
Source record: 229522

In article <31604@know.pws.bull.com> JUDD@CC49.CRL.AECL.CA writes:
> I am trying to bring up the System 7 Mac operating system under Spectre 3.0. I
> built the System 7 version I am using to run on a MacPlus without printer and
> network services. So far no luck.

Currently System 7 does not work on Spectre (any version). It's in the hands of Mr. Small as to when it will work. This is a major system revision with many things changed so it might take him awhile but this is Dave, so it'll be done.

Marshall

****
-> Internet: mjv@brownvm.brown.edu
Failed _Brave New Words_ slogans #8:
"We've never heard of you either."

2038. YG modem

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 20:05:34 UTC
From: dav@coos.dartmouth.edu
Message-ID: <1991Aug15.200534.8467@dartvax.dartmouth.edu>
Source record: 229524

I grabbed the binary for Y-modem-G (or was it YG-modem?) from atari-archive and it claims to be the fastest transfer method for compression modems. It sounds great to me but I need to be running it on the other end too. Anybody know where to get the source for Y-modem-G for a UNIX machine? Is it BSD or Ultrix? My news machine just became an Ultrix machine :(and nothing seems to work anymore.

-dav

2039. Lasar C on a TT

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 21:10:10 UTC
From: aking@bbn.com
Message-ID: <65806@bbn.BBN.COM>
Source record: 229523

How do you get Lasar C's compiler to run on the TT? I've been told it will, but the following avenues haven't work:

1) Using the TT's desktop, the environmental variables aren't set properly. How do you do that? Playing around setting the_envp in low-memory (around 4CA or so) does nothing. Perhaps I must learn pexec and write a launcher, but there has been much discussion on that in the past which I have forgotten and scares me off. Wasn't there a program to do this floating around around a year or so ago? Does it run on a TT?

2) Both Gulam and NeoDesk-CLI allow setting of environmental variables, but both have a funny problem with make -- they can run make, but make can't run cc.ttp. I've put in absolute path names everywhere, put everything in one directory, and still nothing. If I put the cc.ttp commands in a batch file, same problem.

3) If, under Gulam, I call ccom.ttp and link(is it?) directly, things compile. However there are two problems with linking: a) there is a command line limitation which makes it difficult to link my 20-odd files together, and b) cc must do some magic with libraries which I do not know about, because I suddenly get gobs unresolved (library) symbols.

Tantalizingly close, but no cigar. HELP!

Please email answers to aking@pebbles.bbn.com as my workload prevents me from reading the net this summer. I'll summarize to the net if a couple of people ask me.

Thanks

Allen King

P.S.: What is a good EMACS to run on the TT in TT-Medium or ST-high resolution mode? Where is it living on the net?

2040. Re: Atari Show - how much?

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 23:14:54 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0ba83cu@nathan.ruhr.de>
Source record: 229547

In <9108130959.aa23637@castle.ed.ac.uk>, Herbert Sauro writes:

>Does anybody know how much (I assume its not free) the enterance fee is
>for the Atari show in Germany? I've written to Atari and (suprisingly)
>they sent me their show blurb but no hint as to how much it might cost
>to enter.
Which one do you mean? If you mean the fair at Duesseldorf, you'll have
to pay something around 8-10 DM for a day ticket.

>One other question, why does a TT cost almost as much as a decent Mac
>in the UK while in Germany its almost a 1000 pounds cheaper?
Rumors says that Atari earns half it's money here in Germany. This might
be the reason...
/s/
--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

2041. Re: Unix for TT ???

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 23:31:08 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0ba843w@nathan.ruhr.de>
Source record: 229546

In <LAHTINEN.91Aug13105026@gideon.gideon.fmi.fi>, Kimmo Lahtinen writes:
>
>I noticed some time ago a question about the availability of TT Unix,
>but did not see any answers. I have seen even a price for it, but
>can you really buy it somewhere?
Not now, allthough Atari promised the first machines to be delivered to
some selected registered developers in April (that's what they told me
on CeBit 91).
The Unix-TT (or better, TT-X, as Atari called it) is an TT030/8 with a
200 meg harddisk, 19" monochrome monitor, Unix SYSVR4, C-Compiler,
some kind of window system (I think it was Motif/X11) including developers
tools (must be something like the Open Windows Guide from SUN).
The price was something around 8000 DM (4500-5000 US-$) incl. VAT.
All information without guarantee....

[personal opinion on]
If the price and the technical details are right, it's the cheapest Unix
machine I've ever heard of. Add another 4-8 Megs of Ram and about 200 MB of
hard disk space and away you go...
/s/

--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

2042. Re: v_opnwk call (was Dialog Boxes)

Newsgroup: comp.sys.atari.st
Date: 1991-08-15 23:34:04 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0ba848s@nathan.ruhr.de>
Source record: 229549

In <1991Aug15.174412.26327@magnus.acs.ohio-state.edu>, Joseph W Reiss writes:

>Does this mean that some enterprising utility creator out there could
>write an auto folder program that would allow GEM programs to run in
>the AUTO folder by calling v_opnwk() and closing the workstation at
>the end of the AUTO sequence? If so, why hasn't anyone done it?
Yep, that's possible. And someone has already done it. Take a look at
XBoot 2.XX from Bela Computers here in Germany....
/s/
--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

2043. Re: Lap-link type program? for ST/TT?

Newsgroup: comp.sys.atari.st
Date: 1991-08-16 01:34:00 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug16.013400.10447@actrix.gen.nz>
Source record: 229525

In article <9108142135.AA25429@ludwig.sharebase.com> glenn@ludwig.sharebase.com (Glenn Linderman) writes:
> Gotta move my data from my Mega4ST to my TT. Anyone know of a lap-link type
> program that would work for this? 40MB is a lot to move by floppy...Thanks
>
> Glenn Linderman glenn@sharebase.com 408-378-7575 x2366

Well why not just connect the Hard Drive from the Mega to the TT, then use
a Program like Cheata 3,? , or some thing like that, that can move files very
quickly.

Or is this a internal drive.?
--
*** Roger W. Sheppard Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * GEnie. R.SHEPPARD5 ***
*** Kapiti * * At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2044. Re: Lap-link type program? for ST/TT?

Newsgroup: comp.sys.atari.st
Date: 1991-08-16 12:38:36 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Aug16.123836.3848@newcastle.ac.uk>
Source record: 229530

In article <1991Aug16.013400.10447@actrix.gen.nz>,
Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
|>In article <9108142135.AA25429@ludwig.sharebase.com>
glenn@ludwig.sharebase.com (Glenn Linderman) writes:
|>> Gotta move my data from my Mega4ST to my TT. Anyone know of a
lap-link type
|>> program that would work for this? 40MB is a lot to move by floppy...Thanks
|>>
|>> Glenn Linderman glenn@sharebase.com 408-378-7575 x2366
|>
|>Well why not just connect the Hard Drive from the Mega to the TT, then use
|>a Program like Cheata 3,? , or some thing like that, that can move files very
|>quickly.
|>

Why not just connect the drive to the TT and use a CLI to transfer the files
recursivly and then go for a coffee. BTW if the HD is internal why not take it
out and connect it to the TT's SCSI bus.

Dave.

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

2045. DC Snowball Fight (bug fix for 512K machines)

Newsgroup: comp.sys.atari.st
Date: 1991-08-16 13:59:19 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Aug16.135919.1577@wam.umd.edu>
Source record: 229528

The version of DC Snowball Fight posted to atari.archive last week has
a tiny bug which prevents it from running on 512K machines. Version
1.1 of the game fixes the problem and is available from atari.archive now.

Thanks!

Dave Baggett
dmb@wam.umd.edu

2046. Re: Lap-link type program? for ST/TT?

Newsgroup: comp.sys.atari.st
Date: 1991-08-16 14:53:51 UTC
From: ford@tharr.UUCP
Message-ID: <2538@tharr.UUCP>
Source record: 229545

Why not connect your hard disk to the TT?

I realise that if the hard drive is an internal one, then this isn't possible.

The port on the TT into which to plug the ST hard drive is the one called DMA or ASCI in the TT manual (The 15 pin one near the floppy port).

Steve

--
<-- tharr *free* public access to Usenet in the UK 0234 841503 -->

2047. Re: Atari Show - how much?

Newsgroup: comp.sys.atari.st
Date: 1991-08-16 14:59:21 UTC
From: focke@gmdzi.gmd.de
Message-ID: <5403@gmdzi.gmd.de>
Source record: 229527

struppi@cip-s01.informatik.rwth-aachen.de (Stefan Rupp) writes:

>In article <9108130959.aa23637@castle.ed.ac.uk> eang62@castle.edinburgh.ac.uk (Herbert Sauro) writes:
>>
>>Dear Netters,
>>
>>Does anybody know how much (I assume its not free) the enterance fee is
>>for the Atari show in Germany?

Hello!

Here are the real prices:
8 DM normal
4 DM for students

Stefan Focke Tel. 02241-14-2265
GMD-Z2.W e-mail: focke@gmdzi.gmd.de (Internet)
Postfach 1240 focke@zi.gmd.dbp.de (EAN)
5205 St. Augustin 1

2048. GCC1.40 for tos

Newsgroup: comp.sys.atari.st
Date: 1991-08-16 15:11:11 UTC
From: piet@cs.ruu.nl
Message-ID: <1991Aug16.151111.16663@cs.ruu.nl>
Source record: 229529

Hi!

I am a bit confused at which files I need for the newest GCC for TOS.
Actually, I want to have a TOS cross compiler on Unix. I do have the GNU
GCC 1.40 distribution sources. And I have the mint libraries (v 10).

Any help is highly appreciated.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

2049. Re: TT problems?

Newsgroup: comp.sys.atari.st
Date: 1991-08-16 17:11:49 UTC
From: cmm1@cunixb.cc.columbia.edu
Message-ID: <1991Aug16.171149.13568@cunixf.cc.columbia.edu>
Source record: 229533

In article <2516@tharr.UUCP> ford@tharr.UUCP (Stephen Usher) writes:
>The vertical bars are interference, and are quite normal.
>
>Your monitor (fuzziness) seems to be caused by it being out of focus, I
>should get your dealer to replace it, or at the very least get an engineer
>to tune it up. (As I have said in an earlier article, my first one was right
>out of adjustment, it looks like Atari don't adjust them on the production
>line, they juat build them)
>
>It's also well known that the monitor can play havoc with the TT floppy, this
>is because Atari decided that the monitor didn't really need any shielding,
>so left it off (I disagree with this as whenever I switch the TT monitor on
>all FM radios in the house loose their signal! The TT on it's own hardly
>produces a hiss).

You get what you pay for....

>You would have thought, as the Atari monitor is far more expensive than the
>competition, it would be of a very high quality, but as it is it's only really
>good if you get a well adjusted one.

Um, I guess not....

Cheers,

Chris

p.s. Anyone see Atari's earnings the other day? Hehe...what a joke.
--------------+---
Chris Mauritz | Cuba's *superior* human rights record is only part of the
| answer; it's superior social conditions are another.
--------------| -Harel Barzilai-

2050. Re: ATW adon for ST's (was RE: CD-I)

Newsgroup: comp.sys.atari.st
Date: 1991-08-16 17:21:16 UTC
From: cmm1@cunixb.cc.columbia.edu
Message-ID: <1991Aug16.172116.2704@cunixf.cc.columbia.edu>
Source record: 229534

In article <1991Aug12.203647.431@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:
>|>Another Atari product mentioned in the online mags was a
>super-graphics engine
>|>based on a RISC processor that connected to the ST DMA port. It was
>supposed
>|>to be designed in England, so I hope some UK net readers can keep everyone
>|>abrest of its development and availability.
>|>
>
>Um, there are rumors abound about an ATW adon board for the VME equiped
>ST's (ie. Mega STe and TT) according to ST Format this board is basically
>the transputer part of an ATW complete with its RISC based very high res
>colour graphics processor and a number of T800 transputers. I believe the
>board is being worked on by Atari UK and perehelion. According to ST
>Format the price could be very reasonable to. So any guesses when this
>STT (ST Transputer?) is likly to be available, if ever?
>
>While talking about the ATW it is now available for 2500pounds with
>educational discount. (Thats Half price!)

So what? You can go out right now and buy a 21 MIP Sun SPARCstation ELC for the same price in the US (about US$5,000). Wouldn't it be better to own a SUPPORTED workstation that runs a real unix and that you could do real development work on?

Regards,

Chris

p.s. That $5K figure is LIST price, not educational discount. That is probably even much cheaper.

--------------+--
Chris Mauritz | Cuba's *superior* human rights record is only part of the
| answer; it's superior social conditions are another.
--------------| -Harel Barzilai-

2051. TT pricing

Newsgroup: comp.sys.atari.st
Date: 1991-08-16 17:27:20 UTC
From: eang62@castle.edinburgh.ac.uk
Message-ID: <9108161727.aa29240@castle.ed.ac.uk>
Source record: 229531

Dear netters,

Thanks to all those to let me know how much is was to enter the Atari August show in Germany, much appreciated.

When I saw the Atari UK adverts in the British mags I too thought it was rather strange to target the TT at men (or women) in business suits (+ Financial Times and a very nice fountain pen). Why on earth does a buisness man need a TT, after all they only need a spreadsheet with a big red button marked SUM (i.e ADD!) and an ability to do very pretty pie charts and histograms. I've been interested in the TT mainly because it would make a nice machine for doing number crunching since it has a floating-point processor built-in (which I think is an excellent idea). I am fed up with PC's coz' of their brain damaged memory, Macs are OK but for the fact that they're not really development machines so that leaves the Amiga or Atari and since I had an ST it really boiled down to the TT. But, they've priced it out of my reach!

The Next is an interesting machine to consider because the educational price of a Next is not that far from an 8MEG TT and for the price its an absolute bargin of a buy. If on the other-hand the TT were priced more in line with German prices then the TT would be much more enticing. Now if someone were to buy a load of TTs from Germany, plug in some British ROMS + a British keyboard.....

Herb
Edinburgh.

2052. Re: Unix for TT ???

Newsgroup: comp.sys.atari.st
Date: 1991-08-16 17:27:25 UTC
From: cmm1@cunixb.cc.columbia.edu
Message-ID: <1991Aug16.172725.27353@cunixf.cc.columbia.edu>
Source record: 229535

In article <LAHTINEN.91Aug13105026@gideon.gideon.fmi.fi> lahtinen@gideon.gideon.fmi.fi (Kimmo Lahtinen) writes:
>
>I noticed some time ago a question about the availability of TT Unix,
>but did not see any answers. I have seen even a price for it, but
>can you really buy it somewhere?

You haven't seen if for sale because it isn't ready yet. Remember how long before "Rainbow TOS" came out after it was "known to exist?" I wouldn't hold your breath waiting.

>By the way am I correct that it is based on Mach kernel?

I don't know, but I don't suspect you'll see any answers forthcoming from Atari.

Cheers,

Chris

--------------+---
Chris Mauritz | Cuba's *superior* human rights record is only part of the
| answer; it's superior social conditions are another.
--------------| -Harel Barzilai-

2053. Re: Atari earnings

Newsgroup: comp.sys.atari.st
Date: 1991-08-16 17:35:51 UTC
From: cmm1@cunixb.cc.columbia.edu
Message-ID: <1991Aug16.173551.18449@cunixf.cc.columbia.edu>
Source record: 229536

In article <1991Aug14.160518.24023@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>Atari's earnings were just printed in the Wall Street Journal. The plant sale
>was so much bigger than anything else that a meaningful interpretation of the
>report would take a lot more information than the little bit in the announce-
>ment. Two things were noticeable, though: sales were off again, and they seem
>to have gotten a better price for the plant than originally reported (about
>$40 million, rather than mid-30s). At heart, I don't think Atari is a real
>estate company, so the future depends on a supply of machines that people
>want to buy.

Steve,

I have seen the earnings report too. It isn't good. A computer company
cannot survive unless it sells machines. Atari's sales as you have noted
above, have again decreased. They are quickly losing their market share in
Europe now also.

The lionshare of the "earnings" they reported were the result of savings
due to repurchasing some of their existing debt and the sale of their
plant in Taiwan. A useful analogy here would be:

TWA reports an increase in earnings. However, those earnings were due
to the fact that they sold off 5 747's (a source of revenue) and some
of their landing slots. They had less customers this year, but hey,
they made a little money on selling thos planes, eh? Who cares if people
prefer to fly United now?

While this is intended to be very sarcastic, it isn't THAT far from the
truth in this case. Just check out the price of Atari stock to see how
much investor confidence there is in your favorite computer company.
I think it is hovering just over $2/share. Gee, that is just where it has
been since a year ago...what a coincidence. :-)

Cheers,

Chris
--------------+--
Chris Mauritz | Cuba's *superior* human rights record is only part of the
| answer; it's superior social conditions are another.
--------------| -Harel Barzilai-

2054. Spectre 256k ROM support (was: System 7 and Spectre GCR)

Newsgroup: comp.sys.atari.st
Date: 1991-08-16 17:39:52 UTC
From: bry@cbnewsf.cb.att.com
Message-ID: <1991Aug16.173952.11126@cbfsb.att.com>
Source record: 229532

From article <83370@brunix.UUCP>, by mjv@brownvm.brown.edu (Marshall Vale):
> In article <31604@know.pws.bull.com> JUDD@CC49.CRL.AECL.CA writes:
>> I am trying to bring up the System 7 Mac operating system under Spectre
> 3.0. I
>> built the System 7 version I am using to run on a MacPlus without
> printer and
>> network services. So far no luck.
>
> Currently System 7 does not work on Spectre (any version). It's in the
> hands of Mr. Small as to when it will work. This is a major system
> revision with many things changed so it might take him awhile but this is
> Dave, so it'll be done.
>
> Marshall
>
> ***
> -> Internet: mjv@brownvm.brown.edu
> Failed _Brave New Words_ slogans #8:
> "We've never heard of you either."

I also read last night on GEnie that Dave is VERY seriously considering
going after the 256K ROM emulation. He had put out "Feelers" about a
month or so ago as to how much interest people would have in the 256K version
and WHY they wanted it. Putting out "Feelers" was much the same way that
the 128K Spectre and the SST board came about being done. He did state that
color MAC support (Color Quickdraw) could only be supported on 68020's and
above (read: maybe the SST), though he didn't say for sure that he would
be trying for that.

Bryan Nystrom
bry@ihlpm.att.com
8/14/91

2055. Re: Spectre 256k ROM support (was: System 7 and Spectre GCR)

Newsgroup: comp.sys.atari.st
Date: 1991-08-16 17:52:33 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1991Aug16.175233.28468@cunixf.cc.columbia.edu>
Source record: 229538

In article <1991Aug16.173952.11126@cbfsb.att.com> bry@cbnewsf.cb.att.com (bryan.nystrom) writes:
>From article <83370@brunix.UUCP>, by mjv@brownvm.brown.edu (Marshall Vale):
>> In article <31604@know.pws.bull.com> JUDD@CC49.CRL.AECL.CA writes:
>>> I am trying to bring up the System 7 Mac operating system under Spectre
>> 3.0. I
>>> built the System 7 version I am using to run on a MacPlus without
>> printer and
>>> network services. So far no luck.
>>
>> Currently System 7 does not work on Spectre (any version). It's in the
>> hands of Mr. Small as to when it will work. This is a major system
>> revision with many things changed so it might take him awhile but this is
>> Dave, so it'll be done.
>I also read last night on GEnie that Dave is VERY seriously considering
>going after the 256K ROM emulation. He had put out "Feelers" about a
>month or so ago as to how much interest people would have in the 256K version
>and WHY they wanted it. Putting out "Feelers" was much the same way that
>the 128K Spectre and the SST board came about being done. He did state that
>color MAC support (Color Quickdraw) could only be supported on 68020's and
>above (read: maybe the SST), though he didn't say for sure that he would
>be trying for that.

I remember reading "way back when" and article by Dave Small in which
he said that Apple made it VERY difficult to purchase 256K ROMS. Since
his Spectre relies on the buyer being able to plug in Apple ROMs, it isn't
surprising to me that he hasn't supported this yet. He is walking a very
fine line with Apple when it comes to litigation. His operation is small
enough that it would take VERY LITTLE effort for Apple to put him out of
business so I can see why he is being very careful about this. He even
put in code to try to detect EEPROMS with illegal copies of 128K ROMs
in the hope that it would keep pirates from directing Apple's anger at
him. I don't blame him at all.

Cheers,

Chris
--------------+---
Chris Mauritz | Cuba's *superior* human rights record is only part of the
| answer; it's superior social conditions are another.
--------------| -Harel Barzilai-

2056. Atari Sales

Newsgroup: comp.sys.atari.st
Date: 1991-08-16 17:56:47 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1991Aug16.175647.17123@cunixf.cc.columbia.edu>
Source record: 229539

It is worth noting that Atari's sales in their most recent earnings report was only about 58% of the sales for the same period last year. That sounds like a dramatic drop off to me.

So how does one report sales of $49.2 million and net income of 30.4 million anyway? Especially, a company like Atari??? I smell some "creative accounting" practices here.

Cheers,

Chris

```
--------------+------------------------------------------------------------
Chris Mauritz | Cuba's *superior* human rights record is only part of the
| answer; it's superior social conditions are another.
--------------| -Harel Barzilai-
```

2057. Re: Spectre 256k ROM support (was: System 7 and Spectre GCR)

Newsgroup: comp.sys.atari.st
Date: 1991-08-16 18:07:00 UTC
From: iho@cac.washington.edu
Message-ID: <1991Aug16.180700.16324@milton.u.washington.edu>
Source record: 229537

bry@cbnewsf.cb.att.com (bryan.nystrom) writes:

>I also read last night on GEnie that Dave is VERY seriously considering
>going after the 256K ROM emulation. He had put out "Feelers" about a
>month or so ago as to how much interest people would have in the 256K version
>and WHY they wanted it. Putting out "Feelers" was much the same way that
>the 128K Spectre and the SST board came about being done. He did state that
>color MAC support (Color Quickdraw) could only be supported on 68020's and
>above (read: maybe the SST), though he didn't say for sure that he would
>be trying for that.

Aren't the 256K ROMs even harder to get a hold of than those 128K ROMs are
now? What good is a new cartridge to use it if we can't get the ROMs?
--
Il Hwan Oh |"Sometimes of late years I find myself thinking
Univ. of Washington, Tacoma | the most beautiful sight in the world might be
iho@cac.washington.edu | the birds taking over New York City after the
| last man has run away to the hills"

2058. maccel3.4

Newsgroup: comp.sys.atari.st
Date: 1991-08-16 21:11:59 UTC
From: malay@sae.com
Message-ID: <1991Aug16.211159.8000@sae.com>
Source record: 229540

Where is maccel3.4 on a.a? Is it available? If its available but not on a.a
can somebody email an arc'ed and uudecoded version to me?

Thanks,
Bob Malay

2059. Re: Puting a pixel to screen

Newsgroup: comp.sys.atari.st
Date: 1991-08-16 21:27:21 UTC
From: Alex.Valdez@actrix.gen.nz
Message-ID: <1991Aug16.212721.12476@actrix.gen.nz>
Source record: 229543

In article <LAHTINEN.91Aug11090300@gideon.gideon.fmi.fi> lahtinen@gideon.gideon.fmi.fi (Kimmo Lahtinen) writes:
> I want to know what is now the "official" way to put a pixel to screen.
> I have read form this group that Line-A is not a good idea, but I did
> not find any simple pixel routines from VDI.
>
> I hope it is not too slow.
> --
> *
>
> Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi or
> Finnish Meteorological Institute kimmo@field.fi
> Phone : +358 0 758 1322
> Possessed by a Spirit G3 Fax : +358 0 758 1396

You have to draw a line from and to the same point.
--
==========Alex Valdez==========
"Alas sais na naman, oras ng pagdidili-dili...
Isaisip ang mabuti, ang masama'y iwaksi..."

2060. Re: Spectre 256k ROM support (was: System 7 and Spectre GCR)

Newsgroup: comp.sys.atari.st
Date: 1991-08-17 00:25:36 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1991Aug17.002536.17987@umbc3.umbc.edu>
Source record: 229542

In article <1991Aug16.175233.28468@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:

>I remember reading "way back when" and article by Dave Small in which
>he said that Apple made it VERY difficult to purchase 256K ROMS. Since
>his Spectre relies on the buyer being able to plug in Apple ROMs, it isn't
>surprising to me that he hasn't supported this yet. He is walking a very
>fine line with Apple when it comes to litigation. His operation is small
>enough that it would take VERY LITTLE effort for Apple to put him out of
>business so I can see why he is being very careful about this. He even
>put in code to try to detect EEPROMS with illegal copies of 128K ROMs
>in the hope that it would keep pirates from directing Apple's anger at
>him. I don't blame him at all.

Dave Small has been looking into the new Mac ROM clone chips being designed by NuTek for their clone systems. NuTek has said publically that they make their chips available for other clone makers that were interested, so if they actually do get them out, Dave should have no problem using them for the "Spectre 256".

On the subject of the new chips, I heard that they will have the Motif user interface instead of Finder (along with a few new calls for other great features) while still retaining all compatibility with the previous and current ROMS. From what I read in MacWorld, they are pretty close to completion. Their lawyers are working at full steam to keep Apple from shutting them down. Apple really doesn't have any legal ground to stand on in a case against NuTek, however.

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

2061. diffs for GNU make 3.59

Newsgroup: comp.sys.atari.st
Date: 1991-08-17 02:31:56 UTC
From: rosenkra@convex.com
Message-ID: <1991Aug17.023156.9644@convex.com>
Source record: 229544

if anyone has diffs for GNU make 3.59 for gcc on the ST, could you
please send them to me? i have the (an?) executable, but wish to tailor
it to my environment. i have original source from prep.ai.mit.edu.
the version i have tries to spawn /bin/sh if it detects redirection
(i think). otherwise, this version seems fine, at least for my KISS
makefiles. i got the ttp from atari.archive.

also, can i make a general suggestion that if hard-coded paths to
executables and other files (make needs /bin/sh, appearently), that
we adopt a more favorable policy to make patching binaries possible?
for example, if you have:

```
char *file_name = "c:\\bin\\xxx.ttp";
```

that you instead use:

```
char *file_name = "c:\\bin\\xxx.ttp\0 ";
```

the \0 after the string truncates it and the spaces provide patch space.
include at least 64 total chars of space. this make life MUCH easier for
binary patching if u either 1) have no time to recompile, 2) don't have the
necessary tools to compile, or 3) don't have the skills to compile. sometimes
i find myself in all 3 categories :-).

thanx...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2062. BCF77

Newsgroup: comp.sys.atari.st
Date: 1991-08-17 03:42:53 UTC
From: sytang@lamar.colostate.edu
Message-ID: <16887@ccncsu.ColoState.EDU>
Source record: 229541

Helleo:
Does anyone knows about BC-FORTRAN 77? There seems to be a file called bcf77ata
in some European FTP sites, what's in it? How's it compares to the Prospre f77?
Does any US place handles it?
Thanks
Tang
sytang@lamar.colostate.edu

2063. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1991-08-17 08:25:53 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1991Aug17.082553.6562@terminator.cc.umich.edu>
Source record: 229550

```
drwxrwxr-x daemon 1024 Aug 10 14:40 .
drwxrwxr-x jon 6144 Aug 10 11:18 ./utilities
-rw-r--r-- weiner 10729 Aug 10 14:33 ./utilities/Index
drwxrwxr-x jon 2560 Aug 10 14:22 ./magazines/streport
-rw-r--r-- weiner 63485 Aug 10 14:22 ./magazines/streport/str731.txt.Z
-rw-rw-r-- weiner 2494 Aug 10 14:40 ./00readme.txt
drwxrwxr-x daemon 1024 Aug 12 14:51 .
drwxrwxr-x jon 2048 Aug 12 21:28 ./archivers
drwxrwxr-x weiner 512 Aug 12 14:53 ./tex/tex31
drwxrwxr-x daemon 1024 Aug 13 14:27 .
drwxrwxr-x jon 4120 Aug 13 14:23 ./games
-rw-r--r-- weiner 34258 Aug 13 14:20 ./games/cannon.lzh
-rw-r--r-- weiner 9329 Aug 13 14:23 ./games/invaders.lzh
-rw-rw-r-- weiner 8733 Aug 13 14:24 ./games/Index
drwxrwxr-x jon 2048 Aug 13 14:25 ./telecomm
-rw-r--r-- weiner 223963 Aug 13 14:25 ./telecomm/turbo_sw.lzh
-rw-r--r-- weiner 2818 Aug 13 14:27 ./telecomm/Index
drwxrwxr-x gray 512 Aug 13 12:05 ./gnustuff/tos/Emacs
drwxrwxr-x weiner 512 Aug 13 14:22 ./sound/players
-rw-r--r-- weiner 6302 Aug 13 14:22 ./sound/players/discplay.lzh
-rw-r--r-- weiner 1575 Aug 13 14:23 ./sound/Index
-rw-rw-r-- weiner 85369 Aug 13 14:27 ./Index
drwxr-xr-x weiner 1536 Aug 13 12:23 ./dc
-rw-r--r-- weiner 210432 Aug 13 12:23 ./dc/snowball.lzh
drwxr-xr-x swood 512 Aug 13 10:18 ./portfolio/support
-rw-rw-rw- swood 46500 Aug 13 10:18 ./portfolio/support/stfoli.lzh
-rw-rw-r-- weiner 42980 Aug 13 14:27 ./CompInd.Z
drwxrwxr-x daemon 1024 Aug 14 19:00 .
-rw-r--r-- weiner 3193 Aug 14 18:59 ./tex/Index
drwxrwxr-x weiner 512 Aug 14 18:57 ./tex/tex31
-rw-r--r-- weiner 520881 Aug 14 18:50 ./tex/tex31/texbin.zoo
-rw-r--r-- weiner 26451 Aug 14 18:57 ./tex/tex31/poofiles.zoo
drwxrwxr-x jon 2560 Aug 14 18:47 ./magazines/streport
-rw-r--r-- weiner 54868 Aug 14 18:47 ./magazines/streport/str732.txt.Z
drwxrwxr-x jon 2048 Aug 14 18:46 ./magazines/znet
-rw-r--r-- weiner 31158 Aug 14 18:46 ./magazines/znet/znet9133.txt.Z
-rw-rw-r-- weiner 85369 Aug 14 19:00 ./Index
-rw-rw-r-- weiner 42982 Aug 14 19:00 ./CompInd.Z
drwxrwxr-x daemon 1024 Aug 15 15:14 .
drwxrwxr-x jon 4608 Aug 15 14:56 ./games
-rw-r--r-- weiner 94637 Aug 15 14:56 ./games/atax.lzh
-rw-r--r-- weiner 59776 Aug 15 14:56 ./games/blobbrun.lzh
-rw-r--r-- weiner 32635 Aug 15 14:56 ./games/colony.lzh
-rw-rw-r-- weiner 8843 Aug 15 14:58 ./games/Index
```

```
drwxrwxr-x jon 2048 Aug 15 14:51 ./archivers
-rw-r--r-- weiner 62549 Aug 15 14:50 ./archivers/lzh201b.lzh
-rw-r--r-- weiner 3099 Aug 15 14:51 ./archivers/Index
drwxrwxr-x jon 6144 Aug 15 14:51 ./utilities
-rw-r--r-- weiner 57981 Aug 15 14:51 ./utilities/elfboot2.lzh
-rw-r--r-- weiner 44738 Aug 15 14:51 ./utilities/letemfly.lzh
-rw-r--r-- weiner 53269 Aug 15 14:45 ./utilities/sunclock.zoo
-rw-r--r-- weiner 10778 Aug 15 14:53 ./utilities/Index
drwxrwxr-x weiner 512 Aug 15 14:36 ./utilities/speedloaders
-rw-r--r-- weiner 44738 Aug 15 14:51 ./utilities/letemfly.lzh
-rw-r--r-- weiner 53269 Aug 15 14:45 ./utilities/sunclock.zoo
-rw-r--r-- weiner 57981 Aug 15 14:51 ./utilities/elfboot2.lzh
-rw-rw-r-- weiner 4007 Aug 15 15:11 ./applications/Index
drwxrwxr-x weiner 512 Aug 15 15:08 ./applications/dtp/fonts/pagestream
-rw-r--r-- weiner 42310 Aug 15 15:08 ./applications/dtp/fonts/pagestream/tyme_ui.arc
-rw-r--r-- weiner 39069 Aug 15 15:08 ./applications/dtp/fonts/pagestream/univ_rmn.arc
drwxrwxr-x weiner 512 Aug 15 14:58 ./applications/astronomy
-rw-r--r-- weiner 84009 Aug 15 14:58 ./applications/astronomy/stargide.lzh
drwxrwxr-x weiner 512 Aug 15 14:59 ./applications/other
-rw-r--r-- weiner 32768 Aug 15 14:59 ./applications/other/videocat.lzh
drwxrwxr-x jon 1536 Aug 15 14:44 ./printing
lrwxrwxrwx weiner 10 Aug 15 14:44 ./printing/mfps.arc -> gem2ps.arc
-rw-rw-r-- weiner 2621 Aug 15 14:45 ./printing/Index
-rw-rw-r-- weiner 85740 Aug 15 15:12 ./Index
-rw-rw-r-- weiner 211006 Aug 15 14:46 ./dc/snowball.lzh
-rw-r--r-- weiner 78081 Aug 15 15:14 ./ls-lR.Z
-rw-rw-r-- weiner 43142 Aug 15 15:12 ./CompInd.Z
drwxrwxr-x jon 3088 Aug 16 14:05 ./graphics
```

2064. Re: MIDInet

Newsgroup: comp.sys.atari.st
Date: 1991-08-17 13:17:33 UTC
From: philbbs@frmug.fr.mugnet.org
Message-ID: <1991Aug17.131733.6442@frmug.fr.mugnet.org>
Source record: 229581

rreiner@nexus.yorku.ca (Richard Reiner) writes:
> I found a thing called MIDInet on atari.archive which claims to allow
> one ST to mount the disks of another, using a connection over the MIDI
> ports. Does anybody use this? Does it work? Just *how* slow is it?
>
> Thanks,
>
> //richard

I have tried this program and it effectively allows you to link up
two ST's. It is a followup to Anet, which used RS-232 and didn't
exceed 19200 bauds opposed to Midi's 57600.
When you launch it on each ST, you can then install x more disk drives
on the desktop (x being the number of drives the other ST has, for
example: A:,C:,D: = 3 more drives), following those existing on
YOUR machine. For example, if you were to have two floppies A: B:
and one hard disk, C:, you would install D:, E:, F: as the 3 drives
from the remote machine.
It is fairly reliable, but is more of a gadget, since even the lamest
floppy disk drive works at 147000 bauds on local, what's the use of
going 1/3 the speed?

Bye

2065. Re: Using the ST with a Deskjet

Newsgroup: comp.sys.atari.st
Date: 1991-08-17 13:20:55 UTC
From: philbbs@frmug.fr.mugnet.org
Message-ID: <1991Aug17.132055.6495@frmug.fr.mugnet.org>
Source record: 229582

ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
> If I were to get a Deskjet, would I be able to find drivers
> for ST programs like WordUp, 1stWord, WordPerfect?
> How about Spectre? Is there a way to use the Deskjet with
> Spectre in Mac mode? (does Epstart work? ...I guess that might
> depend on whether the Deskjet emulates Epsons)
> Finally, what about ATSpeed? Anybody know?
> Thanks very much.
> -Gerry
> ggreenbe@rodan.acs.syr.edu

For ST, I don't know if there are many drivers for TOS itself,
but under SPECTRE (and Mac, incidently!), there exists a driver
which I have in my possession, enabling you to use a DeskJet as
a LaserJet II or as a SLM 805/605 Atari laser printer.
Works fine with ATM and True Type!
As for ATSpeed, there are lots of DeskJet drivers for many applications.

Bye!

2066. Minix?? Unix on ST??

Newsgroup: comp.sys.atari.st
Date: 1991-08-17 15:44:40 UTC
From: unknown@disk.uucp
Message-ID: <1991Aug17.154440.18261@disk.uucp>
Source record: 229551
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone help me out here? I own one of the first 520ST's with TOS in ROM (tos 1.0) and I haven't had access to usenet or any major atari news for a few years.. If my questions take too much bandwidth to answer then please mail me, but I have a feeling that others would also appreciate these answers..
First, What is minix? Is it PD? And I've seen some message that said you could run amiga and atari st binaries? Is that true? And can you run unix? is it included? How compatible are all these things?
Second, what are the absolute best programs (PD and other) that would be good to get? I need to get my ST up to date. I'm considering a 520 to 2.5 meg upgrade, but I'd like to know what's out there..
Third, I've read in magazines that Dave Small had such a problem with people copying a software mac emulator that he made older versions PD.. Is this true? And where can I get PD versions of it?
Fourth, Is there a good PD (and ANSI standard compatable) Personal Pascal editor/~rc}
gIo?'Fompiler? I have Lattice C for the ST, but next year in Highschool I'm taking a class on pascal, and I'd like to be able to continue my work at home.. Thanks!!
Also, anything else that an ST user should know, please tell me! Like, how does one get a TOS upgrade to 1.4 or whatever the highest version is? Is it on disk, or cartridge?

--

Shawn Beltz :) :) :) The opinions expressed in this message are unknown@disk.UUCP the opinions expressed in this message are uunet!ukma!corpane!disk!unknown the opinions expressed in this message....

2067. Re: Version

Newsgroup: comp.sys.atari.st
Date: 1991-08-17 17:15:44 UTC
From: elrond@frmug.fr.mugnet.org
Message-ID: <1991Aug17.171544.6766@frmug.fr.mugnet.org>
Source record: 229583

In article <CMM.0.90.2.682085263.larserio@kvart.ifi.uio.no>, larserio@IFI.UIO.NO (LarsErikOsterud) writes:
> What is the HT WAY to check what machine a program is running on
> (In this case I want to check if it's a MEGA STE with a 16 MHz 68000
> as the 8/16 switch adresses bombs on other machines....)
>

The best and official way to check such things is to examine the contents of the cookie jar. You can find everywhere programs and source code to look in this jar. If you need more help post a question to comp.sys.atari.st.tech!

--
Bertrand Petit	Signature is under construction
alias	
>Elrond le demi-Elfe<	Be sure to wear your helmet

2068. Re: ATARI MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1991-08-17 21:43:00 UTC
From: as903@cleveland.Freenet.Edu
Message-ID: <1991Aug17.214300.4586@usenet.ins.cwru.edu>
Source record: 229552

mine has worked perfectly scince I got it.. Been using it for 4 months now..

2069. Personal Pascal VS. Modula - 2

Newsgroup: comp.sys.atari.st
Date: 1991-08-17 22:54:30 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <JTiu72w164w@ersys.edmonton.ab.ca>
Source record: 229553

Hello. How does Personal Pascal compare to Modula - 2 (the TDI version) in terms of compiler efficiency? I've written a program in Personal Pascal that uses entirely too much memory, and I think converting it to a different language (one that I have) will result in a program that uses less memory. Modula - 2 is the closest thing I have to Pascal, which will make for a less painful conversion, so that is what I am hoping to convert it to. Any ideas?

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>

<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

2070. atarivir.291(where do you get the other docs?)

Newsgroup: comp.sys.atari.st
Date: 1991-08-18 02:22:59 UTC
From: t821431@minyos.xx.rmit.oz.au
Message-ID: <1991Aug18.022259.16689@minyos.xx.rmit.oz.au>
Source record: 229556

I recently downloaded the file atarivir.291.

This is a doc file on atari viruses! Very well documented and full marks to
the authors!

It had info about other doc files :
atarivir.a89 Nov 15 1989
atarivir.b90 june 5 1990

Does anybody know what ftp site these other files are available from?

or could someone send them to me?

I got atarivir.291 from ftp 141.211.164.8

Many thanks in advanc

Richard Clarkson t821431@minyos.xx.rmit.oz.au
(AUSTRALIA)

w

2071. TT printing

Newsgroup: comp.sys.atari.st
Date: 1991-08-18 03:05:46 UTC
From: glenn@ludwig.sharebase.com
Message-ID: <9108180305.AA10318@ludwig.sharebase.com>
Source record: 229554

So, I finally got my TT030! My current programming project gets loaded on, and runs slower than on my Mega...until I rework the memory allocation to fast RAM, and then it generates a complete screen of graphics before the Mega starts (given simultaneous commands) to even update the screen. All is wonderful...until I try to print.

Even from the Desktop, double-clicking on a text file, it says printing that file, delays proportionally to the length of the file, and quits.

Nothing appears on paper. I test the printer from another computer (1040 ST), the printer works fine. I try the computer with another printer, no difference. Both printers work fine with the ST. Neither works with the TT. I try a shorter cable, still nothing. Printers are Epson GQ3500, Toshiba 341. Desktop printer configuration is to the parallel port. Any clues?

2nd problem: I plug the modem cable in to write this message from the TT. As I do so, I hear a disheartening disk spin down...the modem port is right under the power cord, and apparently jiggling the power cord caused either a short or an open...and it wouldn't turn on for several minutes after...I eventually, after delays and more jiggling got it to turn back on. Anybody else seen this?

Glenn Linderman glenn@sharebase.com 408-378-7575 x2366

2072. Re: Turbo St

Newsgroup: comp.sys.atari.st
Date: 1991-08-18 05:28:34 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <45762@cup.portal.com>
Source record: 229555

>>
>> Can any one tell me if Turbo St by Softrek is still around,
>> if so what is the latest Version..
>>
SofTrek is still around, I have version 1.82 and think Turbo is up to
1.83 or 1.84. SofTrek is at P.O. Box 5257, Winter Park, Florida,
32793, phone 407-657-4611. As I recall, upgrades are about $10 US with
your old disk.

2073. Re: Why not a universal extrac

Newsgroup: comp.sys.atari.st
Date: 1991-08-18 08:58:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <A5714@hh.maus.de>
Source record: 229453

ue>>If I understand it right, once you get it configured, you can just click
ue>>on a file and it processes it, no menu selections involved. There was

By the way: If you install LHarc as an application, you can extract any
.LZH-archiv by a double-click.

ue>>ST. I'd read in the info file of the IBM version that a full port was
ue>>planned, but didn't know ANY port had been done yet. Anyway....
ue>There is an UNARJ for the st, I've never seen an ARJ. If you can get your
ue>hands on one, please leave me a note.

I asked the autor of ARJ for the sources after I made UNARJ to run at
double speed. He sayed ARJ is not ready to port.

Thomas Quester * Lampenland 9 * 2050 Hamburg 80

MauTau V 2.2c - Die englische Dampfmaschine geht auf das Konto von James Watt.
(Net)

2074. DC (formatter?)

Newsgroup: comp.sys.atari.st
Date: 1991-08-18 09:31:33 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <165521@unix.cis.pitt.edu>
Source record: 229557

I thought of a very useful utility that maybe one of the Double-Click programming masters can create - a Background formatter. What do I mean by this? Well, there is an IBM program I found at msdos.archive called CNFMT106 that is a TSR program. When a chosen hot-key is pressed, a "format?" menu pops up - after you choose the format you want (5.25, 3.5, 720k, etc) it begins formatting and drops you back to DOS until it is done. When it is done, you can have a window pop up telling you so. The nice thing about this kind of a program is that you don't spend the entire day watching the computer format disks -- the IBM version for example worked fine behind Word Perfect, etc. Although the IBM version doesn't seem to work under PC-ditto, not did it seem to work under the Supercharger (maybe it has something to do directly with the drive?).

Anyways, hopefully an ST version is possible (sure would save alot of time). Best bet would be to try the IBM version, and work from there.

Well, that ought to keep minds frying for awhile....

Robert Anisko

2075. MEGA STE news

Newsgroup: comp.sys.atari.st
Date: 1991-08-18 12:26:26 UTC
From: wieninge@scotty.uni-passau.de
Message-ID: <1991Aug18.122626.18630@forwiss.uni-passau.de>
Source record: 229558

Hello out there,

last week I called ATARI Germany in Raunheim. I asked ,if they know the
problems, which are familiar on the net. And what a supprise, they said,
that they know the problems. But there are no plans, how to get them fixed.
So we have to wait.
The problem of "flipping screen" is perhaps not only a hardware problem.
Today I checked the machine-code of the programs, where the problem occures.
As you know the screen flipps only on the left, when you switch the screen
to another. So there are two ways to make this:
- take XBIOS(5) SETSCREEN
- or adress directly the screenadress.
The best way is the first one. The second oner can make problems.
I searched for any xbios(5)-calls, and couldn't find one. So I think
the problem occures only if screenswitching is not made by system-call(xbios(5)).
Please check too your programs and mail what you have found. I make a summarize.

Good luck to all, Christian.

2076. Re: ATW adon for ST's (was RE: CD-I)

Newsgroup: comp.sys.atari.st
Date: 1991-08-18 17:26:09 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Aug18.172609.7572@newcastle.ac.uk>
Source record: 229564

```
|>>
|>>While talking about the ATW it is now available for 2500pounds with
|>>educational discount. (Thats Half price!)
|>
|>So what? You can go out right now and buy a 21 MIP Sun SPARCstation
|>ELC for the same price in the US (about US$5,000). Wouldn't it be
|>better to own a SUPPORTED workstation that runs a real unix and that
|>you could do real development work on?
|>
```

Yer, but you can't compare prices on your side of the Atlantic to thouse on ours. ELC's arn't available here yet and the SLC costs 5000pounds with educational discount. (I know I have just got one for work.) so assuming the same ration then the ATW would retail in the states with educational discount at about $2500. (Which is not bad for 4xT800 transputers.) You are right about Helios though it is still a bit on the buggy side.

Dave Halliday.

Ps I don't realy expect the ATW to become a mainline product in the US or here in the UK for that matter. It is mainly treated as a research tool.

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

2077. Re: DC (formatter?)

Newsgroup: comp.sys.atari.st
Date: 1991-08-18 18:04:26 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <1991Aug18.180426.24111@usenet.ins.cwru.edu>
Source record: 229559

In a previous article, rjast1@unix.cis.pitt.edu (Robert J Anisko) says:

>
> I thought of a very useful utility that maybe one of the Double-Click
>programming masters can create - a Background formatter.

It's been done! It's called Mystic formatter and it's a DA version
of the DC Formatter. I think I got it from the Terminator archive.

--
Doug Wokoun / / | If you don't
(aa384@cleveland.Freenet.Edu) [o]-[o] | stand for something,
||| L ((((STe)))) | you will
Atari / | \ S I G ___/ | fall for anything.

2078. Degas picture compression

Newsgroup: comp.sys.atari.st
Date: 1991-08-19 02:03:09 UTC
From: aa400@cleveland.Freenet.Edu
Message-ID: <9108190203.AA16735@cwns10.INS.CWRU.Edu>
Source record: 229560

Would someone please send me some assembly source code that uncompresses and displayes a DEGAS compressed picture? I have some docs on the compression scheme, but I am having trouble understanding it. I would like some code I could look at (possibly with some comments) that would help me to understand picture compression.

Thanks.

--
Marc A. Lombardo User Address:aa400@cleveland.freenet.edu ~ ~ ~
/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/--/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\- ~ ~ ~
Atari ST, MIDI, Music ~~ ~ ~~
~~ ~ ~~

2079. Re: DC (formatter?)

Newsgroup: comp.sys.atari.st
Date: 1991-08-19 04:28:00 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <165652@unix.cis.pitt.edu>
Source record: 229561

In article <1991Aug18.180426.24111@usenet.ins.cwru.edu> aa384@cleveland.Freenet.Edu (Doug Wokoun) writes:
>
>In a previous article, rjast1@unix.cis.pitt.edu (Robert J Anisko) says:
>
>>
>> I thought of a very useful utility that maybe one of the Double-Click
>>programming masters can create - a Background formatter.
>
> It's been done! It's called Mystic formatter and it's a DA version
>of the DC Formatter. I think I got it from the Terminator archive.
>
>--

Yep, I've just heard this from a number of people. So much for my credibility around here, eh? :-)

Oh well, it's no surprise that the folks at DC had something to do with it...

Robert Anisko
rjast1@unix.cis.pitt.edu

2080. omnires on ste

Newsgroup: comp.sys.atari.st
Date: 1991-08-19 05:49:41 UTC
From: JOKHC@CUNYVM.BITNET
Message-ID: <91231.014941JOKHC@CUNYVM.BITNET>
Source record: 229566
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
could someone please post or mail me either:
a: the source code needed to use omnires on the ste
b: the uuencoded file created from the above
c: the memory locations that need changing in the sample source
(I'll send you the sample source if you don't have it)
d: the name of a shareware mono emulator that does work on the ste
```

2081. ST Writer word counter

Newsgroup: comp.sys.atari.st
Date: 1991-08-19 06:21:33 UTC
From: jamesl@cie.uoregon.edu
Message-ID: <9108190621.AA07526@cie.uoregon.edu>
Source record: 229565

Does anybody know of a program that can count the words of an ST Writer format file? Failing that, how abut a word counter for ASCII files? My copy of ST Writer fairly old (3.0). Has that feature been added to newer versions?

Please E-mail replies. Thank you for listening.

James Charles Lynn
---
jamesl@cie.uoregon.edu

2082. Problems using Overscan with SM125

Newsgroup: comp.sys.atari.st
Date: 1991-08-19 06:38:35 UTC
From: otti%megatel@unido.informatik.uni-dortmund.de
Message-ID: <1991Aug19.063835.204@megatel>
Source record: 229562

I just got the overscn3 package from terminator and liked it that much that I took my wiring iron and did that litle modification to my 260ST (not the latest model, I guess :-)).

There wasn't much to do, since most of the stuff was installed by my hardware dealer years ago to enable the composite sync signal. So I think I couldn't have done much faults connecting the switch to the rest of it. But it doesn't work. The overscan software seems to recognize the position of the switch but all I see are some strange bit patterns and vertical lines. The bit patterns are changing when I use the *,/,+ and - keys, but not to something sensible. I'm using TOS 1.4.

Does anybody have a suggestion to fix that problem ? Has anybody experience using overscan with a SM125 (I think it's a english model and it's rather seldom here in Germany) or does the SM125 has other specifications than the SM124 making it unusable for overscan ?

Thanks it advance

--

| Thomas Otten |
| |
| NeXTMAIL : otti%megatel@unido.informatik.uni-dortmund.de |
| SMAIL : megatel GmbH * Fahrenheitstr. 1 * W-2800 Bremen 33, Germany |
| VOICE : x49-421-2208120 FAX:x49-421-2208150 |

2083. Re: ATARI MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1991-08-19 07:02:49 UTC
From: univwa@sbuvax.rz.uni-sb.de
Message-ID: <12523@sbsvax.cs.uni-sb.de>
Source record: 229563

In article <1991Aug17.214300.4586@usenet.ins.cwru.edu>, as903@cleveland.Freenet.Edu (Bruce Urbanski) writes:
>
> mine has worked perfectly scince I got it.. Been using it for 4 months now..

I don't want you to be afraid, but this is exactly the time I could use mine...

I bought it in April '91, it crashed in June '91 (refused to boot, the beast was *completely* dead...) and I didn't get it back from Atari Raunheim until today!!!

I think of selling it when it comes back, I'm more than angry about Atari Corp.

(Any offers? -> Mega STE4 / 48MB + SM124)...

Bernhard


```
*****************************************************************************
* *
* Dipl.Ing. Bernhard Stumpf | | | *
* / ___ / University of the Saarland | | | *
* /----. /__. -/- D-6600 Saarbruecken | | | *
* /____/ ___/ /_. / | \ *
* phone : ++49-681-302-41.43 / | \ *
* e-mail: bestu@sbuvax.rz.uni-sb.de / | \ *
* *
*****************************************************************************
```

2084. welcome to comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1991-08-19 13:29:08 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Aug19.132908.1@simvax.labmed.umn.edu>
Source record: 229573

```
Last update: 19 August 1991
Author: David Paschall-Zimbel (davidli@simvax.labmed.umn.edu)
Comments and suggestions welcome.

Note: I will be revamping this publication for October 1991. If you
have a 'frequently asked question' you'd like to see included (answers would be
helpful too :)), send me e-mail. Comments and suggestions on what bits might
be left out (or added, or changed) are also welcome.

DIRECTORY (new articles and articles with changes are marked with an '*'):
You may search for the capitalized keywords to find the related article.

WEL Welcome to comp.sys.atari.st
CSAST What sort of articles would interest people reading comp.sys.atari.st?
* PD Where can I get Public Domain/Shareware software?
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
ERR What does TOS ERROR nn mean? What do the bombs on my screen mean?
PAINT What is the format for [x] paint program data?
GDOS What is GDOS, and where can I get it?
* HAM Where can I find Ham Radio software for the ST?
CLI What Command Line Interpreters are available?
* TEX Is TeX/LaTeX available on the Atari ST?
LANG Public Domain/Shareware languages...
* GNUC Is GNU C available on the Atari ST?
FREE What is Free-Net and how can I get access?
MINIX Is MINIX available on the Atari ST?
DEV How do I become a developer for the Atari ST?
ZNET Where can I get copies of ZNET?
PALS ST Pen Pals list
MAGS What ST-oriented magazines are available for the Atari ST?
BOOKS What books are available for the Atari ST?
TIPS TIPS AND HINTS from other users

WEL
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.
```

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

CSAST
What sort of articles would interest people reading comp.sys.atari.st?
==========

The most interesting articles are technical articles, impressions of software/hardware, information on Atari user-groups and shows, or helpful hints on how to make better use of the machine and its software.

The least interesting articles are in the form of 'my computer is better than...', especially when cross-posted outside of comp.sys.atari.st. If you don't know how to eliminate other newsgroups from a reply to an article which is cross-posted, ask your systems administrator.

'FOR-SALE' articles should be posted to misc.forsale, and ONLY local distribution of comp.sys.atari.st. Those outside the United States have little desire to read about that neat bit of [hard/soft]ware you're selling when you live in the U.S.A. If you don't know how to restrict distribution of a posting, ask your systems administrator.

Many articles are in the form of "How do I...?" or "Where do I...?" In this article, I will try to answer some of the most-often asked questions.

PD
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.) into their original form.

For Mail Service:

archive-server@twitterpater.Eng.Sun.COM:

Twitterpater holds all of the comp.sources.atari.st / comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so. You may obtain uuencoded files as e-mail. You can obtain a help file by mailing a message to archive-server@twitterpater.eng.sun.com, with the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains a multitude of Atari ST PD and shareware programs. If you don't have access via FTP you can obtain many of the files via e-mail. You should first obtain a help file by mailing a message to atari@atari.archive.umich.edu, with the main body of the message being the word 'help.'. If you are from a uucp site, please enclose this statement also 'path host1!host2!....', where host1!host2!... is your path. Please read the help file completely before you ask questions, and then send any you may have to jon@atari.archive.umich.edu. Jeff Weiner will only forward them to Jon, so please save him the time. Any questions about the archive or specific files go to weiner@atari.archive.umich.edu

For anonymous FTP: atari.archive.umich.edu [141.211.164.8]

User anonymous
<enter password>
cd /atari

For anonymous FTP in the UK: uk.ac.lancs.pdsoft

User pdsoft
Password pdsoft

This is a national public domain archive, available to sites in the UK only via JANET. Mail access is available from within the UK - send mail to archive-server@lancs.pdsoft for information.

For anonymous FTP in Europe: ftp.Informatik.Uni-dortmund.DE
[129.217.64.63]

Some selected Atari ST software is in the directory pub/comp/atari-st.

The mail server has also moved. Send an e-mail message to

info-server@ftp.Informatik.Uni-dortmund.DE

For anonymous FTP in Europe: cs.uni-sb.de [134.96.7.254]

Contains the most interesting tools of the german PD-scene, most of the GNU programs ported to the ST (including ports of emacs and bash and an extended version of bammis library for gcc) and also ports of software posted to comp.sources.unix, alt.sources and comp.sources.misc.

For anonymous FTP in Europe: archive.cs.ruu.nl
[131.211.80.5]

How to get ATARI-ST/index from the archive at
Dept. of Computer Science, Utrecht University:

NOTE: In the following I have assumed your mail address is john@highbrow.edu.

Of course you must substitute your own address for this. This should be a valid internet or uucp address. For bitnet users name@host.BITNET usually works.

by FTP: (please restrict access to weekends or evening/night (i.e. between about 20.00 and 0900 UTC).

ftp archive.cs.ruu.nl [131.211.80.5]
user name: anonymous or ftp
password: your own email address (e.g. john@highbrow.edu)
cd /pub
don't forget to set binary mode if the file is a tar/arc/zoo archive, compressed or in any other way contains binary data.
get ATARI-ST/index

by mail-server:

send the following message to
mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you first issue the request:
send HELP

BITNET users:

LISTSERV@UOGUELPH.BITNET

Mail messages with the contents HELP will bring you some usage information and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions to INFO-A16 are also available on this server. INFO-A16 is a digest of messages from comp.sys.atari.st.

ARCS
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc.ttp - needed to extract the other archivers, once.
arc_602.arc - latest version of ARC, with the most fancy features
and quite a lot of documentation
lharc.arc
zoo_bin.arc

Julian Coleman recently (December 1990) uploaded an archive starter pack to the atari.archive server. His announcement reads:

" I have just uploaded an archive starter pack to Atari.Archive. It contains the following :

arc / lharc / uud / uue / zoo
U. Michigan monthly posting (05 Dec 90)

The file is 'starter.tos' and is in the form of a self-extracting lzh archive, so only needs to be downloaded (in binary mode !) and run. The archive contains sudirectories and needs about 350k when extracted."

This is probably the easiest way to get hold of the various archiving programs if you have access via FTP and can transfer the binary file to your Atari ST. The program is located in the main directory (ie. /atari/starter.tos)

There are also several GEM programs which act as 'shells' for the archive programs. The most popular are Shareware offerings, also available on atari.archive server. They are:

arcgsh35.zoo - written by Rainer Klute. e-mail will reach him
at klute@irb.informatik.uni-dortmund.de or
klute@unido.uucp, or klute@unido.bitnet

arcshl26.arc - written by Charles Johnson

Both are located in /atari/archivers

The GEM shells are recommended for inexperienced users (and appear to be quite handy for the experienced user as well!) They require a copy of the archive program -- in other words you need BOTH the GEM shell *AND* the archive program in order to use the GEM shell.

Documentation on the use of the archive programs should accompany the archive files mentioned above. To use ARC.TTP in order to extract these files, use the command line:

xh xxxx.ARC *.*

where 'xxxx' is replaced by 'arc_602', 'zoo_bin', etc. For example

xh arc_602.arc *.*

will place all files within the arc_602.arc into the current directory. It assumes you've clicked on the ARC.TTP program from the Desktop and have the parameter dialogue box on your screen.

In many cases, simply typing a '?' or 'h' will provide an extensive list of available options.

Source and binary code for archive programs have also been posted to comp.sources.atari.st and comp.binaries.atari.st. They are available via e-mail through the panarthea archive server. See Steven Grimm's posting for more information on how to obtain files from panarthea.

ERR
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4
Access denied.....-36.....5

```
Invalid handle.................-37.............6
Insufficient memory............-39.............8
Invalid memory block address...-40.............9
Invalid drive specified.........-46............15

No more files..................-49............18
Range error....................-64............33
Internal error.................-65............34
Invalid program load format....-66............35
```

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

```
Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

PAINT
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is on the atari.archive server under /atari/graphics/picfmts.doc.

GDOS
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of
STart, volume 1 number 1 said...)

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and
more)" by Douglas N. Wheeler from the atari.archive server. The file is
/atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server.
The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files
or font files (at least those supplied by Atari). You can get these files
with many commercial programs, such as Degas Elite, WordFlair, etc. You might
also want to check your local user group to see if they received a copy of the
WordFlair demo program (also available on GEnie). The demo program appears to
have the GDOS system and font files.

HAM
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)
Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX
Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

CLI
What Command Line Interpreters are available?
==========

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor
BASH GNU Bourne Again Shell - available under MINT
ksh Korn Shell - available under MINT
gemini MUPFEL is the shell used by the gemini environment
okami a German shell with many useful utilities built in
pcommand an MS-DOS-like shell

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

TEX
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.1) has recently been made available on the
atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the
minimum files needed to get a working TeX/LaTeX system up and running on the
Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

For a step-by-step article on setting up Tex and LaTeX, send an e-mail request
to davidli@simvax.labmed.umn.edu. Be sure to mention 'tex.setup'.

LANG
Public Domain/Shareware languages...
==========

Check the atari.archive server under /atari/languages. Currently included:

abc
apl Demo and 'J' j_29.arc,apl68000.arc
forth Don't know which, I prefer BRADLEY FORTH
FORTRAN77 BC-FORTRAN version 'C' bcf.lzh
icon ICON icon2.arc,icon_bin.arc
modula-2 From Germany modula2.zoo
Sozobon C Most excellant
Elan
xlisp
xprolog
xscheme

GNUC
Is GNU C available on the Atari ST?
==========

You can also get the GNU C program, which runs on 1 megabyte Atari ST systems. For more than minor programming, you may need to upgrade to 2 or more megabytes, as the GNU programs generally assume you've got plenty memory.

GNU C for TOS is available via anonymous FTP on atari.archive. It is also available via anonymous FTP on cs.uni-sb.de [134.96.7.254] and most of the other European FTP sites.

FREE
What is Free-Net and how can I get access?
==========

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran

by newly acquired SIG Operator, Peter Haller, a professional programmer
who is running developer sections on hardware and software development,
programming, MIDI applications development, Graphics Design,
plus many other sections that can definitely become a programmer and
developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured
Product Info and Support Board and a new Special Applications Board.
The Support Board includes a vast library of support lists. These lists
range anywhere from phone numbers of Atari dealers and producers, to
software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software.
To sum it all up this area covers what's out there, who makes it, and how
to get it for all Atari products. The Special Applications Board is
just starting out. Currently there is an area for users of MIDI on the
ST. MIDI users are encouraged to use this as a means to discuss MIDI
related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it
via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu"
or by calling (216) 368-3888 300/1200/2400 bps. Once on the system,
a user can apply for an account application and logon as a visitor.
Once here, simply type "Go Atari" to get to the Atari SIG. A visitor
can go anywhere on the Freenet and can read anything. They can't
post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to
myself via the e-mail addresses above or by writing the SIG at its US
mail address:
The Atari SIG
P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

MINIX
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386,
and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and
later in 1991, Sun SPARC. It is available with all the source code for
the entire operating system, the libraries, and nearly 200 UNIX-like
utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free
via anonymous FTP for people on the Internet. A Macintosh version will be
online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to
ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME
file describes the contents of the directory and how to use it. Be sure to
fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-
Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T
ask me to send it by email. I have quite enough work already thank you.
The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line,
MINIX itself is copyrighted software and is not available on line. The
demo disks are also copyrighted, but permission is hereby granted to
upload and use them for evaluation purposes. The READ_ME file tells how
MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN
TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.

If you want to follow the MINIX discussion, read the comp.os.minix
newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

DEV
How do I become a developer for the Atari ST?
==========

Contact Gail Johnson, Atari Rep Person, (408)745-2568

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Gail can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost

of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill in an application form and a non-disclosure agreement. Contact Gail for more information.

ZNET
Where can I get copies of ZNET?
==========

ZNET on-line magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

ZNET and some information from the Current Notes user magazine are also available from the atari.archive server under /atari/magazines.

PALS
ST Pen Pals list
==========

Simon Chappell is compiling a list of people interested in exchanging paper-based mail "of interested parties who could then keep in touch and prevent themselves losing touch with the ST community at large (this would be especially easy if someone who still had net access could summarise current topics or forward news and advice!)"

He is accepting entries in this format:

eg Simon Chappell.
s61304@uk.ac.psw.pa (NOTE: NO LONGER VALID ADDRESS...)
51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ. UK.
C, operating systems (UNIX, VMS) & relational databases.

Contact Simon at his paper mail address if you are interested.

MAGS
What magazines are available for the Atari ST?
==========

The information here is preliminary. If you've got updates, mini-reviews, or more information on other magazines, please send them to me via e-mail. As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free [$6.00/50 magazine shipping charge] from participating computer dealers, bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class (there is currently a $15.00 introductory subscription available for a limited time).

Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year) Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine (Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

Subscription costs: UK - 15 pounds; Europe - 18 pounds (Air Mail); worldwide - 28 pounds (Air Mail)

Address: ST Club, 49 Stoney Street, Nottingham, NG1 1LX ENGLAND

ST World:
---

formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90. Now, allegedly, about to be revived as a monthly (under the stewardship of Jean Gollner, mother of ex-editor Hugh) in the wake of Atari UK's new push into the 'serious' market.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people.
Lively, but of uneven quality. Big leisure section, but other areas
covered too. Includes cover disk - mix of games demos and (usually out
of date) PD utilities. Probably the biggest-selling UK ST mag. Has had
several public rows with Atari UK.

Atari ST User:
---

like ST Format. Generally (amongst online users) thought
to be not quite as good.

ST Action:
---

games, games and more games. And games.

There are ST sections in New Computer Express (weekly), Computer Shopper
(monthly) and some general-purpose games mags whose names I forget.

There are also, I think, some MIDI mags with strong ST content. I don't
have their names.

German Mags:

Atari PD Journal:

Reviewed in the May '91 issue of Current Notes [from which I'm cribbing this
information, DP-Z]. Hardware and Software reviews, some commercial software
reviewed. Typical issue runs around 90 pages. Special "Katalog" section.

Subscription: DM 70 (normal mail), DM 100 (air mail). Prices may be for
domestic distribution -- write first!

Address: Heim Verlag, PD Abonnement, Heidleberger Landstrasse 194, 6100
Darmstadt 13 GERMANY

ST-Magazin (formerly 68000er):

(monthly) Typical issue: around 150 pages. Includes DTP-magazine CICERO.

Subscription: DM 77 (domestic distribution); foreign - write for information

Address: ST-Magazin, Markt & Technik Verlag AG, Hans-Pinsel-Strasse 2,
D-8013 Haar bei Muenchen GERMANY

ST Computer:
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11 issues/year, typical around 180 pages

Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)

Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

BOOKS
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa
(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is based on the 31 articles that Clayton Walnum wrote for Analog. It was written on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very large and takes quite a while to make a hard copy if you desire to do so. The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar (.img files to go along with the text)."

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar

ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

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************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]
```

TIPS
TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to drive B. Handy when a program 'hard-codes' the data drive, and you wish to use your hard drive instead. (It is available on the atari.archive server.)

==========

I would appreciate feedback, comments, suggestions for more TIPS AND HINTS, etc. E-mail can reach me at the following:

davidli@simvax.labmed.umn.edu Internet
davidli@simvax BITnet

-- David Paschall-Zimbel

2085. Re: ST dealerships,~J&R

Newsgroup: comp.sys.atari.st
Date: 1991-08-19 14:12:37 UTC
From: cmm1@cunixb.cc.columbia.edu
Message-ID: <1991Aug19.141237.23042@cunixf.cc.columbia.edu>
Source record: 229567
Cross-posted to: ny.wanted,comp.sys.atari.st

In article <91231.045328JOKHC@CUNYVM.BITNET> JOKHC@CUNYVM.BITNET (Joshua Kronengold) writes:
>yup, I've heard there were several Atari ST Dealerships in the nyc, but only
>know about j&r records/computers/etc.

J & R is the only non-music store that I know of that sells ST equipment in NYC. Several music stores (there are a lot on 48th and 49th streets on the West Side. Try Manny's Music. Also, there is Leigh's computers which is on 83-84th and 3rd Ave. Don't expect good prices though unless you buy at J&R. The problem at J&R will be getting them to stock the equipment you want. They don't sell too many STs compared to Amiga and Messy Dos machines so they don't keep too many units on hand. You might have to wait a while for what you want. Also, don't expect the salesman to know anything about the ST. He/she'll probably try to convince you to buy an Amiga (which might not be a bad idea anyway depending on what you intend to do with the thing).

If you need more info, don't be bashful. Send me email and I'll see if I can point you to the rights spots. After all, I WAS an ST owner for almost 5 years.

Cheers,

Chris

```
--------------+-------------------------------------------------------------
Chris Mauritz | Cuba's *superior* human rights record is only part of the
| answer; it's superior social conditions are another.
--------------| -Harel Barzilai-
```

2086. Re: Spectre 256k ROM support (was: System 7 and Spectre GCR)

Newsgroup: comp.sys.atari.st
Date: 1991-08-19 14:52:12 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Aug19.145212.18256@magnus.acs.ohio-state.edu>
Source record: 229568

I agree with that. I would rather see an in-business GCR producing company, than a company that makes a great 256K emulator and then gets sued out of business. However, if he follows the same principles as before he should be OK from what I've heard from legal-type friends. As long as he does not actually sell the ROM's himself with the emulator then it would be very difficult to take legal action (note: I may not know what I'm talking about here, I'm, just repeating what I've heard from others...).

I have to admit I would love to see a 256K version with Color for the SST or TT. However, the TT does not support Mac-Quality color, so how would this be done? It seems like the task would be very difficult since he would have to support lots of different second-party cards in order to get the true Mac color mode (256 colors out of 16mil at 640*480).

Anyway, more power to Gadgets if they can pull this one off, it would sure be a great tool for the Atari World.

|| || || - David Butler (dhbutler@magnus.acs.ohio-state.edu)
|| || ||
|| || || H H RRRR [High Resolution DTP]
|| || || HHHH R R [1996 Summit St. Apt. B]
|| || || H High RRRR [Columbus, Ohio 43201]
||| || ||| R Resolution [voice: (614)-297-7967]
|||| || |||| R R [BUSINESS CALLS ONLY]
- Desktop Publishing

-[For Free ST consulting]- -(Just a little plug for my company)-
-[the Columbus Ohio area]-
-[call Academic Computing]-
-[Services, 9am - 5pm]-
-[Monday - Friday at:]-
-[(614)-292-2919]-

2087. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1991-08-19 16:00:00 UTC
From: Laurenz_Pruessner@hh.maus.de
Message-ID: <A5717@hh.maus.de>
Source record: 229452

Neil Forsyth neil%cs.hw.ac.uk @ SUB wrote on 13.08.91 09:06

>If some third party developers have done this then I would not consider it an
>official upgrade. Official upgrades come from Atari with Atari documentation
>and do not get removed when you send your machine to Atari for repair.
>Any idea about what the German develpoers did to make it work?

I am one of the developers, I did the software-modifications.

YES, the modified TOS 2.05 runs fine on any ST and YES, TOS is copyrighted by Atari. We should instantly stop talking about a project that is not yet finished. We're looking forward to meeting Atari on the Atari Fair in Dusseldorf and we'll have lots of things to discuss that should not be discussed in the public before.

Maybe we can say more about all of this in a week.

2088. For Sale: CRICIT Cash Register & Inventory Control Software

Newsgroup: comp.sys.atari.st
Date: 1991-08-19 16:08:31 UTC
From: payman@casbah.acns.nwu.edu
Message-ID: <1991Aug19.160831.12166@casbah.acns.nwu.edu>
Source record: 229569

I have a nice Cash Register and Inventory Control Program (called CRICIT) that I bought 2 years ago for over $300. You can hook up your ST to any triggered cash drawer, and make it work like a cash register. All invoices are filed and can be recalled at any time. Mailing lists are automatically created. It can keep track of 65000 different items in your inventory, and automatically creates a purchase list. Plus, it does barcode labeling on your printer and reading (with an optional barcode reader.) You can design customized inventory reports, and sales reports. It's a very useful package for any small (or not so small) business.

My father no longer has the business at which he used CRICIT. So I'd like to sell it.

Make me any offer !!

-- Payman
--

_____
Payman Parastaran / payman@casbah.acns.nwu.edu.....(312) 274-0897 /
_____/_____/_____

2089. Re: Minix?? Unix on ST??

Newsgroup: comp.sys.atari.st
Date: 1991-08-19 16:12:43 UTC
From: mathew@mantis.co.uk
Message-ID: <wJPX73w164w@mantis.co.uk>
Source record: 229572
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

unknown@disk.uucp (unknown) writes:
> First, What is minix?

A mini-UNIX for ST, PC, Mac, and Amiga. It's a clone of v7 UNIX, completely re-written from scratch; it's now migrating towards ANSI C and POSIX compatibility. You get a proper multi-user multi-tasking UNIX-compatible operating system with full source code for everything except the C compiler and one of the editors. (You can get the sources for a compiler and for the editor via the net, so that's not too much of a problem.)

> Is it PD?

No, although the license agreement is one of the least restrictive I've ever seen. (Full marks to Prentice-Hall!)

It's about $180. I've just switched from TOS to MINIX and I consider it to be worth every penny... Be warned that it's a hacker's OS; you are expected to know quite a bit about UNIX and feel happy playing with the source code of your OS.

> And I've seen some message that said you could run amiga and atari st
> binaries?

You can run Amiga and Atari ST *MINIX* binaries on either system. You can't run GEM/TOS or AmigaDOS binaries. MINIX is an entirely new OS which completely replaces TOS/AmigaDOS.

> And can you run unix?

It *is* UNIX.

> Third, I've read in magazines that Dave Small had such a problem with
> people copying a software mac emulator that he made older versions PD..
> Is this true?

It's true that people were copying it.

> And where can I get PD versions of it?

I wouldn't bother. You'll need 128K ROMs to run almost any good Mac software these days, and for that you need Spectre.

> Fourth, Is there a good PD (and ANSI standard compatable) Personal
> Pascal

There's a Pascal from HiSoft which claims to be compatible with Turbo 'Pascal'. There are various other Pascals, but I don't know of any standard Pascal for the ST.

> Also, anything else that an ST user should know, please tell me!

Er... that an Amiga is fifty billion times better? <--- joke

> how does one get a TOS upgrade to 1.4 or whatever the highest version is?
> Is it on disk, or cartridge?

It's on ROMs. You have to take your ST to bits with a screwdriver and
pliers.

mathew

2090. GS 2.2

Newsgroup: comp.sys.atari.st
Date: 1991-08-19 17:16:22 UTC
From: jeffy@lewhoosh.umd.edu
Message-ID: <9342@umd5.umd.edu>
Source record: 229570

I've been playing around with the GhostScript 2.2 binary that was recently posted to atari.archive. I've got most of the fonts set up and everythings working beautifully (well, as much as one can expect with only 1 meg of memory) but I'm having problems with the DeskJet driver's output. For some reason the printer is inserting several blank lines at the top of the page, so that a single page of output requires 2 pieces of paper.
The guy who ported 2.2 to the ST (who apparently can't be reached via e-mail 'til next week) states in the ST docs that the DJ driver has been tested so I tend to think that the problem is something on my end...though I have no idea what. Anybody have any thoughts, suggestions, or experiences with the same problem?

Thanks,

Jeff

--
Jeffrey C. Burka	"At night they're seen
	Laughing, loving,
jeffy@lewhoosh.umd.edu	They know the way to be happy" --KaTe

2091. Re: Spectre 256k ROM support (was: System 7 and Spectre GCR)

Newsgroup: comp.sys.atari.st
Date: 1991-08-19 17:36:26 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1991Aug19.173626.16933@cunixf.cc.columbia.edu>
Source record: 229571

In article <1991Aug19.145212.18256@magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (David H Butler) writes:
>I agree with that. I would rather see an in-business GCR producing company,
>than a company that makes a great 256K emulator and then gets sued out of
>business. However, if he follows the same principles as before he should be OK

This is true. Dave could have an airtight case, but Apple still has the
resources and the trackrecord to get him out of business (by legal attrition)
if they feel threatened.

>from what I've heard from legal-type friends. As long as he does not actually
>sell the ROM's himself with the emulator then it would be very difficult to
>take legal action (note: I may not know what I'm talking about here, I'm, just
>repeating what I've heard from others...).

Yes, but see above.

>
>I have to admit I would love to see a 256K version with Color for the SST or
>TT. However, the TT does not support Mac-Quality color, so how would this be
>done? It seems like the task would be very difficult since he would have to
>support lots of different second-party cards in order to get the true Mac color
>mode (256 colors out of 16mil at 640*480).

Again, I agree with you. I think he could only support mono unless he
included a lot more hardware on the cartridge.

>
>Anyway, more power to Gadgets if they can pull this one off, it would sure be a
>great tool for the Atari World.

This is absolutely true. Dave Small is probably responsible for more ST
sales than any other single developer or group of developers. Most of the
STs that are owned by friends of mine are used almost exclusively for Mac
emulation and this was a major selling point when they bought the machine.
Compared to the comparable Amiga Mac emulator, the GCR is the best thing
since sliced bread. As a matter of fact, I would be happier to see his
proposed SST outsell the TT, as I think the support by Gadgets has Atari's
support beaten hands down. In short, Dave Small has the talent and
commitment to his customers that we only dream to ever see from Atari. He
deserves every $ he earns and then some.

Cheers,

Chris
--------------+---
Chris Mauritz | Cuba's *superior* human rights record is only part of the

| answer; it's superior social conditions are another.
--------------| -Harel Barzilai-

2092. Re: TT printing

Newsgroup: comp.sys.atari.st
Date: 1991-08-19 17:59:17 UTC
From: apratt@atari.UUCP
Message-ID: <3025@atari.UUCP>
Source record: 229576

glenn@ludwig.sharebase.com (Glenn Linderman) writes:

>So, I finally got my TT030! My current programming project gets loaded on,
>and runs slower than on my Mega...until I rework the memory allocation to
>fast RAM, and then it generates a complete screen of graphics before the Mega
>starts (given simultaneous commands) to even update the screen.

Are all the same things running on both machines? You should run CACHE080
or so, FOLDR100 or so, and you should set the "fast load" bits of your
programs -- there is a TSR that does this for ST's, but starting with TOS
1.4 it's not necessary. This will all speed things up independent of which
kind of RAM the program loads into. If you have an ACSI hard disk then you
should NOT set the "load in TT RAM" bit of CACHE080.PRG, because if you do
accesses to the ACSI hard disk will be slightly slower.

>All is wonderful...until I try to print.
>Even from the Desktop, double-clicking on a text file, it says printing that
>file, delays proportionally to the length of the file, and quits.
>Printers are Epson GQ3500, Toshiba 341.
>Desktop printer configuration is to the parallel port. Any clues?

Are you sure it's configured for the parallel port? Are you running the
Control Panel and the Printer CPX? Try NOT running the Printer CPX. If
the delay is truly proportional to the length of the file then SOMETHING is
happening -- if you have no printer connected it should delay for 60sec and
then say "Your output device is not receiving data."

Parallel printers work fine here. The parallel port on the ST and TT is
the same, but there is a known problem with some printers: they have
pull-up resistors on the parallel port lines which are either too strong or
too wimpy (I forget which) and cause more current to flow than the Atari
parallel port can manage. The fact that your printer works on an ST argues
that there might be something else wrong; take your TT back to the dealer
and see if he can make it work, repair it, or replace it (it should still
be under warranty, right?).

>and apparently jiggling the power cord caused either a short
>or an open

Well, yes, jiggling ANY power cord which plugs into a device can cause it
to lose contact.

>...and it wouldn't turn on for several minutes after...

I can't explain this part of what you say -- there is no reason for it to
refuse to turn on for a while, then go ahead and turn on.

>Glenn Linderman glenn@sharebase.com 408-378-7575 x2366

I hope you'll get back to me on this stuff: I won't deny the possibilty of software or hardware quirks that result in the behavior you're seeing, but this is the first we've heard of them.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2093. Re: GS 2.2

Newsgroup: comp.sys.atari.st
Date: 1991-08-19 21:09:09 UTC
From: timothyg@ncsa.uiuc.edu
Message-ID: <1991Aug19.210909.10768@ux1.cso.uiuc.edu>
Source record: 229574

In article <9342@umd5.umd.edu> jeffy@lewhoosh.umd.edu (Jeffrey C. Burka) writes:
>
>I've been playing around with the GhostScript 2.2 binary that was recently
>posted to atari.archive. I've got most of the fonts set up and everythings
>working beautifully (well, as much as one can expect with only 1 meg of
>memory) but I'm having problems with the DeskJet driver's output. For
>some reason the printer is inserting several blank lines at the top of the
>page, so that a single page of output requires 2 pieces of paper.
>The guy who ported 2.2 to the ST (who apparently can't be reached via e-mail
>'til next week) states in the ST docs that the DJ driver has been tested
>so I tend to think that the problem is something on my end...though I have
>no idea what. Anybody have any thoughts, suggestions, or experiences with
>the same problem?

I am still reachable via email, just send stuff to
timg@landau.ph.utexas.edu after tomorrow (8/20/91). I would like to say
quickly here that I have fixed a couple of bugs in GS 2.2, but I haven't
had time to post the fixed code. The binary currently on atari.archive
will crash on multiple-page output (I worked around this-don't know the
cause), and the epson drivers don't work properly (this has been
fixed--finally I think).

Now for your problem .... Since similar questions are asked of me
regularly, I think this response is worth posting. Also, I would
like to receive comments from people who have encountered this
problem and have any ideas about its source.

My first guess is that you have your printer option switches set to skip
perforations at the beginning of each page. This adds a margin (.5
inches I think) to the top of the page and may cause the problem you
described.

If that doesn't work, your problem may be related to other reported
problems about DeskJet page placement (but these have always reported
placement too high on a page). Until recently, I thought that these
problems were due to using the DeskJet in A4 mode on 8.5 x 11 paper, but
it seems now that this is not the case. Since I don't have this problem,
I can't track it down, but here is a fix that has always worked.

1) Type 'gs -sDEVICE=deskjet' to get to the GS command line prompt, GS>

2) Type 'x y translate'
'factor factor scale'
'(file.ps) run'

GS will translate the picture in file.ps by x/72 inches to the
right, and y/72 inches up (x and y can be negative). It will
then scale both axes by factor, and then print the picture.
Play around until you find x, y, and factor so that the output
is where you want it. In your case, it sounds like a simple
'0 36 translate' may get it close.

3) After you find the right parameters, put these commands in their
own postscript file, say 'fix.ps'. Then you can type
'gs -sDEVICE=deskjet fix.ps file.ps', and file will print
in the proper position. If you don't want to type this
every time, you can modify the gs_init.ps file to run
fix.ps automatically at startup.

-Tim Gallivan
timg@landau.ph.utexas.edu

2094. Re: YG modem

Newsgroup: comp.sys.atari.st
Date: 1991-08-19 23:07:18 UTC
From: geoffc.zebedee@tharr.UUCP
Message-ID: <6138203@zebedee.UUCP>
Source record: 229473

In article <1991Aug15.200534.8467@dartvax.dartmouth.edu> dav@coos.dartmouth.edu
> I grabbed the binary for Y-modem-G (or was it YG-modem?) from atari-archive
> and it claims to be the fastest transfer method for compression modems. It
> sounds great to me but I need to be running it on the other end too. Anybody
> know where to get the source for Y-modem-G for a UNIX machine? Is it BSD
> or Ultrix? My news machine just became an Ultrix machine :(and nothing
> seems to work anymore.
>
> -dav

I've only seen Y-modem G as part of the Forem BBS's. I've used it without any
real problems to my ST. The main disadvantage with it is that the speed is
gained by doing NO error correction - if an error is detected then the
transfer is aborted. Personally I use Zmodem (using XYZ.TTP).

Geoffrey
--
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!ukc!axion!tharr!zebedee!geoffc

<- UUCP'd from my ST via tharr; *free* UK public access to Usenet 0234 841503 ->

2095. Re: DC (formatter?)

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 00:34:10 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug20.003410.22649@actrix.gen.nz>
Source record: 229579

In article <165521@unix.cis.pitt.edu> rjast1@unix.cis.pitt.edu (Robert J Anisko) writes:
>
> I thought of a very useful utility that maybe one of the Double-Click
> programming masters can create - a Background formatter. What do I
> mean by this? Well, there is an IBM program I found at msdos.archive
> called CNFMT106 that is a TSR program. When a chosen hot-key is
> pressed, a "format?" menu pops up - after you choose the format
> you want (5.25, 3.5, 720k, etc) it begins formatting and drops you
> back to DOS until it is done. When it is done, you can have
> a window pop up telling you so. The nice thing about this kind
> of a program is that you don't spend the entire day watching the
> computer format disks -- the IBM version for example worked fine
> behind Word Perfect, etc. Although the IBM version doesn't seem
> to work under PC-ditto, not did it seem to work under the Supercharger
> (maybe it has something to do directly with the drive?).
>
> Anyways, hopefully an ST version is possible (sure would save
> alot of time). Best bet would be to try the IBM version, and
> work from there.
>
> Well, that ought to keep minds frying for awhile....
>
> Robert Anisko
>

Well there is, its called 'Mystic' from memory..
should be at archive, is a ACC...
--
*** Roger W. Sheppard Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * GEnie. R.SHEPPARD5 ***
*** Kapiti * * At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2096. HP Printers on my Atari

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 01:07:20 UTC
From: system@n6vbg.hamavnet.com
Message-ID: <1991Aug19.180721.8@n6vbg.hamavnet.com>
Source record: 229454

Hello, fellow netters,

I recently acquired an HP IIIP and I would like to use it with my Atari 1040ST.

Do I need any special drivers? I am mainly interested in printing 1st Word documents, but I'd like to do some desktop publishing as well.

Thanks,

Javier Henderson
system@n6vbg.hamavnet.com

2097. Re: Using the ST with a Deskjet

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 02:08:33 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Aug20.020833.22480@rodan.acs.syr.edu>
Source record: 229580

In article <1991Aug14.005107.26840@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>If I were to get a Deskjet, would I be able to find drivers
>for ST programs like WordUp, 1stWord, WordPerfect?
>How about Spectre? Is there a way to use the Deskjet with
>Spectre in Mac mode? (does Epstart work? ...I guess that might
>depend on whether the Deskjet emulates Epsons)
>Finally, what about ATSpeed? Anybody know?
>Thanks very much.
>-Gerry
>ggreenbe@rodan.acs.syr.edu
I would like to thank everyone who answered these questions of
mine. It seems like it would be a good thing to get a
Deskjet...so now all that remains is to get one.
--Gerry

2098. Generating .PRG files with Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 04:01:44 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <LDmy72w164w@ersys.edmonton.ab.ca>
Source record: 229578

Hello. I am trying to learn how to program in C, and to this end I am using Sozobon C. I am using version 1.1, and I have the GEMFAST.H, AESFAST.A, and VDIFAST.A files. When using Sozobon, though, it seems I can only make .TTP files. If anyone knows how to generate .PRG files, please let me know through email. Any help would be greatly appreciated.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

2099. mcp and mfd (recently posted to binaries group) now free

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 04:21:54 UTC
From: rcb@netcom.COM
Message-ID: <1991Aug20.042154.4866@netcom.COM>
Source record: 229575

'mcp', a flexible directory and file copy program, and 'mfd', a find duplicate files utility, are now free. These were recently posted to comp.binaries.atari.st as shareware. Now they are covered by the GNU copyleft, which means that source is included, and can be found on atari.archive under the 'fileutils' directory.

Enjoy ...

P.S. The new version of 'mcp' is especially worth getting, because it has significant enhancements compared with the original version, including support for the archive bit and more robust copying when errors such as target disk full or trying to overwrite a read-only file occur.

--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb
"Just when you think you know it all, it changes!"

2100. origami

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 05:14:26 UTC
From: marshall@cs.uq.oz.au
Message-ID: <3152@uqcspe.cs.uq.oz.au>
Source record: 229577

I have tried to reset the key bindings to emacs.key, but I can't get it to work. Can anyone spell out the parameters for keybind.ttp? Likewise, I can't get folder.ttp to list all the files om my hard drive.
I tried various command lines:
folder -a c: and folder -a -d150 and folder -a -d150 c: and so on.
I have TOS 1.0 - is that the problem?

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

2101. Re: Problems using Overscan with SM125

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 09:31:20 UTC
From: tmp@doc.ic.ac.uk
Message-ID: <1991Aug20.093120.13937@doc.ic.ac.uk>
Source record: 229593

In article <1991Aug19.063835.204@megatel> otti%megatel@unido.informatik.uni-dortmund.de (Thomas Otten) writes:
>I just got the overscn3 package from terminator and liked it that much that I
>took my wiring iron and did that litle modification to my 260ST (not the
>latest model, I guess :-)).
>
>There wasn't much to do, since most of the stuff was installed by my hardware
>dealer years ago to enable the composite sync signal. So I think I couldn't
>have done much faults connecting the switch to the rest of it. But it doesn't
>work. The overscan software seems to recognize the position of the switch but
>all I see are some strange bit patterns and vertical lines. The bit patterns
>are changing when I use the *,/,+ and - keys, but not to something sensible.
>I'm using TOS 1.4.
>
>Does anybody have a suggestion to fix that problem ? Has anybody experience
>using overscan with a SM125 (I think it's a english model and it's rather
>seldom here in Germany) or does the SM125 has other specifications than the
>SM124 making it unusable for overscan ?
>
>Thanks it advance
>

This seems to be a fairly common problem (it must be because I experienced it too! 8^)

What I found to be the problem was that I was using the wrong transistor even though I looked up a near equivalent it just displayed diagonal black stripes with the (distorted) desktop pattern between.

The cure? just use the specified transistor (and keep the leads as short as possible).

Cheers, Trev..

--
Trevor Peacock, Comms Officer, Dept of Computing, Imperial College,| Affix
180 Queen's Gate, London SW7 2BZ. Telephone: 071-589-5111 ext 5052.| stamp
JANET:tmp@uk.ac.ic.doc UUCP:tmp@icdoc.UUCP or ..!ukc!icdoc!tmp | here
DARPA:tmp@doc.ic.ac.uk or tmp%uk.ac.ic.doc@nsfnet-relay.ac.uk |

2102. Re: TeX troubles

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 10:51:25 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Aug20.105125.1@simvax.labmed.umn.edu>
Source record: 229597

In article <kb21hkINNgsn@iraun1.ira.uka.de>, S_DINGLER@iravcl.ira.uka.de
(|S| Florian Dingler) writes:
> If you got an 2 Meg machine, try dumping the formats yourself:
>
> You find the .TEX files in the archive INPUTS.LZH. For Plain TeX you'll need
> PLAIN.TEX. Just type
>
> tex 'plain \dump' -i

This won't work with the standard 3.1 release on atari.archive, since there
is nothing called TEX.TTP. Instead, you have INITEX.TTP and VIRTEX.TTP. To
build the various formats, the commands would be:

for TeX:

initex 'plain \dump'

for LaTeX:

initex 'lplain \dump'

for SliTex:

initex 'splain \dump'

OR, if you don't have the necessary memory, I will look through my own archives
and find the copy of the format file mentioned (which I really did get from
the atari.archive server at one time!), and FTP it back so they'll be
available for everyone.

> ({\em I like \TeX\ !})

ditto

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

2103. Uniterm problems (revisited)

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 11:00:01 UTC
From: 72347.2767@CompuServe.COM
Message-ID: <910820110001_72347.2767_EHA28-1@CompuServe.COM>
Source record: 229585

A few weeks ago I sent a series of messages about problems I was having with Simon Poole's Uniterm exiting with BUS errors whenever I was connected to a Vax using EVE or EDT in full-screen mode and I pressed the Return key.

I got numerous replies all basically saying it must be my imagination. Well, through a series of debugging routines and by wrapping Uniterm in a shell, I discovered that the culprit was the fast-load bit. When I got the program in its original package, the fast-load bit was set. Memory was not being cleared. There seems to be a routine in the code that references Malloced memory and assumes that any value other than zero means the memory contains a pointer to a valid address. The code is called only when the history buffer has zero bytes space and the SLE is off. Since turning off the fastload bit and turning on the SLE, the problem has vanished.

I just thought I'd send this note in case anyone using Uniterm has seen these errors and may have the fastload bit set in their version.

Like the respondents to my original message, I like Uniterm--I've seen nothing on the MS-DOS machines that approaches it for ease of use in programs such as ALL-IN-ONE.

Robert Royar

2104. Re: TeX troubles

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 11:10:06 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Aug20.111006.1@simvax.labmed.umn.edu>
Source record: 229598

In article <1991Aug20.105125.1@simvax.labmed.umn.edu>, davidli@simvax.labmed.umn.edu writes:
> In article <kb21hkINNgsn@iraun1.ira.uka.de>, S_DINGLER@iravcl.ira.uka.de
> (|S| Florian Dingler) writes:
>> If you got an 2 Meg machine, try dumping the formats yourself:
>>
>> You find the .TEX files in the archive INPUTS.LZH. For Plain TeX you'll need
>> PLAIN.TEX. Just type
>>
>> tex 'plain \dump' -i
>
> This won't work with the standard 3.1 release on atari.archive...

Well, actually, since Frank Ridderbusch appears to have put up a newly compiled version of Tex 3.1, it WILL work this way. Dang. He's gone and merged INITEX and VIRTEX into one file. That just goes to show how quickly informational texts can be placed 'out of date' by updates in software.

The problem is, whenever a new version of TeX is released, the format files have to be regenerated in order for them to work correctly with the newly compiled code. So, you should follow the instructions in the 'readme_e.inf' file that Frank included in the TEXBIN.ZOO archive dated 14 August 1991 in order to figure out how to generate the new format files.

Of course, if you don't have the requisite memory, you're out of luck ...

Perhaps Frank (or someone with a lot of disk space and memory) can upload an archive of newly generated format files using the new binaries on the atari.archive server?

[I'm leaving for the World Science Fiction convention on Saturday, and will be away from my ST for the duration of my vacation, so it would be, like, mid-September before I could do it myself.]

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

2105. Test

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 11:10:22 UTC
From: pressler@NAMU01.GWDG.DE
Message-ID: <9108201110.AA06888@namu01.gwdg.de>
Source record: 229584

```
Testing...
```

2106. Tos 2.0x coming to an STf(m) near you!

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 11:38:33 UTC
From: mike@abekrd.co.uk
Message-ID: <1991Aug20.113833.14241@abekrd.co.uk>
Source record: 229599

Hi guys,

Picked up a copy of ST User (UK mag - mostly games, but going back to ST World style Real Soon Now(tm)), today and in the news snippets at the front they said that Tos 2.0 would be made available for owners of old Sts on 512K roms.

They said that the roms would be available from September (I know don't ask _which_ September) and would cost around 50 pounds Sterling. Finally the mag said that this would be bad news for the likes of Gribnif and Double Click, because the new desktop did most everything the replacement desktops did _and_ speeded up disk access.

Anyone heard anything more?

Mike Quinn. Abekas Video Systems Ltd. Reading. United Kingdom.
net: mike@abekrd.co.uk UUCP: ...!uunet!mcsun!ukc!abekrd!mike

Let a smile be your umbrella! - Gordon Cole aka David Lynch.

2107. Supra Clock

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 12:05:11 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug20.120511.5926@actrix.gen.nz>
Source record: 229587

Supra Clock Problems.

Well I have managed to get the Clock working in my Supra host adapter,
I did ring Supra to find out what IC they had changed to, but all they
would/could tell me was that it was a Dallas chip..

Well I had a look at the Data book of Dallas Clock chips and found
that it could be one of 2 clock ics, DS1285 or DS1287..

Note: The DS1287 has the Battery and Crystal inside, the DS1285 uses a
external Battery and Crystal oscillator.

Both are claimed to be replacments for the MC146818/CDP6818, that is fitted
to the Supra host adapter, but not so much as with the DS1285.

A help to the Net did not get any help at all, I wanted to find out the
Dallas chip No. that Supra was using in the newer Supra Drives/Host Adapters.

Well I contacted the NZ distributors for Dallas, and found that the only
one that they had in stock was the DC1287, at some $32NZ, would cost about
$12 in the USA..

Well I found out you can just remove the MC146818/CDP6818 and plug this
replacment ic, in.

Note: this Dallas clock ic, is a lot thicker than the original ic, but
this does not cause a problem.

Note: pin one is marked with a Dot, and faces away from the drive connector

The DS1287 has a 10 year battery life from the date of use, and with a
accuracy of +- 1 minute per month..

The DS1285 could be a cheaper option, but could not get the chip
that easy to test this theory.
--
*** Roger W. Sheppard Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * GEnie. R.SHEPPARD5 ***
*** Kapiti * * At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2108. Re: TeX troubles

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 12:08:20 UTC
From: S_DINGLER@iravcl.ira.uka.de
Message-ID: <kb21hkINNgsn@iraun1.ira.uka.de>
Source record: 229586

In <1991Aug20.064315.1773@usenet@CS.ORST.EDU> thaanuj@prism.CS.ORST.EDU writes:

> Yesterday I triumphantly declared that I finally got TeX working. I
> guess I exaggerated. All the dvi stuff works great. I can preview and
> print and stuff, however when processing a .tex file, I inevitably get
> an error like 'fatal format error.' I have a doc that says to use
> FORMAT31.LZH for the format files. This file does not appear to be at
> atari.archive. I tried using the stuff in TEXFMT.ARC, and it contained
> format files, but apparently they are not meant to work with version 3.1.

If you got an 2 Meg machine, try dumping the formats yourself:

You find the .TEX files in the archive INPUTS.LZH. For Plain TeX you'll need
PLAIN.TEX. Just type

tex 'plain \dump' -i

with TeX3.1 . '-i' tells TeX to run as InITeX and dump the
PLAIN.FMT-format-file.
For LaTeX, type

tex 'lplain. \dump' -i

and you'll get (tadah) LATEX.FMT

Copy both .FMT-files into your \TEX\FORMATS\ directory and start TeX with

tex &LATEX yourfile.tex
for LateX
or

tex &PLAIN yourfile.tex
for PlainTex

hope that helps you and all the other people who are grwoing grey hair when
installing TeX

f.

({\em I like \TeX\ !})

--[cut here]-----------------+-------------------------------
Florian Dingler |
Litzenhardtstrasse 22 | eMail:
W-7500 KARLSRUHE 1 | S_DINGLER@irav1.ira.uka.de
Tel.:(+49) 721-861216 | UKDP@dkauni2.de

2109. Help

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 12:31:18 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug20.123118.6321@actrix.gen.nz>
Source record: 229588

Please can some one Help me with some Phone No.

I am after one for Branch Always Software, (Quick ST)
and also Best Electronics..

Also is there any other Companies that have IC's/Parts for Ataries, ST, etc.
I did use one some time back for 8 bit parts and they were very good,
but have lost the infomation on them.

No '800 No's Please, they are no good here..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2110. packing gcc etc

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 13:15:48 UTC
From: ermadmin@uniwa.uwa.oz.au
Message-ID: <1991Aug20.131548.7725@uniwa.uwa.oz.au>
Source record: 229591

As the gnu binaries are so large, I would quite like to compress them
with a 'packer' such as pfxpak (or is it pkxpak)... Has anyone out
there got any experience of such things...?
..Clive Salvidge

2111. Re: Version

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 13:27:11 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91232.125138ONM07@DMSWWU1A.BITNET>
Source record: 229589

In article <CMM.0.90.2.682154833.larserio@kvart.ifi.uio.no>, larserio@IFI.UIO.NO (LarsErikOsterud) says:
>
>OK, check the cookie jar for machine cookie...
>How do I knw if it's a STE or a MEGA STE (with 16 MHz card) ?
>My developer docs say nothing about the MEGA STE at all, nothing about new
>cookies, nothing about speed-switching etc, and no update has arrived.

On the Mega STE, the low word of the _MCH cookie is 0x0010. This is what
the 'General' CPX checks for.

>
> Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
> 0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
>_____/ _____/ _____/ ____/ /
_____ cut here _____
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____ correct me if I'm wrong _____

2112. Re: v_opnwk call (was Dialog Boxes)

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 13:27:22 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91232.125929ONM07@DMSWWU1A.BITNET>
Source record: 229590

```
In article <1991Aug15.174412.26327@magnus.acs.ohio-state.edu>,
jreiss@magnus.acs.ohio-state.edu (Joseph W Reiss) says:
>
>In article <7155453@alice.hobby.nl> hvaalde@cs.vu.nl writes:
>>v_opnwk() is used by AES to install the desktop. It can be used from within
>>an AUTO folder program to enable the use of VDI aslong as the workstation
>>is closed properly before the program exits. If it isn't AES won't be able
>>the open a new workstation and exits == reboot
>
>Does this mean that some enterprising utility creator out there could
>write an auto folder program that would allow GEM programs to run in
>the AUTO folder by calling v_opnwk() and closing the workstation at
>the end of the AUTO sequence? If so, why hasn't anyone done it?
>

Because you still would need the AES -- and there's no way to start up the
AES without starting the Desktop.

>How about it, Double Clickers?
>--
>_________
> | |___) .-----------------------------------------.
>\_/OE | \EISS | USENET: jreiss@magnus.acs.ohio-state.edu |
> `---- `-----------------------------------------'
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________
```

2113. Damocles

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 13:57:26 UTC
From: mathew@mantis.co.uk
Message-ID: <FyDZ76w164w@mantis.co.uk>
Source record: 229455

Has anyone out there bought the data disks for Damocles?

Are they any good?

mathew
[Eagerly waiting for Mercenary III...]

2114. ST reset problem - HELP!

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 14:14:04 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Aug20.141404.27593@magnus.acs.ohio-state.edu>
Source record: 229592
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I recently made several modifications to my Mega2+2 ST. It was working fine before this...

1) I got the ISAC card and found out that I needed TOS 1.4 (naturally I was not told this before ordering, seeing as TOS 1.2 is the standard chip set I thought it would work, how silly of me to think a product made for Megas would work in one...) Anyway, I installed TOS 1.4, but had to go from the 2 chip set to the 6 chip set since that was all the store had & I'm generally impatient. This includes removing one chip from the motherboard, installing one standard jumper, and moving two jumpers with (I believe) a capacitor on each. This went off without a hitch.

2) Next, I actually installed the ISAC board, It looks great! (in fairness, I should also say that I also had major monitor problems; The monitor I had supported the scan rates I was given for the ISAC board, but it still did not work, I had to get a new one, and also had to get an ST monochrome because there were so many software problems. Then, Monochrome mode on the ISAC kept coming up RED and WHITE instead of B&W, took me about 2 days to manage to fix that). However, I am very impressed with the board, it looks really nice, although it is a little slow in color mode.

3) The other modifications currently in my Mega are:
AdSeed
Overscan

NOW, THE PROBLEM:
The ST starts up and runs fine. Everything works as it should for about 1/2 hour. Then, I start getting more and more frequent crashes. The first sign is when I access a menu bar and the menu stays down & I get bombs. Then it will start to crash so often it is unusable until I shut it off and let it sit for about 1/2 hour and cool off. Then it works fine again. I am guessing that this is heat related since all the symptoms point to this. I did not have this problem with just AdSpeed & Overscan. I am thinking that possibly I got some bad ROM's. I've also heard of problems with some other chips in the Megas. I have eliminated the possibility of it being a software problem, I know it is hardware. If anyone knows:

1) What the problem may actually be (seeing as my diagnosis may be complete crap because I very well may not know what I'm talking about)

2) How to fix whatever this problem may be (any suggestions short of "throw your ST out the window down to the street several stories below and watch it get run over by large moving 4-wheeled-internal-combustion vehicles out of sheer frustration and general disgust", would be greatly appreciated).

3) Assuming that it is a heat problem, does anyone know of a replacement fan with a much higher "flow rate" that would fit in the same place? Anyone else out there ever installed another fan in some other location on their Mega?

Thanks for sitting through this way too long explination of a *hopefully* simple problem,

|| || || - David Butler (dhbutler@magnus.acs.ohio-state.edu)
|| || ||
|| || || H H RRRR [High Resolution DTP]
|| || || HHHH R R [1996 Summit St. Apt. B]
|| || || H High RRRR [Columbus, Ohio 43201]
||| || ||| R Resolution [voice: (614)-297-7967]
|||| || |||| R R [BUSINESS CALLS ONLY]
- Desktop Publishing

-[For Free ST consulting]- -(Just a little plug for my company)-
-[the Columbus Ohio area]-
-[call Academic Computing]-
-[Services, 9am - 5pm]-
-[Monday - Friday at:]-
-[(614)-292-2919]-

2115. VIP Professional

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 14:51:00 UTC
From: schultzd@silver.egr.msu.edu
Message-ID: <1991Aug20.145100.22890@msuinfo.cl.msu.edu>
Source record: 229595

Is there anyone out using the PrintGraph program with VIP Professional?

When I use it, the graph comes out screwed up and it won't print
correctly. I think I might have an outdated version of printgraph.

Has anyone got this to work correctly...?

--
||| David W. Schultz |||
||| uunet[!rutgers!mailrus]!frith!schultzd |||
/ | \ Work Phone: (517)-353-8891 / | \
/ | \ "All I see Pornographitti, All I hear Pornographitti..." / | \

2116. TT-UNIX

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 15:34:08 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <17364@hydra.Helsinki.FI>
Source record: 229594

Hello NetWorld,
Excuse me if this... ...lately
BUT,

WHAT's the current status of UNIX for TT ?
During the spring term a rumour went around
that it was released in Germany in June ?! ...is it true,

If so, what's the price in Ger. and in U.S., and
where to get it ???

-> anybody from the A-house know anything ????

>>>

2117. TT high end software

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 15:40:14 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <17365@hydra.Helsinki.FI>
Source record: 229596

Uh, and some more fore the previous posting...

Where to get the new calamus SL, (in Ger/US/GB)...what's the latest version No.

Where to get PROFLIGHT in UK, and what's the latest version... (is there a
HAWK among the planes)?

WHAT`s the deal with the long spoken IBM-emulator for TT... like soft-pc for mac
It was to be released soon when I heard about it in the spring ???
is it ? ... ever ?

>>>
>>>>>> " I'm completely operational & all my cicuits are functioning <<<<<<
>>>>>> correctly...correc...corr...co...-! " : HAl9000 <<<<<<
>>>

2118. Re: Spectre 256k ROM support (was: System 7 and Spectre GCR)

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 17:35:03 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1991Aug20.173503.8578@syma.sussex.ac.uk>
Source record: 229413

From article <1991Aug19.173626.16933@cunixf.cc.columbia.edu>, by
cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz):
>
> This is absolutely true. Dave Small is probably responsible for more ST
> sales than any other single developer or group of developers. Most of the
> STs that are owned by friends of mine are used almost exclusively for Mac
> emulation and this was a major selling point when they bought the machine.

Now there's a thought. Who do *you* think should claim the title of
'Developer responsible for the sale of most STs'? No doubt the answer
will vary wildly according to where you live. In the UK, for instance,
most STs are 520s used to play games, so the title might go to Jez
(Starglider) San or the Bitmap Brothers (Xenon, Gods, etc.). Or would
it go to the creators of Dungeon Master, Populous or Lemmings?

In Germany, would it be the writer of Signum!, or Frank Ostrowski for
GfA Basic, or maybe the Calamus people, or who?

This one could run and run....

Graham
--
Graham Thomas, SPRU, Mantell Building, Univ. of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: +44 273 685865

2119. Re: Word Up? Word Perfect?

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 18:20:32 UTC
From: fsctc@csduts1.lerc.nasa.gov
Message-ID: <1991Aug20.182032.4428@eagle.lerc.nasa.gov>
Source record: 229600

I am considering switching from First Word Plus to some other word processors on our TT. Has anyone successfully run Word Perfect (WP) or Word Up (WUP) on this beast? What are the respective merits and drawbacks? My printer is a HP Deskjet Plus which can be used as a Laserjet II. I also have access to other printers such as PS printers on the network. What do you think of these two packages?

Clarence

2120. Re: MIDInet

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 18:40:29 UTC
From: ulrer@ida.liu.se
Message-ID: <1991Aug20.184029.27915@ida.liu.se>
Source record: 229451

philbbs@frmug.fr.mugnet.org (Phil Regnauld) writes:

>rreiner@nexus.yorku.ca (Richard Reiner) writes:
>> I found a thing called MIDInet on atari.archive

>It is fairly reliable, but is more of a gadget, since even the lamest
>floppy disk drive works at 147000 bauds on local, what's the use of
>going 1/3 the speed?
>
>Bye

If you're loading small programs from floppy, baud rate hardly matters
at all. Up to a few KB, loading from a remote RAM disk is probably
FASTER than loading from a local floppy disk.

2121. Re: what I think about GEM

Newsgroup: comp.sys.atari.st
Date: 1991-08-20 22:32:42 UTC
From: jerry@connection.prospect.com
Message-ID: <1991Aug20.223242.11352@ctr.columbia.edu>
Source record: 229456
Cross-posted to: comp.sys.atari.st,to.ctrsol

azog@world.std.com (azog-thoth) writes:
>
>GEM: to copy from floppy to HD:
>
>Click on the hard drive icon, and open it up to the path. The open the
>floppy, and drag the icon from floppy to hard drive.
>
>Windows:
>
>Open the file manager. After it scans the whole hard drive, open drive
>a. Choose COPY under the menu FILE menu bar, and TYPE in the path
>
>Which is easier?
>

PLEASE get informed before you post. It'll make you look a lot less foolish.

Windows:

Click on the file manager if it isn't already running (ah the benefits of
multitasking). Open a directory window to the hard drive. Do the same for
the floppy drive. Drag the file from the floppy window to the hard drive
window. Just like GEM.

GEM: try to do the same while you're running a program.
--
+-------------------+----------------------+---------------------------------+
JERRY J. SHEKHEL	POLYGEN CORPORATION	When I was young, I had to walk
Drummers do it...	Waltham, MA USA	to school and back every day --
... In rhythm!	(617) 890-2175	20 miles, uphill both ways.
+-------------------+----------------------+---------------------------------+
| ...! [princeton mit-eddie bu sunne] !polygen!jerry |
| jerry@polygen.com |
+---+

2122. Re: Word Up? Word Perfect?

Newsgroup: comp.sys.atari.st
Date: 1991-08-21 00:26:23 UTC
From: revpk@cellar.UUCP
Message-ID: <o37Z76w164w@cellar.UUCP>
Source record: 229462

fsctc@csduts1.lerc.nasa.gov (Clarence T. Chang) writes:

> I am considering switching from First Word Plus to some other word processors
> on our TT. Has anyone successfully run Word Perfect (WP) or Word Up (WUP) on
> this beast? What are the respective merits and drawbacks? My printer is a
> HP Deskjet Plus which can be used as a Laserjet II. I also have access to
> other printers such as PS printers on the network. What do you think of thes
> two packages?
>
> Clarence

You might do well to check the sped of a PC emulator on your TT
first, because Word Perfect 5.1 for the PC is the best thing on the market.

"""

Brian Siano, Delaware Valley Skeptics
Rev. Philosopher-King of The First Church of the Divine Otis Redding
revpk@Cellar.UUCP "Ecrasez l'enfame!" - Voltaire
"""

2123. Uniterm source code

Newsgroup: comp.sys.atari.st
Date: 1991-08-21 01:56:36 UTC
From: st11w@menudo.uh.edu
Message-ID: <1991Aug21.015636.29170@menudo.uh.edu>
Source record: 229459

Anyone know where I can get the code for Uniterm?


```
*****************************************************************************
*** It's gnu and improved -- but it's still not unix! ***
*** ***
*** Dennis Gray, Jr. st11w@menudo.uh.edu ***
*** st113@jetson.uh.edu ***
*** dgray@sugar.hackercorp.com ***
*** dennis@nuchat.sccsi.com ***
*****************************************************************************
```

2124. Generic shell for ttp?

Newsgroup: comp.sys.atari.st
Date: 1991-08-21 02:59:54 UTC
From: jamesl@CIE.UOREGON.EDU
Message-ID: <9108210259.AA29316@cie.uoregon.edu>
Source record: 229457

A couple days ago I was looking around for a word count program, and found a program called "wc.ttp," which counts words and lines in an ASCII file just like the unix "wc." Anyway, when I use this program, it counts the words and such and flashes them onto the screen. Unfortunately, it goes back to desktop right afterwards, leaving me with less than 1/4 of a second to read them. Sorry, but I can't read that fast. There appears to be no provision for making it hold the info on screen like arc.ttp does, at least not that I can find. Obviously it's meant to be used with a shell program, like MT C-Shell, which I do not have and cannot afford.

Does anybody know of a small, simple shell program I could use with this thing? All it really needs to do is let me use wc.ttp and hold the results on the screen until I hit a key, so I have time to read them. I'd like to keep it simple, not get a whole big program to replace the desktop that I have to learn how to use. I suspect such a thing would not be that hard to program, but I do not know how.

Could somebody point me to such a program, say, on Terminator? I'd really appreciate it.

Thanks!

James Charles Lynn
---
jamesl@cie.uoregon.edu

2125. Re: Spectre 256k ROM support (was: System 7 and Spectre GCR)

Newsgroup: comp.sys.atari.st
Date: 1991-08-21 04:30:21 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <166694@unix.cis.pitt.edu>
Source record: 229460

In article <1991Aug19.145212.18256@magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (David H Butler) writes:
>I agree with that. I would rather see an in-business GCR producing company,
>than a company that makes a great 256K emulator and then gets sued out of
>business. However, if he follows the same principles as before he should be OK
>from what I've heard from legal-type friends. As long as he does not actually
>sell the ROM's himself with the emulator then it would be very difficult to
>take legal action (note: I may not know what I'm talking about here, I'm, just
>repeating what I've heard from others...).

Well, considering that Dave Small could always LICENSE the new
chips off of this new company (assuming they won't rob people
he same amount that Apple does) then Dave could even include the
chips along with the system! Wouldn't that be cool?

Robert Anisko
rjast1@unix.cis.pitt.edu

2126. Re: DC (formatter?)

Newsgroup: comp.sys.atari.st
Date: 1991-08-21 04:40:40 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <166698@unix.cis.pitt.edu>
Source record: 229461

Okay, so I've found out about Mystic Formatter, which essentially
was what I was looking for. But being the average ST user, I am
never satisfied (oh no!). So how about maybe as one of their programs
of the week make a NEW version, with a couple of changes. Instead of
being an ACC, make it a TSR. Why you ask? Well an ACC can only be
used if your program has access to the drop-down Accessory menu.
Therefore you can't use it from within say a TOS program (or any
program GEM or not that doesn't let you see the accessories).
Also, instead of a standard hot-key, allow the user to choose
his/her OWN hot-key combination (therefore allowing more compatibility
with programs that may use a similar key-press).
And finally, maybe include an option for those lucky souls who
have a 1.44meg drive (whoever modified their system to handle
these drives).

So what do you think? Sounds reasonable? (even coming from me :-)

Robert Anisko
rjast1@unix.cis.pitt.edu

Side note: reason I did not realize at first that Mystic Formatter
was a background formatter: the copy I got had NO DOCS, and when
I loaded it originally, it just looked like any other formatter,
so I paid no attention originally to it. Oh well, all those
wasted hours of foratting...

2127. Re: TeX troubles

Newsgroup: comp.sys.atari.st
Date: 1991-08-21 05:50:01 UTC
From: thaanuj@prism.cs.orst.edu
Message-ID: <1991Aug21.055001.28812@usenet>
Source record: 229458

In article <1991Aug20.105125.1@simvax.labmed.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <kb21hkINNgsn@iraun1.ira.uka.de>, S_DINGLER@iravcl.ira.uka.de
>(|S| Florian Dingler) writes:
>> If you got an 2 Meg machine, try dumping the formats yourself:
>>
>> You find the .TEX files in the archive INPUTS.LZH. For Plain TeX you'll need
>> PLAIN.TEX. Just type
>>
>> tex 'plain \dump' -i
>
>This won't work with the standard 3.1 release on atari.archive, since there
>is nothing called TEX.TTP. Instead, you have INITEX.TTP and VIRTEX.TTP. To
>build the various formats, the commands would be:
>
>for TeX:
>
> initex 'plain \dump'
>
>for LaTeX:
>
> initex 'lplain \dump'
>
>for SliTex:
>
> initex 'splain \dump'
>

Well, I have 2.5 meg of ram, but that doesn't seem to be much of an issue.
When I un-archive the texfiles at atari.archive, I don't find INITEX.TTP nor
VIRTEX.TTP. I ftp'd /tex/tex31/texbin.lzh, and its main contents were
TEX.TTP and BIGTEX.TTP, among a few others. Perhaps there was confusion
during the directory restructure at atari.archive.

>OR, if you don't have the necessary memory, I will look through my own archives
>and find the copy of the format file mentioned (which I really did get from
>the atari.archive server at one time!), and FTP it back so they'll be
>available for everyone.
>
>> ({\em I like \TeX\ !})
>
>ditto
>
>--
>

>David Paschall-Zimbel davidli@simvax.labmed.umn.edu

I wish to thank everybody for all the helpful hints. I will try them all
when I finish catching up on mail and news.

** *** **
John Thaanum ** *** **
thaanuj@prism.cs.orst.edu ** *** **
thaanuj@mist.cs.orst.edu ** *** **
at445@cleveland.freenet.edu *** *** ***
*** *** ***
"Baseball, hotdogs, **** *** ****
Atari ST's and Chevrolet!" ** *** **

2128. 1st Word plus dictionary format

Newsgroup: comp.sys.atari.st
Date: 1991-08-21 07:42:25 UTC
From: rudi@igc.ethz.ch
Message-ID: <1991Aug21.094225@igc.ethz.ch>
Source record: 229463

Hi All,

A quick question:

Doe anyone know the format of the dictionary files used by
1st Word plus for the atari. I want to write a dictionary maintenance
program, and use the dictionary in other programs.

Any help will be appriciated.

Rudi van Drunen.

rudi@cs.rug.nl
drunen@HGRRUG5.Bitnet

2129. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1991-08-21 08:21:31 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3667@odin.cs.hw.ac.uk>
Source record: 229469

In article <A5717@hh.maus.de> Laurenz_Pruessner@hh.maus.de (Laurenz Pruessner) writes:
>Neil Forsyth (ME!) neil%cs.hw.ac.uk @ SUB wrote on 13.08.91 09:06
>>If some third party developers have done this then I would not consider it an
>>official upgrade. Official upgrades come from Atari with Atari documentation
>>and do not get removed when you send your machine to Atari for repair.
>>Any idea about what the German develpoers did to make it work?
>
>I am one of the developers, I did the software-modifications.

I'm impressed.

>YES, the modified TOS 2.05 runs fine on any ST and YES, TOS is copyrighted by
>Atari. We should instantly stop talking about a project that is not yet
>finished. We're looking forward to meeting Atari on the Atari Fair in
>Dusseldorf and we'll have lots of things to discuss that should not be
>discussed in the public before.

Even if Atari Gmbh say "Hey that's neat. We'll take it" and Germany is flooded with lots of happy new TOS 2.x users that does not necessarily mean Atari US will welcome it. In fact I can see them saying that it is up to them to modify TOS not you and unless they do so I doubt they will support it. If you get Atari US on your side then it's in the bag.

>Maybe we can say more about all of this in a week.

Please do! I find the possibility of fitting TOS 2.x in my '86 ST exciting.
Non hardware orientated people though may be less enthusiastic.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

2130. Re: what I think about GEM

Newsgroup: comp.sys.atari.st
Date: 1991-08-21 09:53:30 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0bahh96@jonh.wimsey.bc.ca>
Source record: 229467
Cross-posted to: comp.sys.atari.st,to.ctrsol

I'm sorry folks, couldn't resist on htis one. Too much time
in news.groups lately, I guess.

In <1991Aug20.223242.11352@ctr.columbia.edu>, Jerry Shekhel writes:

>
>PLEASE get informed before you post. It'll make you look a lot less
>foolish.
>
< how Windows works like GEM deleted >
>
>GEM: try to do the same while you're running a program.

You mean like you can with UIS, Maxifile, Harlekin, or one of
several p.d disk manager type desk accessories.
PLEASE etc..

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

2131. Re: Spectre 256k ROM support (was: System 7 and Spectre GCR)

Newsgroup: comp.sys.atari.st
Date: 1991-08-21 09:59:15 UTC
From: kawakami@monsoon.Berkeley.EDU
Message-ID: <43036@ucbvax.BERKELEY.EDU>
Source record: 229464

If dsmall uses the NuTek ROMS it should be easier for him to support them than the current scheme. Why?

1. NuTek will be working to reconcile incompatibilities between their ROMS and the Apple System and Finder software. Currently, dsmall is doing this work by himself.

2. NuTek will be selling their ROMS to 3rd party clone makers, presumably to increase their market share thus forcing programmers to make their code compatible with NuTek ROMS. To sell the ROMS, NuTek must either strictly regulate the hardware they will plug into, ala PC clones, or document how to write drivers for varied hardware platforms. I tend to lean toward the second (though I know nothing about the NuTek design) because it would allow the development of plug in boards for IBM PCs that would give them Mac compatibility as well. (Imagine a 486 + 68030 running Unix with DesqView windows for Windows and Mac A/UX with sub windows for Mac applications. And another DesqView window for Tetris!)

3. In theory, a lot of the testing would fall into the hands of NuTek and dsmall would get to work on other projects. I'd like to see a true Super-Drive adapter which would give me a floppy that spit out disks and write them at 1.44 meg too. Considering that the 1.44 meg adapters cost so much a cheap alternative that would also write Mac disks would probably do OK.

John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

2132. Re: ST User mag. (was Re: Atari CD-ROM?)

Newsgroup: comp.sys.atari.st
Date: 1991-08-21 10:10:04 UTC
From: Alex.Valdez@actrix.gen.nz
Message-ID: <1991Aug21.101004.9161@actrix.gen.nz>
Source record: 229465

In article <1991Aug14.100048.7856@cged.co.uk> johnr@cged.co.uk (John Richards) writes:
>
> Subscribe to ST Applications, the magazine from the ST Club. It's by far
> the best "serious" ST magazine in the UK.
> --
> John Richards

Details please! How does one get in touch with these people? Would
they accept subscription from the far end of the planet? If so, for
how much?

Ta.
--
==========Alex Valdez==========
"Alas sais na naman, oras ng pagdidili-dili...
Isaisip ang mabuti, ang masama'y iwaksi..."

2133. Re: Minix?? Unix on ST??

Newsgroup: comp.sys.atari.st
Date: 1991-08-21 11:41:03 UTC
From: mathew@mantis.co.uk
Message-ID: <5a3174w164w@mantis.co.uk>
Source record: 229470

[I set followups to comp.os.minix, and he follows up to the one bit which wasn't about MINIX... ho hum...]

pbh@jake.cc.wayne.edu (Patrick Haggood) writes:
> In article <wJPX73w164w@mantis.co.uk> mathew@mantis.co.uk (Industrial Poet) w
> >> how does one get a TOS upgrade to 1.4 or whatever the highest version is?
> >> Is it on disk, or cartridge?
> >It's on ROMs. You have to take your ST to bits with a screwdriver and
> >pliers.
>
> Or, since the ROMS are priced by Atari that having them installed is
> about the same cost as just buying the things, you could take them down
> to a dealer and have them installed there.

"Dealer"?

"DEALER"?!?!

Oh, yes. Atari dealers. I remember those.

> Way to go, Matt; I'm sure "ripping your ST to bits" was just what a new
> Atari user needs to hear.

Well, it's pretty stupid to make the OS ROMs inaccessible without taking the machine to bits. If I designed a computer I'd have the OS on a ROM cartridge of some sort so you could open a section of the case, pull out the old cartridge and plug in the new one.

Didn't Atari do something like that with the 800?

mathew

2134. Blitter for Atari STFM

Newsgroup: comp.sys.atari.st
Date: 1991-08-21 11:46:02 UTC
From: merwooa@crovm3.vnet.ibm.com
Message-ID: <9108211137.AA05262@grape.ecs.clarkson.edu>
Source record: 229466

Does anybody have any schematics or other information regarding the fitting of a blitter chip to an ATARI 520 STFM. I have one of the first blitter ROM machines with space on the mother board for the blitter chip. I bought a blitter chip from Best Electronics at a recent UK show along with a PLCC socket. Unfortunately I managed to mangle the socket and need to get another from somewhere in the UK. Is fitting the chip simply a matter of soldering the socket and plugging in the blitter or are there other things that must be done??

Any help would be appreciated.

Regards,

Adrian Merwood

2135. Re: what I think about GEM

Newsgroup: comp.sys.atari.st
Date: 1991-08-21 12:02:38 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1991Aug21.120238.5594@syma.sussex.ac.uk>
Source record: 229414
Cross-posted to: comp.sys.atari.st,to.ctrsol

From article <1991Aug20.223242.11352@ctr.columbia.edu>, by jerry@connection.prospect.com (Jerry Shekhel):
> Windows:
>
> Click on the file manager if it isn't already running (ah the benefits of
> multitasking). Open a directory window to the hard drive. Do the same for
> the floppy drive. Drag the file from the floppy window to the hard drive
> window. Just like GEM.
>
> GEM: try to do the same while you're running a program.

Agreed, you can't do this with just the plain ol' desktop loaded. but there are lots of desk accessories on the market which give you this capability (i.e. the ability to copy files easily while you're running some other program). Apart from the CLI .ACCs, there are programs like UIS III, Maxifile, even the ancient Crystal. Before anyone carps - I *know* this is not multitasking. It is, however, convenient, and I move files round all the time while using GEM programs.

Cheers,

Graham
--
Graham Thomas, SPRU, Mantell Building, Univ. of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: +44 273 685865

2136. WordPlus, WP, WUP, speed

Newsgroup: comp.sys.atari.st
Date: 1991-08-21 12:20:45 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <31619@know.pws.bull.com>
Source record: 229141

Clarence:

I received your E-mail note and I am replying to both the note and your net posting.

I have both WordPlus and WordPerfect (WP) on my TT. I have been using WordPlus for years and received 3.2 as soon as it was released. I have hardly used WP; I bought it to get around having to use Mass11 on our VAX network here (I intend to write in WP and run a convert utility).

While WP is much more capable than WordPlus, the latter serves my needs better because I have simple needs. When I want to do something complex, I run either Calamus or Pagestream and do real DTP work.

I had WordUP (WUP) for only a short time; I am an Atari dealer part time and I found that WUP crashed too much on my ST (had to remove all my accessories before I could get it to work the first time).

The problem that you will face is when you use a word processor that has multiple fonts that cannot be downloaded to your HP LJ; you'll have to wait forever for outputs. Your files will be bitmapped and sent down the parallel port at a snail's pace. The HP LJ handshakes more slowly than any laser I have ever seen or used!!!

At my day job I have an HP LJ with a Pacific Page postscript cartridge. Compared to my Atari SLM605 on my Mega 2 at home, the TT-HP LJ combination is a dog. Love my SLM605!!!; you should see it fly with Calamus.

So, if your want to run a graphics based word processor, use postscript (without the PS cartridge, the TT-HP LJ system is even worse) or get a real laser; the SLM605.

2137. OVERSCAN PROBLEMS

Newsgroup: comp.sys.atari.st
Date: 1991-08-21 14:23:33 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Aug21.142333.6581@magnus.acs.ohio-state.edu>
Source record: 229468

I just recently got a question about an Overscan problem addressed to me from "Thomas". However, I lost the file before I could reply. Thomas (and whoever else needs to know): I got the 60Hz version of the Overscan driver direct off of GEnie. The file name is simply "OVERSCAN.ARC". With Z-modem it only takes about 15 minutes I think...

Good luck,

|| || || - David Butler (dhbutler@magnus.acs.ohio-state.edu)
|| || ||
|| || || H H RRRR [High Resolution DTP]
|| || || HHHH R R [1996 Summit St. Apt. B]
|| || || H High RRRR [Columbus, Ohio 43201]
||| || ||| R Resolution [voice: (614)-297-7967]
|||| || |||| R R [BUSINESS CALLS ONLY]
- Desktop Publishing

-[For Free ST consulting]- -(Just a little plug for my company)-
-[the Columbus Ohio area]-
-[call Academic Computing]-
-[Services, 9am - 5pm]-
-[Monday - Friday at:]-
-[(614)-292-2919]-

2138. Tos 2.0x coming to an STf(m) near you... NOT!

Newsgroup: comp.sys.atari.st
Date: 1991-08-21 15:08:20 UTC
From: kbad@atari.UUCP
Message-ID: <3027@atari.UUCP>
Source record: 229475

mike@abekrd.co.uk (Mike Quinn) writes:

|[ST User...]
|said that Tos 2.0 would be made available for owners of old Sts on 512K roms.

TOS 2.0 won't fit in 192K, so it can't go in ST's or Megas.
It could be put in an STe, but I don't know about any plans to sell ROM
upgrades for STe's. That doesn't mean it won't ever happen, just that
_I_ haven't heard any marketing rumbles in that direction. I prefer to
stay away from marketing rumbles. ;)

Oh, and TOS 2.0x is the version that comes in the Mega STe. Never fear,
though, if ROM upgrades are ever made available for the 1040 STe, they'll
probably be made available to Mega STe owners, too. (Can you say "Atari
fixed some bugs"? Sure you can.)
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

2139. C++ and Smalltalk for atari-st

Newsgroup: comp.sys.atari.st
Date: 1991-08-21 15:34:46 UTC
From: rnegrete@digi.lonestar.org
Message-ID: <1991Aug21.153446.6498@digi.lonestar.org>
Source record: 229471
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
I am looking for a C++ or/and smalltalk
compiler for Atari-1040-st
PD will be best but I would like to hear from any
moderately priced compilers.
Are there any C++ front ends that will generate
K & R C ?

Thank in advance for any info you can provide me with.

--
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -

Ricardo Negrete rnegrete@digi.lonestar.org
```

2140. Re: Minix?? Unix on ST??

Newsgroup: comp.sys.atari.st
Date: 1991-08-21 19:22:11 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <16954@ccncsu.ColoState.EDU>
Source record: 229472

In refer to recent messages some said you need take the ST to bits in order to upgard the ROM. It's a little misleading. It's true you will have to open the ST up, I did my TOS 1.4 ROM upgard in less than 15 minutes and does not have any trouble with it. It certainly would be easier if the ROM access in a more open area but no need to scare people away from the upgrad.

Tang
sytang@lamar.colostate.edu

2141. Re: Puting a pixel to screen

Newsgroup: comp.sys.atari.st
Date: 1991-08-21 21:15:00 UTC
From: Hayo_Schmidt@hh.maus.de
Message-ID: <A5757@hh.maus.de>
Source record: 229489

William Rosenkranz rosenkra @ convex.com made wanted to show a way, how to put a pixel by writing directly to the screen.

I can delete most of my reply, because K. Isakovic wrote why this is terrible. Just to support him, here is the rest of my message:

The method will not work on my Atari equipped with AutoSwitch OverScan!
It is even worse than using Line-A.
Why:
1) Physbase is not (always) the start of the screen bitmap.
2) The screen width is not (always) the width of the screen bitmap.
3) You never know how the screen bitmap is built physically.

Two conclusions:
1) Never write directly to the screen.
2) Never write mails like W. Rosenkranz's.

Unfortunately i could't answer Lahtinen's question either.
That's why this is the end of my flame.

Not quite: Karsten said the solution is v_marker,
v_pmarker is the correct spelling
(according to 2 DATA BECKER books, which is no proof that i am right, as everybody knows :-)).

And again:
Dave Halliday writes
>Why not use the standard VDI routine to draw a line of length 1 from your
>point to your point? Thus getting a dot?
DATA BECKER "GEM" says v_pline may not be used for putting a dot (which is no proof...)

| Hayo Schmidt Grotiusweg 1 D-2000 Hamburg 55 (Germany) |
| E-Mail (MausNet): Hayo_Schmidt@hh.maus.de |

CAT 1.2p says: Ohne Worte

2142. Re: TeX troubles

Newsgroup: comp.sys.atari.st
Date: 1991-08-21 21:59:53 UTC
From: darius@edm.isac.CA
Message-ID: <1991Aug21.215953.9632@edm.isac.CA>
Source record: 229478

In article <kb21hkINNgsn@iraun1.ira.uka.de> S_DINGLER@iravcl.ira.uka.de (|S| Florian Dingler) writes:
>In <1991Aug20.064315.1773@usenet@CS.ORST.EDU> thaanuj@prism.CS.ORST.EDU writes:
>
>> Yesterday I triumphantly declared that I finally got TeX working. I
>> guess I exaggerated. All the dvi stuff works great. I can preview and
>> print and stuff, however when processing a .tex file, I inevitably get
>> an error like 'fatal format error.' I have a doc that says to use
>> FORMAT31.LZH for the format files. This file does not appear to be at
>> atari.archive. I tried using the stuff in TEXFMT.ARC, and it contained
>> format files, but apparently they are not meant to work with version 3.1.
>
>If you got an 2 Meg machine, try dumping the formats yourself:
>
>You find the .TEX files in the archive INPUTS.LZH. For Plain TeX you'll need
>PLAIN.TEX. Just type
>
>tex 'plain \dump' -i
>

The way you say "if you have a 2 meg machine" makes me think that maybe you can run TeX 3.1 on a 1 meg machine, if you get someone to give you the formats that he has dumped on a larger machine. Is this true? I know that it's true for the version of TeX 2.9 that I got from mail-server@cs.ruu.nl. The reason that I never upgraded to TeX 3.1 was because (a) I wasn't sure I could run it on my 1 meg ST, and (b) I didn't see anything wrong with TeX 2.9 (at least it wasn't bad enough to force me to upgrade).

So, please tell me: can I run TeX 3.1 on a 1 meg machine?

--
Darius S. Naqvi mail:darius@edm.isac.ca
ISA Corp. phone:(403) 420-8081
Edmonton, Alberta, Canada

2143. Re: YG modem

Newsgroup: comp.sys.atari.st
Date: 1991-08-22 04:18:55 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <167207@unix.cis.pitt.edu>
Source record: 229474

>
>I've only seen Y-modem G as part of the Forem BBS's. I've used it without any
>real problems to my ST. The main disadvantage with it is that the speed is
>gained by doing NO error correction - if an error is detected then the
>transfer is aborted. Personally I use Zmodem (using XYZ.TTP).
>
>Geoffrey

Same on this end. Though I do believe that Ymodem G MIGHT be
supported by BBS Express ST (yep, that sucker is still being
updated), and I'd almost swear I've seen YmodemG supported on
BBS Express PRO for the Atari 8-bits (still no zmodem there,
however :-(

Robert Anisko
rjast1@unix.cis.pitt.edu

2144. turboass assembler

Newsgroup: comp.sys.atari.st
Date: 1991-08-22 05:56:04 UTC
From: ermadmin@uniwa.uwa.oz.au
Message-ID: <1991Aug22.055604.9152@uniwa.uwa.oz.au>
Source record: 229477

I have just downloaded turboass from atari.archive and it looks very
good! the problem is, all the docs are in german! Is there an english
translation available as I can't work out what all its features are!
Oh by the way, I do send dosh to sharware authors when I decide to
keep using their software! I just find it difficult to evaluate a
product when I cant understand the manual!
I think that it is VERY important for us all to support sharware
authors.

If you are replying to me via email . here is my proper sig

```
_________________. _--_|\
.______________________________
Clive Salvidge | / \ | Internet : clive@erm.oz.au
Earth Resource | *-->\_.--._/ | ACSnet : clive@erm.oz
Mapping Pty Ltd. | v | Voice : +61-9-388-2900
Western Australia | |
_________< Due to a lack of imagination, this space is blank !
>__________
```

Well, nearly!
..Clive

2145. Re: YG modem

Newsgroup: comp.sys.atari.st
Date: 1991-08-22 06:13:10 UTC
From: REEVES@SLACVM.SLAC.STANFORD.EDU
Message-ID: <91233.221310REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 229476

I believe that Ymodem G is designed for use with modems that do error detection and correction for themselves.

Terry

2146. ST Applications address (was Re: ST User mag. (was Re: Atari CD-ROM?))

Newsgroup: comp.sys.atari.st
Date: 1991-08-22 08:20:12 UTC
From: robing@galadriel.bt.co.uk
Message-ID: <1991Aug22.082012.29179@galadriel.bt.co.uk>
Source record: 229479

From article <1991Aug21.101004.9161@actrix.gen.nz>, by Alex.Valdez@actrix.gen.nz (Alex Valdez):
> In article <1991Aug14.100048.7856@cged.co.uk> johnr@cged.co.uk (John Richards) writes:
>>
>> Subscribe to ST Applications, the magazine from the ST Club. It's by far
>> the best "serious" ST magazine in the UK.
>> --
>> John Richards
>
> Details please! How does one get in touch with these people? Would
> they accept subscription from the far end of the planet? If so, for
> how much?
>
> Ta.
> --
> ================================Alex Valdez==============================
> "Alas sais na naman, oras ng pagdidili-dili...
> Isaisip ang mabuti, ang masama'y iwaksi..."

The magazine ST Applications is published by:

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NG1 1LX
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Tel: 0602 410241 (National)
+ 44 602410241 (International)

who will probably send you a free copy and subscription details if you ask nicely! They quote subscription rates for UK, Europe and the rest of the World.

Robin Gape
robing@uk.co.bt.galadriel

2147. Re: ST User mag. (was Re: Atari CD-ROM?)

Newsgroup: comp.sys.atari.st
Date: 1991-08-22 09:32:01 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1991Aug22.093201.29584@syma.sussex.ac.uk>
Source record: 229416

From article <1991Aug21.101004.9161@actrix.gen.nz>, by Alex.Valdez@actrix.gen.nz (Alex Valdez):
>> Subscribe to ST Applications, the magazine from the ST Club. It's by far
>> the best "serious" ST magazine in the UK.
>> --
> Details please! How does one get in touch with these people? Would
> they accept subscription from the far end of the planet? If so, for
> how much?

The address is:

ST Applications
The ST Club
49 Stoney St.
Nottingham
NG1 1LX
UK

Tel: +44 602 410241

They do indeed accept subscriptions from the far end of the planet. I don't have a copy of the mag. with me at the moment, but I'm fairly sure that an airmail subscription for 12 issues and 6 disks of PD software to places outside Europe is 34.80 pounds. There are cheaper rates if you don't want the disks.

Graham
--
Graham Thomas, SPRU, Mantell Building, Univ. of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: +44 273 685865

2148. TOS 2.0X into old STs: can it or can't it?

Newsgroup: comp.sys.atari.st
Date: 1991-08-22 09:48:57 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1991Aug22.094857.256@syma.sussex.ac.uk>
Source record: 229415

So, TOS 2.0 can't fit into old STs and Megas:

> From: kbad@atari.UUCP (Ken Badertscher)
> Organization: Atari Corp., Sunnyvale, CA
>
> TOS 2.0 won't fit in 192K, so it can't go in ST's or Megas.

Or can it??

> In article <A5717@hh.maus.de> Laurenz_Pruessner@hh.maus.de (Laurenz Pruessner)
> writes:
> >
> >I am one of the developers, I did the software-modifications.
>
> >YES, the modified TOS 2.05 runs fine on any ST and YES, TOS is copyrighted by
> >Atari. We should instantly stop talking about a project that is not yet
> >finished. We're looking forward to meeting Atari on the Atari Fair in
> >Dusseldorf and we'll have lots of things to discuss that should not be
> >discussed in the public before.

I guess it's possible that both are right.

What Ken means, I think, is that you can't just take TOS 2.0x ROMS, slot
them into an ST, and expect it to work.

What Laurenz means, I think, is that you can get a version of 2.0x to
work in an old ST, as long as you also put in various other
modifications. I don't know what these might be, or even how much has
to be changed in hardware. I'd bet you have to know the ST pretty well
to install the modifications, though.

And then there are all the legal and commercial questions....

Graham
--
Graham Thomas, SPRU, Mantell Building, Univ. of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: +44 273 685865

2149. Re: Re: ST User mag. (was Re: Atari CD-ROM?)

Newsgroup: comp.sys.atari.st
Date: 1991-08-22 09:52:46 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Aug22105246@ghiggins.hpl.hp.com>
Source record: 229480

```
++ > Subscribe to ST Applications, the magazine from the ST Club.

++ Details please! How does one get in touch with these people? Would
++ they accept subscription from the far end of the planet? If so, for
++ how much?

I'll post a further response here with STApp's postal address, their email
address and cost details.

Graham Higgins
---- My opinions above are exactly that: my own, and opinions.-----
```

2150. Re: C++ and Smalltalk for atari-st

Newsgroup: comp.sys.atari.st
Date: 1991-08-22 14:00:57 UTC
From: ZVM055@DMSWWU1C.BITNET
Message-ID: <91234.153542ZVM055@DMSWWU1C.BITNET>
Source record: 229481

In article <1991Aug21.153446.6498@digi.lonestar.org>, rnegrete@digi.lonestar.org (Ricardo Negrete) says:
>
>I am looking for a C++ or/and smalltalk
>compiler for Atari-1040-st
>PD will be best but I would like to hear from any
>moderately priced compilers.
>Are there any C++ front ends that will generate
>K & R C ?
There is the GNU C++ system available for the atari, but it requires at least 2meg of mem. The compiler is not a frontend, it produces real 68k code, and there is a link-compatible C-compiler. You can get both from atari.archive.umich.edu.
The smalltalk-system is also at a.a.,but as far as I know it does not have a graphical interface.

Ulrich

+---------------+----------------------------+-----------+
| Ulrich Kuehn | Internet: | no MOTD |
| Stud.Math.Inf | kuehn@math.uni-muenster.de | found yet |
+---------------+----------------------------+-----------+

2151. games and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-08-22 15:11:50 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <1991Aug22.151221.14011@news.cs.indiana.edu>
Source record: 229482

Does anyone know anyway to get "Midwinter" or "Armada" to run on a 1Meg ST520 with TOS 1.4 and a two sided drive? Both games run fine on an ST1040.

2152. Re: TT-UNIX

Newsgroup: comp.sys.atari.st
Date: 1991-08-22 15:20:05 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <2185@richsun.cpg.trs.reuter.com>
Source record: 229263

In article <17364@hydra.Helsinki.FI> luoto@cs.Helsinki.FI (Markku Luoto) writes:

> WHAT's the current status of UNIX for TT ?

> If so, what's the price in Ger. and in U.S., and
> where to get it ???

I second the question!!!

CUL,
Chuck

2153. Gadgets by Small

Newsgroup: comp.sys.atari.st
Date: 1991-08-22 16:42:32 UTC
From: douglas@wpi.WPI.EDU
Message-ID: <1991Aug22.164232.21812@wpi.WPI.EDU>
Source record: 229483

Greetings Atarians..
Could someone please mail me information on
Gadgets by Small? I guess its his Spectre GCR I'm
interested in. Are there any requirements I need to
to know about, price, phone number, anything I should
find useful..
Thanks
Doug White
--
Douglas White douglas@wpi.wpi.edu
Dept. of Chem. Eng.
WPI

2154. long input lines under Gulam

Newsgroup: comp.sys.atari.st
Date: 1991-08-22 16:47:54 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3264@cod.NOSC.MIL>
Source record: 229484

When I run make under Gulam, the line containing the object modules to be linked is > 120 characters. It appears the input to cc.ttp is being truncated at 120 characters. Make runs fine with smaller lines. This is Laser C make and cc, by the way. Is there some method to enable make to feed cc these long input lines under Gulam? It works ok within the Laser C shell.

Mike Healy

healy@cod.nosc.mil

2155. Ataridr.sys for Supercharger needed

Newsgroup: comp.sys.atari.st
Date: 1991-08-22 18:11:43 UTC
From: ameij@vax.oxford.ac.uk
Message-ID: <1991Aug22.191144.1564@vax.oxford.ac.uk>
Source record: 229494

Dear Gang,

We have a Mega 4 here with a Supercharger. The DOS partition of the hard disk got made not-DOS-bootable-any-more by accident and our floppy disk drive destroyed the original Supercharger distribution disks, so we can't run the thing. We are having difficulty getting the people we bought it from to respond, so I wondered if some kind person would mind sending me a copy of ATARIDR.SYS which my PC loving (and partition wiping and floppy bashing, but let it pass...) office mate assures me is what we need, the rest being on the hard disk somewhere still.

I know this may be dodgy copyright-wise, but what the hell, you need a Supercharger to make any use of the program, and we're not keen enough to reverse engineer one from the adverts ....

Jan Ameij
O.U. Department of Applied Metaphysics

ameij @ uk.ac.oxford.vax

PS Is v1.4 the latest Supercharger driver?

2156. Re: TeX troubles

Newsgroup: comp.sys.atari.st
Date: 1991-08-22 18:49:07 UTC
From: S_DINGLER@iravcl.ira.uka.de
Message-ID: <kb81p3INN7q5@iraun1.ira.uka.de>
Source record: 229485

> The way you say "if you have a 2 meg machine" makes me think that
> maybe you can run TeX 3.1 on a 1 meg machine, if you get someone to
> give you the formats that he has dumped on a larger machine. Is this
> true?
I think that'll work. I've got the formats dumped (I have a 2Meg machine), my
TeX runs perfectly. Nevertheless I can't figure out how to upload s.th. to
atari.archive, because if I knew how to do that, I would have uploaded the
formats days ago.

So, please tell me: can I run TeX 3.1 on a 1 meg machine?
get your hands on the formats and try it out.
and please give a little report here...

f.

> --
> Darius S. Naqvi mail:darius@edm.isac.ca
> ISA Corp. phone:(403) 420-8081
> Edmonton, Alberta, Canada

--[cut here]-----------------+------------------------------
Florian Dingler |
Litzenhardtstrasse 22 | eMail:
W-7500 KARLSRUHE 1 | S_DINGLER@irav1.ira.uka.de
Tel.:(+49) 721-861216 | UKDP@dkauni2.de

2157. Spectre GCR & SoftPC

Newsgroup: comp.sys.atari.st
Date: 1991-08-22 19:54:05 UTC
From: malay@sae.com
Message-ID: <1991Aug22.195405.17449@sae.com>
Source record: 229486

Does anybody know if its possible to run the Mac program SoftPC
on the Spectre GCR? Can a Mac emulator emulate a PC?

Bob Malay

2158. Gulam problems [was Re: long input lines under Gulam]

Newsgroup: comp.sys.atari.st
Date: 1991-08-22 21:27:33 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Aug22.212733.17129@wam.umd.edu>
Source record: 229488

In article <3264@cod.NOSC.MIL> healy@cod.NOSC.MIL (Mike Healy) writes:
>
>When I run make under Gulam, the line containing the object
>modules to be linked is > 120 characters. It appears the
>input to cc.ttp is being truncated at 120 characters. Make
>runs fine with smaller lines. This is Laser C make and cc,
>by the way. Is there some method to enable make to feed cc
>these long input lines under Gulam? It works ok within the
>Laser C shell.

The only way to get around this (as far as I know) is to archive your files into a library so that the command line doesn't get that long. It's not really Gulam's fault, though. The command line length limit is imposed by the OS.

Gulam has its own problems, though, some of which make certain trivial operations impossibly difficult. I've wasted more time trying to get Gulam shell scripts to work than I care to think about. Examples:

1:

Gulam caches .g files when it sees them, but by filename, not pathname. This means that if you have two different foo.g files in two different places you'll horribly confuse Gulam. E.g.,:

```
cd dir1
foo.g
cd ..
cd dir2
foo.g
cd ..
```

will crash Gulam because it'll think that it's already read foo.g from dir1/foo.g when it gets to dir2/foo.g, and so it'll run dir1/foo.g twice (and get very befuddled in the process).

2:

Gulam's wildcard expansion is broken. If you have the line

```
foreach i { *.c }
echo foo
echo bar
endfor
```

in a script file and there are no files with the .c extension, Gulam will report "'*.c' failed," but will then echo foo and bar and report

"extraneous endfor". In other words, you can't use a wildcard in a foreach unless you know that some files matching the wildcard exist beforeheand. And there's no way to check that because you can't query a wildcard expansion for validity.

3:

The ... operator doesn't ever work at all, at least on my 2.5Meg ST with TOS 1.4. It just works for a while and then locks up the machine.

It's a shame that Gulam has these problems. At the moment I can't recommend it, even though it's an otherwise comfortable programming environment. It used to be my favorite, but after wasting 12+ hours trying to get various simple directory traversal operations to work I'm about to delete it (a couple times, for good measure, nyah-ha!).

If only it were still being supported, or if we had source... :-(

Dave Baggett
dmb@wam.umd.edu

2159. Floppy Disk Warranties

Newsgroup: comp.sys.atari.st
Date: 1991-08-22 22:28:24 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Aug22.222824.11341@lsuc.on.ca>
Source record: 229487

This is going to be the last of my postings on this topic for a fairly long time. Essentially, I've run out of "bad floppies" to send back. :-)

As you may recall, I've sent back floppy disks to Fuji and BASF and reported their replies. In effect, both companies replaced their floppies as per their warranties and sent back "something extra" to re-imburse me for my time and expenses in making the warranty claims.

Now, since the earliest days of my Atari ST, I've used some Xidex and Precision disks. These disks were hard to keep track of because they were essentially unlabelled. However, they were serial numbered, and I kept track of the serial numbers. The first problem I had was tracking down the company. Xidex (who own the Precision trademark) was apparently bought up by Dysan who in turn was bought up by someone else. In the end, I sent them to Dysan in Canada. The reply was fairly prompt (faster than the other companies as far as I can remember). The note says "Please find enclosed a replacement box of Precision diskettes, honouring their warranty." Now, overall, there's not much to complain about in this respect, but I noted something I'm not happy about. These new Precision diskettes don't have serial numbers. In fact, they have no easy distinguishing features at all. There is no easy way to tell a new Precision diskette from any other "white box" diskette. So if one goes bad, how do I know it is a Precision this time in order to claim a warranty replacement? Yes, there's still a "Lifetime warranty to meet or exceed ANSI standards." It seems to me that Xidex doesn't want me to know it's a Precision disk, so I can't claim any replacements against their warranty. This is typical for "white box" diskettes, but it's not what I expect from Dysan.

With that minor sore point, overall, I'm fairly satisfied with their response, though not quite as happy as I was with BASF and Fuji.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

2160. Re: Tos 2.0x coming to an STf(m) near you... NOT!

Newsgroup: comp.sys.atari.st
Date: 1991-08-23 02:17:29 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <167696@unix.cis.pitt.edu>
Source record: 229490

In article <3027@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>mike@abekrd.co.uk (Mike Quinn) writes:
>
>|[ST User...]
>|said that Tos 2.0 would be made available for owners of old Sts on 512K roms.
>
Just wondering what the advantages of TOS 2.0x really are in
comparison to a regular 1040ST. And also, how do these features
compare to GEMINI 1.2 desktop? Gemini has alot of nice features,
and I couldn't see upgrading past my TOS 1.4 unless there was something
VERY special about it, like say multitasking (though I'm surviving
on MultiGEM at the moment...)

Robert Anisko
rjast1@unix.cis.pitt.edu

2161. Re: Gulam problems [was Re: long input lines under Gulam]

Newsgroup: comp.sys.atari.st
Date: 1991-08-23 04:36:00 UTC
From: ersmith@ria.ccs.uwo.ca
Message-ID: <4325@julian.uwo.ca>
Source record: 229491

In article <1991Aug22.212733.17129@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>In article <3264@cod.NOSC.MIL> healy@cod.NOSC.MIL (Mike Healy) writes:
>>
>>When I run make under Gulam, the line containing the object
>>modules to be linked is > 120 characters. It appears the
>>input to cc.ttp is being truncated at 120 characters. Make
>>runs fine with smaller lines.
>
>The only way to get around this (as far as I know) is to archive your
>files into a library so that the command line doesn't get that long.
>It's not really Gulam's fault, though. The command line length limit
>is imposed by the OS.

Yes and no. Atari *has* published an official spec on how to put arguments into the environment, thus allowing more than 126 characters to be passed to a program. Gulam (more or less) supports this; just put "set env_style mw" in your gulam.g. (The Atari standard is very similar to the earlier Mark Williams ARGV standard, hence the "mw".)

Unfortunately, Laser C does not (or did not -- I haven't bothered getting upgrades recently) use the Atari recommended method. Instead, they invented their own method (arguments are placed in an environment variable called MMARGV). Hence, their own shell works fine with cc.ttp etc., but nobody else's does.

Gratutitous plug: if you're a programmer, *please* use a library that uses the official Atari sanctioned method of passing arguments in the environment. I hope the people supporting dLibs have fixed it to do this. Anyone needing sample code should grab either the standard gcc or the MiNT library; there's source code (in C) there for both argument parsing routines (for program startup) and also argument passing routines (for passing things to children; see spawn*.c).

> [list of some problems gulam deleted]

Personally, I find the redirection bugs the most annoying (programs starting with certain letters cannot be redirected; instead, the redirection (e.g. '>foo') is passed as an argument).

>If only it were still being supported, or if we had source... :-(

Yeah, a MiNT aware version of gulam would be really nifty. Sigh. Anyone feel like trying a port of tcsh? (bash is OK, but (a) it only works with MiNT, and more importantly (b) because of gulam I'm more comfortable with csh syntax).

Eric Smith
ersmith@julian.uwo.ca

2162. Re: turboass assembler

Newsgroup: comp.sys.atari.st
Date: 1991-08-23 05:04:22 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0balkz8@pfunk.hanse.de>
Source record: 229272

In <1991Aug22.055604.9152@uniwa.uwa.oz.au>, Earth Resources Mapping writes:
>I have just downloaded turboass from atari.archive and it looks very
>good! the problem is, all the docs are in german! Is there an english
>translation available as I can't work out what all its features are!

Some months ago, I told the author Markus Fritze about the rumors with
the german docs. I don't know, if he has already translated them, but he
stated that he is willing to do it. If you want to write him, his net-
address is : Markus_Fritze@hh2.maus.de

Michael

--
/-----------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-----------------------------------/

2163. Re: ST Applications address

Newsgroup: comp.sys.atari.st
Date: 1991-08-23 08:37:15 UTC
From: johnr@cged.co.uk
Message-ID: <1991Aug23.083715.27746@cged.co.uk>
Source record: 229498

In article <1991Aug22.082012.29179@galadriel.bt.co.uk> robing@galadriel.bt.co.uk (Robin Gape) writes:
>From article <1991Aug21.101004.9161@actrix.gen.nz>, by Alex.Valdez@actrix.gen.nz (Alex Valdez):
>>
>> Details please! How does one get in touch with these people? Would
>> they accept subscription from the far end of the planet? If so, for
>> how much?
>>
>The magazine ST Applications is published by:
>
> The St Club
> 49, Stoney Street
> NOTTINGHAM
> NG1 1LX
> England
>Tel: 0602 410241 (National)
> + 44 602410241 (International)
>
>who will probably send you a free copy and subscription details if you
>ask nicely! They quote subscription rates for UK, Europe and the rest of
>the World.
>
My latest issue (august 1991) gives these rates (all in pounds sterling):

UK: 12 issues #15.00

Air mail to Europe: 12 issues #18.00

Air mail worldwide: 12 issues #28.00

They say that if you wish to cancel your subscription at any time, they will refund the full unused balance by return of post.
--
John Richards

2164. Re: Tos 2.0x coming to an STf(m) near you... NOT!

Newsgroup: comp.sys.atari.st
Date: 1991-08-23 08:47:49 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3686@odin.cs.hw.ac.uk>
Source record: 229495

In article <3027@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>mike@abekrd.co.uk (Mike Quinn) writes:
>
>|[ST User...]
>|said that Tos 2.0 would be made available for owners of old Sts on 512K roms.
>
> TOS 2.0 won't fit in 192K, so it can't go in ST's or Megas.

Well the word is that there is some hardware hacking going on too. We'll know more next week hopefully when they let the cat out of the bag.

> It could be put in an STe, but I don't know about any plans to sell ROM
>upgrades for STe's. That doesn't mean it won't ever happen, just that
>_I_ haven't heard any marketing rumbles in that direction. I prefer to
>stay away from marketing rumbles. ;)

Probably a wise move. Perhaps this was what Landon did.

> Oh, and TOS 2.0x is the version that comes in the Mega STe. Never fear,
>though, if ROM upgrades are ever made available for the 1040 STe, they'll
>probably be made available to Mega STe owners, too.

Good. What is your opinion of patched versions of TOS 2.0x? I think we already know.

> (Can you say "Atari fixed some bugs"? Sure you can.)

Yes but I have to wash my mouth out afterwards. :-)

> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari Corp. System Software Engine
> / | \ #include <disclaimer>

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

2165. Re: games and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-08-23 11:38:06 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug23.113806.13166@actrix.gen.nz>
Source record: 229492

In article <1991Aug22.151221.14011@news.cs.indiana.edu> pwp@iuvax.cs.indiana.edu (Paul Purdom) writes:
> Does anyone know anyway to get "Midwinter" or "Armada" to run on a
> 1Meg ST520 with TOS 1.4 and a two sided drive? Both games run fine
> on an ST1040.

Well I have no Problems with Midwinter, and TOS 1.4, may be you have a Faulty or Poor drive, or even a bad copy of the game..

Test the Disks with a Copy Program to see if there are no errors, a lot of games don't check for errors when loading.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2166. Re: Spectre GCR & SoftPC

Newsgroup: comp.sys.atari.st
Date: 1991-08-23 13:44:06 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Aug23.134406.23466@magnus.acs.ohio-state.edu>
Source record: 229493

In article <1991Aug22.195405.17449@sae.com> malay@sae.com (Bob Malay) writes:
>Does anybody know if its possible to run the Mac program SoftPC
>on the Spectre GCR? Can a Mac emulator emulate a PC?
>
>Bob Malay

Out of curiosity I tried this back with Spectre 2.65 or such. It did not work at that point. Of course there are new Soft PC products and new Spectre versions since then, so it might just work...

One of the local Mac stores has a "no-hassle-return-policy" (which only takes about 45 minutes of paperwork to complete), so I can pretty much try whatever I want and take back what does not work on the GCR. Needless to say this makes me much less nervous about buying new Mac products that may or may not work...

|| || || - David Butler (dhbutler@magnus.acs.ohio-state.edu)
|| || ||
|| || || H H RRRR [High Resolution DTP]
|| || || HHHH R R [1996 Summit St. Apt. B]
|| || || H High RRRR [Columbus, Ohio 43201]
||| || ||| R Resolution [voice: (614)-297-7967]
|||| || |||| R R [BUSINESS CALLS ONLY]
- Desktop Publishing

-[For Free ST consulting]- -(Just a little plug for my company)-
-[the Columbus Ohio area]-
-[call Academic Computing]-
-[Services, 9am - 5pm]-
-[Monday - Friday at:]-
-[(614)-292-2919]-

2167. Railroad Tycoon

Newsgroup: comp.sys.atari.st
Date: 1991-08-23 15:48:02 UTC
From: bill@mwca.UUCP
Message-ID: <1907@mwca.UUCP>
Source record: 229255

I've seen two references to Microprose's Railroad Tycoon being ported to the ST. Railroad Tycoon is a sensational simulation; can anyone confirm or refute whether this port is actually taking place?

--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

2168. Re: Spectre GCR & SoftPC

Newsgroup: comp.sys.atari.st
Date: 1991-08-23 16:58:11 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Aug23.165811.8057@rodan.acs.syr.edu>
Source record: 229251

In article <1991Aug22.195405.17449@sae.com> malay@sae.com (Bob Malay) writes:
>Does anybody know if its possible to run the Mac program SoftPC
>on the Spectre GCR? Can a Mac emulator emulate a PC?
>
>Bob Malay

Good question Bob. I'd like to know, too. I DO know,
however, that Insignia Solutions' other product, i.e.
AccessPC, does work on Spectre. Access PC lets you read msdos
floppies in Mac mode (under Spectre 3.0). The only drawback
is that while it accesses msdos hard disks too, it cannot do
this under Spectre, since Spectre doesn't recognize scsi
connections. Thus, while a true Mac can read msdos syquest
cartridges, I cannot read them using Spectre due to the
limitation I just mentioned...I'll say it again: I wish this
could be corrected...somebody...anybody!
--Gerry
ggreenbe@rodan.acs.syr.edu

2169. Falcon Disks

Newsgroup: comp.sys.atari.st
Date: 1991-08-23 17:04:49 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Aug23.170449.14765@oz.plymouth.edu>
Source record: 229382

Hello fellow Falcon players,

I'm looking to buy some of those extra flight scenarios. Anyone have
any that they want to sell. If so please send me E-mail, I don't have a local
dealer (one is about 2 hours away).

Stephan

--
\/\/\/

2170. Reading Amiga Disks

Newsgroup: comp.sys.atari.st
Date: 1991-08-23 17:25:24 UTC
From: Al_Crawford@edinburgh.ac.uk
Message-ID: <16601@skye.dcs.ed.ac.uk>
Source record: 229496

Anyone know of a utility that'll allow me to read bog-standard Amiga disks on a bog-standard DS Atari drive? I don't need the ability to write, or format or anything like that, just the ability to pull a file off an Amiga disk and spit it out as a TOS format file on an ST disk.

--
Al Crawford - Al_Crawford@edinburgh.ac.uk
"Such a digital lifetime, it's been by numbers all the while"

2171. Re: Gulam problems [was Re: long input lines under Gulam]

Newsgroup: comp.sys.atari.st
Date: 1991-08-23 17:25:25 UTC
From: apratt@atari.UUCP
Message-ID: <3030@atari.UUCP>
Source record: 229261

dmb@wam.umd.edu (David M. Baggett) writes:
>Gulam has its own problems, though, some of which make certain trivial
>operations impossibly difficult. [Examples 1 and 2 deleted]

Funny that you should mention two problems with Gulam that I *haven't*
encountered and none that I *have* seen. Oh, well.

>3: The ... operator doesn't ever work at all, at least on my 2.5Meg ST
>with TOS 1.4. It just works for a while and then locks up the machine.

I believe this is not Gulam's fault, because "..." always works for me.
Hmmm... Do you run POOLFIX3? It is a program which fixes a bug in TOS 1.4
(and also 2.01 and 3.01), and that bug will EASILY be triggered by the
stuff that "..." does: lots of malloc'ing and lots of directory traversals.
Do you run FOLDR100? Do. TOS 1.4 drastically improves the situation with
respect to the 40-folder problem, but does not make it go away completely.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2172. Atari ST for sale, Vision for Mac, synthworks D50 for St

Newsgroup: comp.sys.atari.st
Date: 1991-08-23 18:52:52 UTC
From: chad@oscar.cs.byu.edu
Message-ID: <1991Aug23.185252.6328@hamblin.math.byu.edu>
Source record: 229497
Cross-posted to: rec.music.synth,comp.sys.atari.st,alt.for_sale

```
--

I have a bunch of stuff for sale. If interested call
(801) 484 2313 before Sunday afternoon (aug 25). After that day call
(508) 433 2108 (pepperell, MA). Ask for chad.

**************************************8

Atari ST, mono monitor, and 24 pin multi-font printer.
1 meg RAM, HD interface (home built), DSDD floppy, SM124 monochrome monitor
(super sharp). The printer is the NEC P2200.
The computer has an external industrial strength power supply (Boschert)
because the original wimp supply died.
Software inlcudes Atari Wordperfect word processor, personal Pascal 2.0
compiler,
microsoft (not sold by microsoft but by the same people) flight
simulator,
balance of power game by chris crawford, lots of public domain stuff
and a hard disk backup utility (commercial).
This is an excellent MIDI computer. Has not seen use in a year asI have
bought a Mac.

$550. With a 40 meg HD $750. (HD needs a case but hooks to the
same power supply as the computer -- the power supply could probably
run a lot of ataris and HD -- 25 amps at 5 volts, 5 amps at 12 or some such
rating, I was told it had a worth of $100 by itself, very stable and requires
almost no load).

---------

Vision V1.2 for the mac. Excellent pro-quality sequencer and very popular.
Can be upgraded to V1.3 for $29. I will transfer the studio name to you also
that it was registered under so that you will have full Opcode support.
Sam Ash wants $370 (at least they did a few months ago).
All for $200!

----------------

Steinberg SYNTHWORKS D50 for Atari ST. Excellent editor and librarian for
Roland D50 synth.

$25. If you buy the ST then $5.

-------------------

email chad@nutela.enet.dec.com or call before Aug 25 (801) 484 2313 and
ask for Chad
```

or after 25 aug call (508) 433 2108.

I will be traveling from Utah to MA from Sunday night through Tuesday afternoon
and will not be able to reply to requests until then.

Chad

****
Chad Leigh
Brigham Young University / on leave from DEC
chad@yvax.byu.edu / chad@norge.enet.dec.com
****

2173. Atari ST Blank Rom Cards

Newsgroup: comp.sys.atari.st
Date: 1991-08-23 19:14:08 UTC
From: COLLORA@LMUACAD.BITNET
Message-ID: <91235.121409COLLORA@LMUACAD.BITNET>
Source record: 229274
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

Hello Out there in Cyberspace...

I am currently looking into converting an ATARI ST into a Macinotsh. I already have a set of MAC ROMS (64K ROMS, 128K ROMS) that I would need to plug into the atari. My question is, where can I get the blank ROM cards that go into the side the ST, and also, is there anything else special involved? I have the MAC OS already, and I already have a monitor. So that's no problem. All replies are greatly appreciated...

Thank You for your time,

Salvatore Collora
COLLORA@LMUACAD.BITNET

2174. Re: YG modem

Newsgroup: comp.sys.atari.st
Date: 1991-08-23 19:40:57 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <yuD674w164w@ersys.edmonton.ab.ca>
Source record: 229499

rjast1@unix.cis.pitt.edu (Robert J Anisko) writes:

> >
> >I've only seen Y-modem G as part of the Forem BBS's. I've used it without a
> >real problems to my ST. The main disadvantage with it is that the speed is
> >gained by doing NO error correction - if an error is detected then the
> >transfer is aborted. Personally I use Zmodem (using XYZ.TTP).
> >
> >Geoffrey
>
> Same on this end. Though I do believe that Ymodem G MIGHT be
> supported by BBS Express ST (yep, that sucker is still being
> updated), and I'd almost swear I've seen YmodemG supported on
> BBS Express PRO for the Atari 8-bits (still no zmodem there,
> however :-(
>
> Robert Anisko
> rjast1@unix.cis.pitt.edu

Ymodem-G is actually a great program. Unfortunately, the only ST BBS program that I've seen it is Forem/Turbo. I know that all of the IBM boards I've seen support it. I wonder though, what the difference between Ymodem-G and ASCII are, really? Ymodem-G is more informative, and you can send Binary files using it. Well, I guess those are the differences. Are there any others, though? One problem with the program is that you can't send data using it. You can only receive. I used to use Zmodem for everything, but with my new modem it seems I can't. I have a Supra 2400+ with TOS 1.4 (aka "The Rainbow TOS") which claims to use RTS/CTS if you want. I guess it isn't really fixed, though, since I get 512 Byte blocks with Dterm and and strange messages from SZ and XYZ. Only when sending, though. Anyway, I've stopped caring about that for a while now, though. Does anyone know if there is a Ymodem-G UPLOAD utility around?

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

2175. Re: YG modem

Newsgroup: comp.sys.atari.st
Date: 1991-08-23 19:44:11 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <c1D675w164w@ersys.edmonton.ab.ca>
Source record: 229500

REEVES@SLACVM.SLAC.STANFORD.EDU (Terry Reeves) writes:

> I believe that Ymodem G is designed for use with modems that do error
> detection and correction for themselves.
>
> Terry

Yes, it is. If there is an error during the transfer, the program just aborts. No questions asked. Then again, if an error gets through a modem with V.42bis or MNP 5 then the line must be in REALLY bad shape. Using Ymodem-G without an error correcting modem is only safe on a crystal clear line that you never get line noise on. Even then it is a gamble since it only takes one character to mess you up...:)

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>

<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

2176. Re: Gulam problems [was Re: long input lines under Gulam]

Newsgroup: comp.sys.atari.st
Date: 1991-08-23 20:43:36 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440170@hplsla.HP.COM>
Source record: 229258

dmb@wam.umd.edu (David M. Baggett) writes:

> It's a shame that Gulam has these problems. At the moment I can't
> recommend it, even though it's an otherwise comfortable programming
> environment. It used to be my favorite, but after wasting 12+ hours
> trying to get various simple directory traversal operations to work I'm
> about to delete it (a couple times, for good measure, nyah-ha!).
>
> If only it were still being supported, or if we had source... :-(
> ----------

I'd delete it too, except I know of nothing better. Any ideas? (Not limited to PD or Shareware...)

%%%

2177. Re: Tos 2.0x coming to an STf(m) near you... NOT!

Newsgroup: comp.sys.atari.st
Date: 1991-08-23 21:25:54 UTC
From: es2a+@andrew.cmu.edu
Message-ID: <wchLpWe00Vp_05BI0O@andrew.cmu.edu>
Source record: 229254

[Sorry, my newsreading software doesn't do quotes]
KBad speculates about TOS 2.x in 1040STEs and TOS >2.x in all STEs...

Yes, well what about my 1040STE with *SOLDERED-IN ROMS*? I'll have to go to the trouble of desoldering the ROMs and soldering in sockets, all because Atari was too cheap to spend the extra $0.50 for the sockets? I don't have a local Atari dealer, and probably wouldn't trust them to do the work anyway, so I have to remedy the problem myself. What about those users who can't do the work themselves, and don't have a local dealer? Talk about being left out in the cold...

It's totally backwards for Atari to go from socketing the ROMs and soldering the CPU (like in the 1040STF I used to own) to socketing the CPU and soldering the ROMs (like in my 1040STE, ordered direct from Atari Corp. in January). I'm sure a higher percentage of users will want to upgrade ROMs than their CPU! What competent person would have made this sort of decision? I know none of this is KBad's fault, but I'm hoping to make my feelings known. I'm an Atari Professional Developer, and Atari's not making machines upgradeable hurts not just *me*, but also indirectly hurts my business, since it means I'll have to program for older, buggier machines.

As an aside, since Atari has made different ROM sizes jumper modifiable in the STE (i.e. change a jumper to add larger ROMs), why would they possibly solder in the ROMs? This is inconsistent design.

-Eric Stuyvesant
es2a+@andrew.cmu.edu || es2a%andrew@CMCCVB || JNET%"es2a%andrew@CMCCVB"
al782@cleveland.Freenet.Edu || {uunet,harvard}!andrew.cmu.edu!es2a
"To hate is to study, to study is to understand, to understand is to appreciate, to appreciate is to love." -John A. Wheeler
Go MEMS!

2178. Re: ATW adon for ST's (was RE: CD-I)

Newsgroup: comp.sys.atari.st
Date: 1991-08-23 21:44:10 UTC
From: jvance1@maxwell.oac.uci.edu
Message-ID: <28B581AA.2245@orion.oac.uci.edu>
Source record: 229252

In article <1991Aug16.172116.2704@cunixf.cc.columbia.edu> cmm1@cunixb.cc.columbia.edu (Christopher M Mauritz) writes:
>In article <1991Aug12.203647.431@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:

>>While talking about the ATW it is now available for 2500pounds with
>>educational discount. (Thats Half price!)
>
>So what? You can go out right now and buy a 21 MIP Sun SPARCstation
>ELC for the same price in the US (about US$5,000). Wouldn't it be
>better to own a SUPPORTED workstation that runs a real unix and that
>you could do real development work on?

I think the idea is that you can do parallel processing research type development or just explore parallel systems. The ATW was mostly, as I understand it, intended to make use of parallel processing for the benefits that parallelism offers over powerful single RISC processors. Not just to become as powerful as similar RISC systems.
Obviously a SPARCstation and ATW are going to fulfill different needs and uses. Given a similar price, I would much rather have an ATW or any || system over a SPARCstation any day just for the fact that it is parallel and that interests me more. And hey, when you need more power, throw in four more T800s on a daughter board and you're set!

--
Joachim Vance
^~^~^~

2179. Lock up at atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1991-08-23 22:07:08 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Aug23.220708.23881@terminator.cc.umich.edu>
Source record: 229256

For those of you experiencing lockup when you try to 'get' files from the archive,

1. Yes, I know the problem exists.

2. It's due to the funny statewide network we have here called merit. There's a part of it called UMnet that connects our campus together, and occaisonally, the part that controls the archive's host's interactions with the internet goes berserk. Certain character sequences trigger it. It should be fixed soon.

3. You're not alone. I can't read any mail if the subject begins with the characters 'IRC'. We just have to deal with it until it gets fixed.

weiner
--
Jeff Weiner --- weiner@{ub.cc, um.cc, atari.archive}.umich.edu
Corner of Packard and State, 2nd house from Blue Front on Arbor
Couldn't think of a witty saying to go here - give me some time

2180. Re: YG modem

Newsgroup: comp.sys.atari.st
Date: 1991-08-23 22:48:15 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Aug23.224815.4762@wam.umd.edu>
Source record: 229259

In article <yuD674w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
> I used to
>use Zmodem for everything, but with my new modem it seems I can't. I
>have a Supra 2400+ with TOS 1.4 (aka "The Rainbow TOS") which claims to
>use RTS/CTS if you want. I guess it isn't really fixed, though, since I
>get 512 Byte blocks with Dterm and and strange messages from SZ and XYZ.
>Only when sending, though.

Your Zmodem problem is probably easily fixed. Timeouts during uploads but not during downloads almost always indicate a disparity between what the modem thinks the flow control is set to and what the terminal program thinks the flow control is set to. Make sure your terminal program is not doing flow control of its own. Try setting flow control to OFF and see if your uploads work without hanging.

I had the same problem with my 9600 baud modem; getting the parameters right fixed the problem. I highly recommend the ports of sz and rz for the ST. I believe they were done by Bammi, but please correct me if I'm wrong. In any case, I've found them to be more robust that xyz.ttp and easier for batch transfers. Works like a charm!

Dave Baggett
dmb@wam.umd.edu

2181. 127 windows?

Newsgroup: comp.sys.atari.st
Date: 1991-08-23 23:12:18 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <1991Aug23.231218.21136@usenet.ins.cwru.edu>
Source record: 229253

This doesn't seem to have made it last time, so here goes again:

I read about a program in Z*Net called WINXV13.LZH that allows you
to get 127 windows on the screen simultaneously. Would anyone happen to
have this that they could upload it to the Terminator archive? Much thanks
in advance.

--
Doug Wokoun / / | If you don't
(aa384@cleveland.Freenet.Edu) [o]-[o] | stand for something,
||| L ((((STe)))) | you will
Atari / | \ S I G ___/ | fall for anything.

2182. Re: TOS 2.05 & 3.XX, What Machines?

Newsgroup: comp.sys.atari.st
Date: 1991-08-24 00:45:15 UTC
From: as903@cleveland.Freenet.Edu
Message-ID: <1991Aug24.004515.2249@usenet.ins.cwru.edu>
Source record: 229257

my STe with TOS 1.6 has larger sockets installed presumeably for tos 2.0
I have heard that TOS 2.0 form then mega STe works in these machines..NOW
if only Atari would make it available...

2183. Re: Lock up at atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1991-08-24 04:01:10 UTC
From: steve@thelake.mn.org
Message-ID: <A3089438487@thelake.mn.org>
Source record: 229271

[In article <1991Aug23.220708.23881@terminator.cc.umich.edu>,
weiner@terminator.cc.umich.edu (Jeff Weiner) writes ...]

> For those of you experiencing lockup when you try to 'get' files from the
> archive,

Does this affect BART as well? I've been trying for several days to
get a current index ... archive-server@twitterpater.eng.sun.com
doesn't seem to be working, either. No response. No bounced mail. No
nothing.

I'm trying to track down RDYE (STE version of the Mark Williams
RAMdisk) and an old-TOS GEM-autoboot program as favors for two
different people.

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org
Member, Burned Out Newspapercreatures Guild

2184. Re: Tos 2.0x coming to an STf(m) near you... NOT!

Newsgroup: comp.sys.atari.st
Date: 1991-08-24 05:43:54 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1991Aug24.054354.6290@usenet.ins.cwru.edu>
Source record: 229260

Oh, c'mon, that's been Atari's #1 problem since 1984.

NOT THINKING AHEAD.

There seems to be a problem in engineering and production.

I have no idea where their brains are sometimes.

The 1040 STe was released and mass produced while being full of bugs
(bad DMA, TOS problems).

The Mega STe has page flipping problems and supposely many other problems.

The TT/030 has problems with a monitor on top of it! There is supposely
drive access problems, etc. The 19" monitor won't even fit on top of the
TT/030, in fact- I doubt any monitors can be used on top of the TT!

The drive controller chip doesn't work with 1.44 disk drives.
Atari finally decided when the Mega STe and TT/030 was produced that it
may be a good idea to include a 1.44 drive with it.

I remember two years ago Atari asked the public if they wanted a 1.44 drive
with the TT/030! The public overwhelmingly said YES! A few months ago
Atari finds out they can't even include one.

The almighty Mega STe and TT/030 with a 720k drive.

I read close to 5 pages single spaced from a user on Usenet about bad
designs of the TT/030.

At this time last year, Atari was going to make a 16MHz TT!
Can you believe it? They changed over the speed of the microprocessor
but nothing else on it.

Atari lost a LARGE)INCREDIBLY(LARGE market in multi-media mainly since
not even the TT/030 can do even simple multitasking.

The engineers there should have thought of it.

The Mega STe should have had at least 1 higher resolution (with more colors).

There is little reason why Atari won't let users upgrade to the Mega STe
TOS- AT LEAST 1040 STe users.

I could go on and on and on...

The one thing I would really wish for Atari employees to do is when they
read this, they would let someone know at Atari our concerns.

Remember- if this keeps up, you might not be working at Atari! Not because you aren't good, it is because Atari might not be around.

And I have no idea how you could just not care.

You can always tell a good company by its customer suggestion box.
What customer suggestion box?

If the company has one, it is a good company.

Len

P.S.- maybe Atari might want to consider making their next computer-
Jaguar and ST compatible.
--

2185. Re: Tos 2.0x coming to an STf(m) near you... NOT!

Newsgroup: comp.sys.atari.st
Date: 1991-08-24 06:49:47 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <46022@cup.portal.com>
Source record: 229262

Eric Stuyvesant writes:
>I'm hoping to make my feelings known. I'm an Atari Professional
>Developer, and Atari's not making machines upgradeable hurts not just
>*me*, but also indirectly hurts my business, since it means I'll have to
>program for older, buggier machines.

>As an aside, since Atari has made different ROM sizes jumper modifiable
>in the STE (i.e. change a jumper to add larger ROMs), why would they
>possibly solder in the ROMs? This is inconsistent design.

Atari Corp.'s official position is that NONE of their computer products before the TT030 is upgradable, in ANY way. They're all throwaway toys...

Atari reps here on UseNet have stated that these running changes in production are made for *Atari's benefit*... not for your benefit, not for mine, not for the users or developers, but for Atari Corp.. if they can get SIPPs for .05 cheaper than SIMMs, in they go...

Sure, sockets would cost less than a dollar, but that's a whole dollar out of their bottom line... forget it...

BobR

2186. Re: Reading Amiga Disks

Newsgroup: comp.sys.atari.st
Date: 1991-08-24 08:12:54 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug24.081254.15698@actrix.gen.nz>
Source record: 229264

In article <16601@skye.dcs.ed.ac.uk> Al_Crawford@edinburgh.ac.uk (Al Crawford) writes:
> Anyone know of a utility that'll allow me to read bog-standard Amiga disks
> on a bog-standard DS Atari drive? I don't need the ability to write, or
> format or anything like that, just the ability to pull a file off an Amiga
> disk and spit it out as a TOS format file on an ST disk.
>
> --
> Al Crawford - Al_Crawford@edinburgh.ac.uk
> "Such a digital lifetime, it's been by numbers all the while"

Well it can't be done, the Amiga uses a none standard type format,
they don't even use CRC to check there data, and even the index mark..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2187. Re: YG modem

Newsgroup: comp.sys.atari.st
Date: 1991-08-24 08:21:59 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug24.082159.16297@actrix.gen.nz>
Source record: 229265

In article <yuD674w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
> rjast1@unix.cis.pitt.edu (Robert J Anisko) writes:
>
> > >
> > >I've only seen Y-modem G as part of the Forem BBS's. I've used it without a
> > >real problems to my ST. The main disadvantage with it is that the speed is
> > >gained by doing NO error correction - if an error is detected then the
> > >transfer is aborted. Personally I use Zmodem (using XYZ.TTP).
> > >
> > >Geoffrey
> >
> > Same on this end. Though I do believe that Ymodem G MIGHT be
> > supported by BBS Express ST (yep, that sucker is still being
> > updated), and I'd almost swear I've seen YmodemG supported on
> > BBS Express PRO for the Atari 8-bits (still no zmodem there,
> > however :-(
> >
> > Robert Anisko
> > rjast1@unix.cis.pitt.edu
>
>
> Ymodem-G is actually a great program. Unfortunately, the only ST BBS
> program that I've seen it is Forem/Turbo. I know that all of the IBM
> boards I've seen support it. I wonder though, what the difference
> between Ymodem-G and ASCII are, really? Ymodem-G is more informative,
> and you can send Binary files using it. Well, I guess those are the
> differences. Are there any others, though? One problem with the program
> is that you can't send data using it. You can only receive. I used to
> use Zmodem for everything, but with my new modem it seems I can't. I
> have a Supra 2400+ with TOS 1.4 (aka "The Rainbow TOS") which claims to
> use RTS/CTS if you want. I guess it isn't really fixed, though, since I
> get 512 Byte blocks with Dterm and and strange messages from SZ and XYZ.
> Only when sending, though. Anyway, I've stopped caring about that for a
> while now, though. Does anyone know if there is a Ymodem-G UPLOAD
> utility around?
>
>
> << ---------------------------------- >>
> << ersys!mforget@nro.cs.athabascau.ca >>
> << mforget@ersys.edmonton.ab.ca >>
> << Michel Forget >>
> << "He's dead, Jim..." - Bones >>
> << ---------------------------------- >>

Y Modem G can only use with MNP4/5 V42 type modems, ie, error correcting ones, but Note: there is a CRC check on received data, and will drop out if it gets a error.

Note: you must use the TOS 1.4 fix2 to use RTS/CTS Flow control with TOS 1.4, the ONLY SZ/Zmodem upload that I found to work correctly, is the German Gem one.. GSZRZ18, I think, was posted to binaries some time back

--

*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2188. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1991-08-24 08:28:20 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1991Aug24.082820.29470@terminator.cc.umich.edu>
Source record: 229266

```
drwxrwxr-x daemon 1024 Aug 19 21:20 .
drwxrwxr-x jon 3072 Aug 19 13:50 ./diskutils
-rw-r--r-- weiner 80423 Aug 19 13:46 ./diskutils/mcp.zoo
-rw-r--r-- weiner 98445 Aug 19 13:46 ./diskutils/mfd.zoo
-rw-rw-r-- weiner 5658 Aug 19 13:50 ./diskutils/Index
drwxrwxr-x jon 1024 Aug 19 21:14 ./gnustuff
drwxrwxr-x jon 2560 Aug 19 21:10 ./gnustuff/tos
drwxrwxr-x weiner 512 Aug 19 21:11 ./gnustuff/tos/g++
-rw-rw-r-- weiner 570970 Aug 19 21:10 ./gnustuff/tos/g++/gxxbin.zoo
-rw-rw-r-- weiner 126818 Aug 19 21:10 ./gnustuff/tos/g++/gxxinc.zoo
-rw-rw-r-- weiner 164855 Aug 19 21:10 ./gnustuff/tos/g++/gxxlib.zoo
-rw-rw-r-- weiner 1817 Aug 19 21:12 ./gnustuff/tos/g++/README.g++
-rw-r--r-- weiner 32911 Aug 19 21:19 ./gnustuff/Index
drwxrwxr-x jon 1536 Aug 19 21:08 ./printing
lrwxrwxrwx weiner 35 Aug 19 13:43 ./printing/gs22b.zoo ->
../gnustuff/tos/ghstscrpt/gs22b.zoo
-rw-r--r-- weiner 94598 Aug 19 21:08 ./printing/lazbrain.arc
-rw-rw-r-- weiner 2675 Aug 19 21:09 ./printing/Index
-rw-rw-r-- weiner 107849 Aug 19 21:20 ./Index
-rw-rw-r-- weiner 50223 Aug 19 21:20 ./CompInd.Z
drwxr-xr-x weiner 512 Aug 20 11:58 ./utilities/virus
-rw-r--r-- weiner 33784 Aug 20 11:58 ./utilities/virus/atarivir.690
-rw-r--r-- weiner 17523 Aug 20 11:58 ./utilities/virus/atarivir.789
-rw-r--r-- weiner 20555 Aug 20 11:58 ./utilities/virus/atarivir.a89
drwxrwxr-x weiner 512 Aug 20 14:21 ./magazines/portadd
-rw-r--r-- weiner 14514 Aug 20 14:21 ./magazines/portadd/portadd04.txt.Z
-rw-rw-r-- weiner 3963 Aug 20 11:57 ./applications/Index
drwxrwxr-x weiner 1024 Aug 20 11:56 ./applications/math
-rw-rw-r-- weiner 2675 Aug 21 11:52 ./printing/Index
drwxrwxr-x swood 512 Aug 21 09:26 ./portfolio
drwxrwxr-x swood 1044 Aug 21 09:58 ./portfolio/utilities
lrwxrwxrwx swood 21 Aug 21 09:24 ./portfolio/utilities/portprgs.zip ->
../demos/portprgs.zip
lrwxrwxrwx swood 21 Aug 21 09:27 ./portfolio/utilities/quick.zip -> ../telecomm/quick.zip
lrwxrwxrwx swood 16 Aug 21 09:32 ./portfolio/utilities/tips.arc -> ../text/tips.arc
lrwxrwxrwx swood 21 Aug 21 09:54 ./portfolio/utilities/prtcrd.arc -> ../support/prtcrd.arc
lrwxrwxrwx swood 20 Aug 21 09:58 ./portfolio/utilities/wpcal.arc -> ../support/wpcal.arc
drwxrwxr-x swood 512 Aug 21 09:56 ./portfolio/applications
drwxrwxr-x swood 512 Aug 21 09:35 ./portfolio/misc
drwxr-xr-x swood 512 Aug 21 09:54 ./portfolio/demos
drwxr-xr-x swood 512 Aug 21 09:58 ./portfolio/support
drwxrwxr-x swood 512 Aug 21 09:59 ./portfolio/games
drwxrwxr-x swood 512 Aug 21 09:47 ./portfolio/telecomm
drwxrwxr-x swood 512 Aug 21 10:11 ./portfolio/languages
```

```
lrwxrwxrwx swood 25 Aug 21 09:08 ./portfolio/languages/pbe13.zip ->
../applications/pbe13.zip
-rw-rw-rw- swood 16649 Aug 21 10:11 ./portfolio/languages/vtlisp.lzh
drwxrwxr-x swood 512 Aug 21 09:31 ./portfolio/archivers
drwxr-xr-x swood 512 Aug 21 09:52 ./portfolio/text
-rw-rw-rw- swood 7696 Aug 21 09:41 ./portfolio/text/files.bbs
lrwxrwxrwx swood 24 Aug 21 09:17 ./portfolio/text/port8bit.zip -> ../telecomm/port8bit.zip
drwxr-xr-x swood 512 Aug 21 09:33 ./portfolio/graphics
drwxr-xr-x swood 512 Aug 21 09:30 ./portfolio/sound
drwxrwxr-x daemon 1024 Aug 22 13:37 .
drwxrwxr-x jon 4608 Aug 22 13:21 ./games
-rw-r--r-- weiner 91281 Aug 22 13:21 ./games/litpuz.zoo
-rw-r--r-- weiner 51450 Aug 22 13:21 ./games/stonedlx.zoo
-rw-rw-r-- weiner 8954 Aug 22 13:23 ./games/Index
drwxrwxr-x jon 512 Aug 22 13:29 ./magazines
drwxrwxr-x jon 2560 Aug 22 13:29 ./magazines/streport
-rw-r--r-- weiner 38056 Aug 22 13:27 ./magazines/streport/str733.txt.Z
drwxrwxr-x jon 2048 Aug 22 13:28 ./magazines/znet
-rw-r--r-- weiner 39821 Aug 22 13:28 ./magazines/znet/znet9134.txt.Z
drwxrwxr-x weiner 512 Aug 22 13:30 ./sound/players
-rw-rw-r-- weiner 15172 Aug 22 13:30 ./sound/players/marxtrkr.lzh
-rw-r--r-- weiner 1626 Aug 22 13:32 ./sound/Index
-rw-rw-r-- weiner 107967 Aug 22 13:32 ./Index
drwxrwxr-x swood 512 Aug 22 09:18 ./portfolio
drwxrwxr-x swood 1536 Aug 22 10:10 ./portfolio/utilities
-rw-rw-rw- swood 9659 Aug 22 09:08 ./portfolio/utilities/strip.lzh
-rw-rw-rw- swood 37477 Aug 22 09:08 ./portfolio/utilities/textco.lzh
-rw-rw-rw- swood 10020 Aug 22 09:08 ./portfolio/utilities/srch.lzh
-rw-r--r-- swood 1603 Aug 22 10:08 ./portfolio/utilities/cc3.lzh
drwxrwxr-x swood 512 Aug 22 09:58 ./portfolio/applications
-rw-rw-rw- swood 24438 Aug 22 09:07 ./portfolio/applications/pbe13.lzh
-rw-rw-rw- swood 56658 Aug 22 09:07 ./portfolio/applications/pim.lzh
drwxrwxr-x swood 512 Aug 22 09:41 ./portfolio/misc
drwxr-xr-x swood 512 Aug 22 10:06 ./portfolio/demos
-rw-r--r-- swood 2786 Aug 22 10:06 ./portfolio/demos/psi.lzh
lrwxrwxrwx swood 23 Aug 22 09:28 ./portfolio/demos/pim.lzh -> ../applications/pim.lzh
drwxr-xr-x swood 512 Aug 22 09:45 ./portfolio/support
lrwxrwxrwx swood 22 Aug 22 09:45 ./portfolio/support/flash.lzh -> ../utilities/flash.lzh
drwxrwxr-x swood 512 Aug 22 10:08 ./portfolio/games
-rw-rw-rw- swood 11425 Aug 22 09:08 ./portfolio/games/tetrad.lzh
-rw-rw-rw- swood 2979 Aug 22 09:08 ./portfolio/games/tron.lzh
drwxrwxr-x swood 512 Aug 22 10:02 ./portfolio/telecomm
drwxrwxr-x swood 512 Aug 22 09:56 ./portfolio/languages
-rw-rw-rw- swood 43654 Aug 22 09:06 ./portfolio/languages/pbas21.lzh
-rw-rw-rw- swood 66237 Aug 22 09:06 ./portfolio/languages/pbas30.lzh
-rw-rw-rw- swood 98414 Aug 22 09:06 ./portfolio/languages/pbas40.lzh
-rw-rw-rw- swood 98739 Aug 22 09:07 ./portfolio/languages/pbas41.lzh
-rw-rw-rw- swood 164899 Aug 22 09:07 ./portfolio/languages/pbas45.lzh
-rw-rw-rw- swood 3810 Aug 22 09:07 ./portfolio/languages/pbasprgs.lzh
drwxrwxr-x swood 512 Aug 22 10:05 ./portfolio/archivers
```

```
drwxr-xr-x swood 512 Aug 22 10:07 ./portfolio/text
-rw-r--r-- weiner 79179 Aug 22 13:36 ./ls-lR.Z
-rw-rw-r-- weiner 50298 Aug 22 13:33 ./CompInd.Z
```

2189. Re: Tos 2.0x coming to an STf(m) near you... NOT!

Newsgroup: comp.sys.atari.st
Date: 1991-08-24 08:45:44 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug24.084544.16503@actrix.gen.nz>
Source record: 229267

In article <wchLpWe00Vp_05BI0O@andrew.cmu.edu> es2a+@andrew.cmu.edu (Eric Stuyvesant) writes:
> [Sorry, my newsreading software doesn't do quotes]
> KBad speculates about TOS 2.x in 1040STEs and TOS >2.x in all STEs...
>
> Yes, well what about my 1040STE with *SOLDERED-IN ROMS*? I'll have to
> go to the trouble of desoldering the ROMs and soldering in sockets, all
> because Atari was too cheap to spend the extra $0.50 for the sockets? I
> don't have a local Atari dealer, and probably wouldn't trust them to do
> the work anyway, so I have to remedy the problem myself. What about
> those users who can't do the work themselves, and don't have a local
> dealer? Talk about being left out in the cold...
>
> It's totally backwards for Atari to go from socketing the ROMs and
> soldering the CPU (like in the 1040STF I used to own) to socketing the
> CPU and soldering the ROMs (like in my 1040STE, ordered direct from
> Atari Corp. in January). I'm sure a higher percentage of users will
> want to upgrade ROMs than their CPU! What competent person would have
> made this sort of decision? I know none of this is KBad's fault, but
> I'm hoping to make my feelings known. I'm an Atari Professional
> Developer, and Atari's not making machines upgradeable hurts not just
> *me*, but also indirectly hurts my business, since it means I'll have to
> program for older, buggier machines.
>
> As an aside, since Atari has made different ROM sizes jumper modifiable
> in the STE (i.e. change a jumper to add larger ROMs), why would they
> possibly solder in the ROMs? This is inconsistent design.
>
>
> -Eric Stuyvesant
> es2a+@andrew.cmu.edu || es2a%andrew@CMCCVB || JNET%"es2a%andrew@CMCCVB"
> al782@cleveland.Freenet.Edu || {uunet,harvard}!andrew.cmu.edu!es2a
> "To hate is to study, to study is to understand, to understand is to
> appreciate, to appreciate is to love." -John A. Wheeler
> Go MEMS!

This is the Brain dead attitude that Atari has got from where I wonder ?,
As you say to save a few cent, but to loose a 100 customers, have they
not learned anything as to why PC are so popular.

I hear that they are only fitting 2 Simm sockets to 520 STE's and 2 meg
Mega STE's and TT's.

I for one will only buy a STE, when it has TOS 2.XX fited and 1.4 meg
floppy drive, so wake up Atari or you will soon be losing anothere customer.

People buy Ataries because they are/were cheaper and because they don't have a lot of money to spend, but Ataries attitude that you have to Trade up, to upgrade, conflicts with the cost advantages of buying Atari in the First place.

To keep trading up, costs far more that it would if you could just keep upgrading your present computer.

Get with it Atari and try to think of what the customer whants and not what you dictate to them..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2190. Re: Railroad Tycoon

Newsgroup: comp.sys.atari.st
Date: 1991-08-24 08:48:25 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug24.084825.16622@actrix.gen.nz>
Source record: 229268

In article <1907@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
> I've seen two references to Microprose's Railroad Tycoon being ported to the
> ST. Railroad Tycoon is a sensational simulation; can anyone confirm or refute
> whether this port is actually taking place?
> --
> ##
> # Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill #
> # Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201 #
> ############### Opinions expressed are my own and usually wrong ##############

Well it has been Advertised in UK Atari magazines, but I have never
seen a review of it..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2191. Re: TOS 2.05 & 3.XX, What Machines?

Newsgroup: comp.sys.atari.st
Date: 1991-08-24 08:53:12 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug24.085312.16704@actrix.gen.nz>
Source record: 229269

In article <1991Aug24.004515.2249@usenet.ins.cwru.edu> as903@cleveland.Freenet.Edu (Bruce Urbanski) writes:
>
> my STe with TOS 1.6 has larger sockets installed presumeably for tos 2.0
> I have heard that TOS 2.0 form then mega STe works in these machines..NOW
> if only Atari would make it available...
>

The first STE's came out with 32 pin 1 meg Eproms, they now fit a 28 pin
1 meg mask Rom, its all because of price..

EProms cost a lot more and have a higher rate of failure..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2192. Re: Gulam problems [was Re: long input lines under Gulam]

Newsgroup: comp.sys.atari.st
Date: 1991-08-24 09:01:38 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug24.090138.16816@actrix.gen.nz>
Source record: 229270

In article <3030@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
> dmb@wam.umd.edu (David M. Baggett) writes:
> >Gulam has its own problems, though, some of which make certain trivial
> >operations impossibly difficult. [Examples 1 and 2 deleted]
>
> Funny that you should mention two problems with Gulam that I *haven't*
> encountered and none that I *have* seen. Oh, well.
>
> >3: The ... operator doesn't ever work at all, at least on my 2.5Meg ST
> >with TOS 1.4. It just works for a while and then locks up the machine.
>
> I believe this is not Gulam's fault, because "..." always works for me.
> Hmmm... Do you run POOLFIX3? It is a program which fixes a bug in TOS 1.4
> (and also 2.01 and 3.01), and that bug will EASILY be triggered by the

Stuff removed.

Can you tell me if POOLFIX3 is needed with TOS1.6 or 1.62. ?

> ==
> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

I have never seen a statment to this fact..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2193. "awk" for Atari St

Newsgroup: comp.sys.atari.st
Date: 1991-08-24 15:26:00 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <3085@tamsun.TAMU.EDU>
Source record: 229275

Does anyone know about an "awk" program that I could get formy Atari 1040st?
(Either professional or shareware or public domain)

I do have the PC/Speed product and IBM's PC DOS 3.3, but I would prefer
to run "awk" in TOS or GEM.

I even have Minix version, but I am so frustrated with trying to make it
work on my SupraDrive 20MB that I am abondoning Minix even if I can get
"awk" for it.

Oh, by the way, I asked for help on C functions for RS-232C paramters like
CD, DTR and such. I got lots of help. Only one person asked me to post
it, so I sent just him mail. If anyone ease wants about 2 pages of nifty
C functiosn to control a modem, send me a note. If enough people request
it, I'll be happy to post it.

Mark Lehmann
tamuts.tamu.edu!n160ao

2194. Re: Tos 2.0x coming to an STf(m) near you... NOT!

Newsgroup: comp.sys.atari.st
Date: 1991-08-24 17:05:58 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <683052185.0@therip.FidoNet>
Source record: 229280

Yes but if my figuring is right the to 2.x SHOULD be able to fit...
I realize the 6 chip sets get 192k by using 6 256k chips...
When you add all the bits together you get 1536 bits possible.. Then divide
that by 8 and you get the 192k that the roms take up...
However in the 2 chip sets which use 1meg chips...
You have 2048 available bits.. Which is the 256k I was told the other tos's
need.
However if the extra bits are addressable on them I havent looked.. ;-)

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

2195. Printing and Old Epson printers

Newsgroup: comp.sys.atari.st
Date: 1991-08-24 17:30:30 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91236.133030JJL101@psuvm.psu.edu>
Source record: 229276

I have an old FX-100 wide carriage Epson printer. What I was wondering
is if there are any PD or low cost word-processors out there that will let
me get a better print quality out of this machine than normal, since it
does not have NLQ mode (that I know of, no manual).
Why I ask, is that the quality of its printing from the Calamus demo
is FAR superior to anything I have seen it print. I would simply like to
be able to print text in a much 'better quality' way. I have tried First
Word, and STWriter, but cannot seem to get them to do better. I have used
the NLQ2PS (or similiar) file to make better text on an old Gemini printer

I used to have, however, this was a bother. So if anyone has any info on
how to get this old epson to print any better from any of the aforementioned
word processors, please let me know.

Thanks in advance,

****
* J.J. * Internet: JJL101@PSUVM.PSU.EDU * Penn State *
* * * Center for *
* John Lehett * Bitnet: JJL101@PSUVM * Academic Computing *
****
* Atari ST's!, Puzzles, Cryptos, Games, Diplomacy, Synths + Midi *
****

2196. Re: C++ and Smalltalk for atari-st

Newsgroup: comp.sys.atari.st
Date: 1991-08-24 19:26:08 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Aug24152608@acae127.cadence.com>
Source record: 229277
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug21.153446.6498@digi.lonestar.org> rnegrete@digi.lonestar.org (Ricardo Negrete) writes:

> I am looking for a C++ or/and smalltalk
> compiler for Atari-1040-st
david boyce (uunet!sifvs3.SINet.SLB.COM!boyce) and myself
recently did a port of g++ version 1.39.1. it should be available on
atari.archive. it works in conjunction with gcc-1.40 its libs and
utilities, and share everything it can with gcc-1.40. it does not
depend on UNIXMODE being available. (btw: the linker was fixed to
handle set vectors correctly, instead of using weird hacks to handle
constructors etc).

Gnu smalltalk v1.1 has been ported to the ST too. It does
not include any of the traditional graphic environment of SmallTalk.

The above should both be available on atari.archive.umich.edu

commercially: ParcPlace SmallTalk-80 (i have version 2.3, but
understand that later versions are available too) is also available
from Georg Heeg. This is the real thing.

All of the above need a decently configured ST, with 4M memory needed
for any serious work.

cheers,
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

2197. Re: Tos 2.0x coming to an STf(m) near you... NOT!

Newsgroup: comp.sys.atari.st
Date: 1991-08-24 20:03:22 UTC
From: apalmer@pyrtech.pyramid.com
Message-ID: <167243@pyramid.pyramid.com>
Source record: 229278

My Atari monitor sits on top of my TT without any problems. Before you make the statement the NO monitor can sit on a TT, you should ask TT owners on the net. I know of two other TTs that work fine with the monitor on top.

al palmer

2198. Re: Railroad Tycoon

Newsgroup: comp.sys.atari.st
Date: 1991-08-24 21:05:14 UTC
From: techno@lime.in-berlin.de
Message-ID: <7N3TJ0I@lime.in-berlin.de>
Source record: 229273

bill@mwca.UUCP (Bill Sheppard) writes:

>I've seen two references to Microprose's Railroad Tycoon being ported to the
>ST. Railroad Tycoon is a sensational simulation; can anyone confirm or refute
>whether this port is actually taking place ?

Restt assured, it is. Here in Germany Microprose has said so in several ads,
the game magazines say so and my (very reliable) software dealer told me
I'll get it within four weeks from three days ago.

Hope this helps,

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

2199. Anyone hear what went on at the Atarimeese?

Newsgroup: comp.sys.atari.st
Date: 1991-08-25 04:06:52 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1991Aug25.040652.4275@usenet.ins.cwru.edu>
Source record: 229279

Ok, after all my complaining, I want to see if it was hopefully a waste of time.

Any great things come out of the Atarimeese in Germany?

Anyone know?

--

2200. Re: Spectre GCR & SoftPC

Newsgroup: comp.sys.atari.st
Date: 1991-08-25 06:58:12 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <wchpI4e00WBK01v5hw@andrew.cmu.edu>
Source record: 229288

Nope:
SoftPC crashes on the Spectre. Some of us crazy people actually try
these things!

mark

2201. Re: TT-UNIX

Newsgroup: comp.sys.atari.st
Date: 1991-08-25 12:28:14 UTC
From: covert@cactus.org
Message-ID: <9039@cactus.org>
Source record: 229284

Well this message will probably squirrel my deal with Atari but who
cares?

I offered my services as a beta tester for the UNIX on the TT (known
as ATX) back in June 1991. I even received a nice letter from a marketing
guy at Atari USA the first of July stating that I was accepted as an
ATX beta tester. since then I chatted with Bob Brodie a couple of times on
GEnie wrt ATX. But in the last six weeks I have heard NOTHING about my
status as a beta tester. And since I work full time and am trying to
do other things part time I don't have forever to wait for Atari USA
to get their act together.

So, what do I know about the ATX? Well, I was supposed to get a machine to beta
test it by August 1 (I foolishly thought it was 1991 but maybe they meant
1992 or 1993!). Which didn't happen.

I do know that the TT's native color rez isn't high enought to support
X Windows and so ATX was supposed to be deliver with the $1500 high rez
monochrome monitoer. Atari had an Interface builder called XFaceMaker which
would be included. but who knows? i just heard via the rumor mill that Tramiel
just fired the Atari Resident UNIX Guru, and if that happened don't hold
your breath for the ATX!

I hope someone at Atari will tell us what the He!! is going on with the
ATX!

2202. Re: Atari ST Blank Rom Cards

Newsgroup: comp.sys.atari.st
Date: 1991-08-25 13:52:43 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug25.135243.11518@actrix.gen.nz>
Source record: 229281
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

In article <91235.121409COLLORA@LMUACAD.BITNET> <COLLORA@LMUACAD.BITNET> writes:
> Hello Out there in Cyberspace...
>
> I am currently looking into converting an ATARI ST into a Macinotsh. I
> already have a set of MAC ROMS (64K ROMS, 128K ROMS) that I would need
> to plug into the atari. My question is, where can I get the blank ROM
> cards that go into the side the ST, and also, is there anything else
> special involved? I have the MAC OS already, and I already have a
> monitor. So that's no problem. All replies are greatly appreciated...
>
> Thank You for your time,
>
> Salvatore Collora
> COLLORA@LMUACAD.BITNET

This is Blatant Piracy and you should be Removed From the Net..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2203. Re: Atari ST Blank Rom Cards

Newsgroup: comp.sys.atari.st
Date: 1991-08-25 17:16:36 UTC
From: yegerleh@vivaldi.ecn.purdue.edu
Message-ID: <1991Aug25.171636.2275@noose.ecn.purdue.edu>
Source record: 229282
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug25.135243.11518@actrix.gen.nz>, Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> In article <91235.121409COLLORA@LMUACAD.BITNET> <COLLORA@LMUACAD.BITNET> writes:
> > Hello Out there in Cyberspace...
> >
> > I am currently looking into converting an ATARI ST into a Macinotsh. I
> > already have a set of MAC ROMS (64K ROMS, 128K ROMS) that I would need
> > to plug into the atari. My question is, where can I get the blank ROM
> > cards that go into the side the ST, and also, is there anything else
> > special involved? I have the MAC OS already, and I already have a
> > monitor. So that's no problem. All replies are greatly appreciated...
> >
> > Thank You for your time,
> >
> > Salvatore Collora
> > COLLORA@LMUACAD.BITNET
>
>
> This is Blatant Piracy and you should be Removed From the Net..
>
> --
> *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
> *** Kapiti At least I don't Flicker, ***
> *** New Zealand.. * not like a dying light globe ***

Huh? What in the original poster's message makes you think that there is any piracy going on? Is it not possible that these are perfectly legal Apple ROMs (such as those used in Spectres)? And as far as finder goes, am I mistaken in believing that Apple allows it to be freely copied? Maybe I'm missing something here, but if not, you are reckless and should not be so quick to make accusations of felonius behaviour.

Regarding the origiginal poster's request for info about a "blank rom card:" Yes, there is a 128K block in the ST's address space which is mapped to the cartridge port, but plopping the Mac ROMs into it certainly isn't going to turn your ST into a Mac. Perhaps you are referring to Gadgets By Small's Spectre GCR which plugs into the ROM port and does turn an ST into a MAC. This is available for a few (couple?) hundred dollars.

Jim
--
__ __ | |

\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

2204. Re: Atari ST Blank Rom Cards

Newsgroup: comp.sys.atari.st
Date: 1991-08-25 20:15:06 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1991Aug25.201506.14632@umbc3.umbc.edu>
Source record: 229285
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug25.135243.11518@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <91235.121409COLLORA@LMUACAD.BITNET> <COLLORA@LMUACAD.BITNET> writes:
>> Hello Out there in Cyberspace...

>> I am currently looking into converting an ATARI ST into a Macinotsh. I
>> already have a set of MAC ROMS (64K ROMS, 128K ROMS) that I would need
>> to plug into the atari. My question is, where can I get the blank ROM
>> cards that go into the side the ST, and also, is there anything else
>> special involved? I have the MAC OS already, and I already have a
>> monitor. So that's no problem. All replies are greatly appreciated...

>> Thank You for your time,

>> Salvatore Collora
>> COLLORA@LMUACAD.BITNET

>This is Blatant Piracy and you should be Removed From the Net..

This is Blatant Stupidity and you should be Removed From the Net..

What makes you think that he is copying anything??? He just said that he wanted an empty ROM cartridge for the ST to hold the (supposedly) legal ROMS that he already has. Granted, Apple does not like this, but they have no legal recourse since the only copyrighted material is the ROMS and the OS software, which he has legit versions of.

He might have a problem with his approach though. It took Dave Small of Gadgets by Small a few years to get the 64K ROM version of his package to work with any reasonable success. His new package that handles 128K ROMS really sparkles and can be had for around $250 (US). For that price, I'd skip the hacking...

>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

2205. Atari 1040ST for sale (cheap!!)

Newsgroup: comp.sys.atari.st
Date: 1991-08-25 20:30:13 UTC
From: pfoltz@cs.colorado.edu
Message-ID: <1991Aug25.203013.24809@colorado.edu>
Source record: 229283
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,co.general

For Sale:
Atari 1040ST w/floppy drive +1 mb memory -- Hardly ever used
SC1224 color monitor

lots of software:
Copy II ST Rogue
USA language disk Leader Board Pro golf
Max Think Atari ST Home accountant
Time Bandit Flash v.1.1
Sun Dog Temple of Apshai Trilogy
Print Master Plus Hippo Conspet
Thunder The Animator
The Music Studio
Start Magazine + Program disks 1986-1989

My wife and I really want to get this out of the house, so we are
willing to sell it for any reasonable, semi-reasonable or probably
even an un-reasonable offer. So, name a price and it could be yours.

For more information, contact:
Peter Foltz
pfoltz@rumpus.colorado.edu
303-492-6943

2206. Bob Brodie's address

Newsgroup: comp.sys.atari.st
Date: 1991-08-26 03:38:40 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1991Aug26.033840.29296@usenet.ins.cwru.edu>
Source record: 229286

Does anyone have Bob Brodie's Internet or CompuServe address?

If so, could you give it to me? Thanks.

--

2207. Re: Atari ST Blank Rom Cards

Newsgroup: comp.sys.atari.st
Date: 1991-08-26 03:43:59 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <168437@unix.cis.pitt.edu>
Source record: 229287
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug25.135243.11518@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <91235.121409COLLORA@LMUACAD.BITNET> <COLLORA@LMUACAD.BITNET> writes:
>> Hello Out there in Cyberspace...
>>
>> I am currently looking into converting an ATARI ST into a Macinotsh. I
>> already have a set of MAC ROMS (64K ROMS, 128K ROMS) that I would need
>> to plug into the atari. My question is, where can I get the blank ROM
>> cards that go into the side the ST, and also, is there anything else
>> special involved? I have the MAC OS already, and I already have a
>> monitor. So that's no problem. All replies are greatly appreciated...
>>
>> Thank You for your time,
>>
>> Salvatore Collora
>> COLLORA@LMUACAD.BITNET
>
>
>This is Blatant Piracy and you should be Removed From the Net..
>
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

Before a big controversy brews again over this net, allow me
to put a little input into it (ensuring a controversy, eh? :-)
Onreading his message, I don't think he is attempting to pirate
at all. I think what he means by "blank ROM card" is the actual
SPECTRE cartridge,as he ALREADY has the MAC ROMS.

Of course, this is just from my reading of the message; and
obviously there are at least 2 readings of the message, so maybe
he should clarify himself.

Anyways, if his meaning is meant by my interpretation, then I'll
give him an answer. What he needs is a SPECTRE GCR cartridge
which is made by "Gadgets by Small." He can purchase one from
a number of mail-order places. He could then just take his
MAC ROMS, pop them into the cartridge, plug it in, load up the
included software, and away he goes...

I just jumped in because if he did not intend to pirate, then why scare away another user? Oh well, how do I get into these things anyways? :-)

Robert Anisko
rjast1@unix.cis.pitt.edu

2208. MultiGEM Question!

Newsgroup: comp.sys.atari.st
Date: 1991-08-26 05:30:41 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <uHu071w164w@ersys.edmonton.ab.ca>
Source record: 229373

Hello. A friend of mine recently bought a new ST, and he discovered a program called MultiGEM. It was installed on his Hard Drive, so he tried to use it. He had a little success, in that he was able to have InterLink execute in the background. He was also able to bring up a TTP program in a window. This was good, but he couldn't do anything serious with the program because there was no way (that he knew of) to exit from a background task other than clicking on an empty slot in the Desk menu. He asked me for help, but I've never seen or heard of MultiGEM. If anyone can tell me the following information, I will relay it to him:

1. Are there any keystrokes to exit a program while not in a menu bar?

2. What kinds of programs can be multitasked with MultiGEM?

The second question is for me, since I will consider purchasing the product if it is good. If you have any general information about the product, that would also be helpful. I hope someone can help him out (and me as well with the second question). Thanks for your time.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>

<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

2209. Re: Reading Amiga Disks

Newsgroup: comp.sys.atari.st
Date: 1991-08-26 05:41:52 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0bar3xs@nathan.ruhr.de>
Source record: 229289

In <16601@skye.dcs.ed.ac.uk>, Al Crawford writes:
Hi Al,
>Anyone know of a utility that'll allow me to read bog-standard Amiga disks
>on a bog-standard DS Atari drive? I don't need the ability to write, or
>format or anything like that, just the ability to pull a file off an Amiga
>disk and spit it out as a TOS format file on an ST disk.
you won't be able to read normal Amiga disk in standard format. The Amiga
uses GCR coding, the FDC does not work with it. But there is solution:
Ask the Amiga guy to use crossdos (commercial) or dos2dos (pd, the name
might as well be dostodos). With this programms, the Amiga creates
standard IBM style disks that can easily be read by the ST...
/s/

--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

2210. Atari Portfolio Support

Newsgroup: comp.sys.atari.st
Date: 1991-08-26 10:29:36 UTC
From: aa699@cleveland.Freenet.Edu
Message-ID: <1991Aug26.102936.16511@usenet.ins.cwru.edu>
Source record: 229290

I am the Sysop of the Atari Portfolio SIG on the Cleveland Freenet. If there are any Portfolio users here, contact me and I'll give you info on how to access our SIG.

--
aa699 - Tony Thomas - The Atari Portfolio SIG - Type "go port"
"Portable Computing Power Without the Price"

2211. Atari fair in Duesseldorf

Newsgroup: comp.sys.atari.st
Date: 1991-08-26 11:02:15 UTC
From: univwa@sbuvax.rz.uni-sb.de
Message-ID: <12701@sbsvax.cs.uni-sb.de>
Source record: 229291

Hello everybody interested in Atari news:

This weekend, I visited the International Atari fair in Duesseldorf. Please
let me give you some of the highlights:

- I saw it!!!
Presented by the developer Mr. Hall/Atari USA:
The ST Pad !!!

- I saw it!!!
The ST Book !!!
(Wonderful thing!)

- I saw it, running!!!
The TT Unix !!!
(I had a talk with the software support man)

- I saw it, it was *also running*:
The Calamus SL !!!

- I saw it, presented by the developer Dave Small:
The SST Board !!!
(no negative criticism possible)

- I saw many interesting things more which I'm too lazy to describe...

I saw and met too:

Many people form foreign (Atari?) magazines, I read the company
names on their buttons, but I had never heard of. So wait for
the official publications to get more infos.

This was -IMHO- the *most* impressive, told in (very) short terms (as I
wanted to be the first to send you the good news).

But Atari couldn't forget their well known behaviour:

- no prices for ST Book and ST PAD

- no delivery dates for this and the TT Unix

(Mr. Hall was a bit astonished that I -after been given the ST Book's delivery
date = September- asked him: WHICH SEPTEMBER ? (I was not the last to ask in
this way I think. We all know Atari...)

greetings Bernhard

****
* *

* Dipl.Ing. Bernhard Stumpf | | | *
* / ___ / University of the Saarland | | | *
* /----. /__. -/- D-6600 Saarbruecken | | | *
* /____/ ___/ /_. / | \ *
* phone : ++49-681-302-41.43 / | \ *
* e-mail: bestu@sbuvax.rz.uni-sb.de / | \ *
* *
****

2212. Re: Gulam problems [was Re: long input lines under Gulam]

Newsgroup: comp.sys.atari.st
Date: 1991-08-26 11:33:50 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91238.132344ONM07@DMSWWU1A.BITNET>
Source record: 229292

```
In article <3030@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) says:
>I believe this is not Gulam's fault, because "..." always works for me.
>Hmmm... Do you run POOLFIX3? It is a program which fixes a bug in TOS 1.4
>(and also 2.01 and 3.01), and that bug will EASILY be triggered by the
---- ----
REALLY? I thought this one was fixed in GEMDOS 0.15 (Sversion(): 0x1500)???

>stuff that "..." does: lots of malloc'ing and lots of directory traversals.
>Do you run FOLDR100? Do. TOS 1.4 drastically improves the situation with
>respect to the 40-folder problem, but does not make it go away completely.
>
>=========================================
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________
```

2213. Re: Atari ST Blank Rom Cards

Newsgroup: comp.sys.atari.st
Date: 1991-08-26 11:44:38 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug26.114438.13629@actrix.gen.nz>
Source record: 229293
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug25.171636.2275@noose.ecn.purdue.edu> yegerleh@vivaldi.ecn.purdue.edu (James D Yegerlehner) writes:
> In article <1991Aug25.135243.11518@actrix.gen.nz>, Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> > In article <91235.121409COLLORA@LMUACAD.BITNET> <COLLORA@LMUACAD.BITNET> writes:
> > > Hello Out there in Cyberspace...
> > >
> > > I am currently looking into converting an ATARI ST into a Macinotsh. I
> > > already have a set of MAC ROMS (64K ROMS, 128K ROMS) that I would need
> > > to plug into the atari. My question is, where can I get the blank ROM
> > > cards that go into the side the ST, and also, is there anything else
> > > special involved? I have the MAC OS already, and I already have a
> > > monitor. So that's no problem. All replies are greatly appreciated...
> > >
> > > Thank You for your time,
> > >
> > > Salvatore Collora
> > > COLLORA@LMUACAD.BITNET
> >
> >
> > This is Blatant Piracy and you should be Removed From the Net..
> >
> > --
> > *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> > *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
> > *** Kapiti At least I don't Flicker, ***
> > *** New Zealand.. * not like a dying light globe ***
>
> Huh? What in the original poster's message makes you think that there
> is any piracy going on? Is it not possible that these are perfectly
> legal Apple ROMs (such as those used in Spectres)? And as far as finder
> goes, am I mistaken in believing that Apple allows it to be freely
> copied? Maybe I'm missing something here, but if not, you are reckless
> and should not be so quick to make accusations of felonius behaviour.
>
> Regarding the origiginal poster's request for info about a "blank rom
> card:" Yes, there is a 128K block in the ST's address space which is
> mapped to the cartridge port, but plopping the Mac ROMs into it
> certainly isn't going to turn your ST into a Mac. Perhaps you are
> referring to Gadgets By Small's Spectre GCR which plugs into the
> ROM port and does turn an ST into a MAC. This is available for
> a few (couple?) hundred dollars.
>

> Jim
> --
> __ __ | |
> \ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
> \/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
> | `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

I am sorry about this,

I just jumped to the wrong conclusion, and thought
that this chap was trying to making a copy of the Spectre GCR.

I should have used my brain instead of my feet..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2214. MGR for Minix

Newsgroup: comp.sys.atari.st
Date: 1991-08-26 11:48:16 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <LAHTINEN.91Aug26134816@gideon.gideon.fmi.fi>
Source record: 229359

I just received a newsbulletin from Minix Centre (U.K.) and it
promoutes MGR-window manager for Minix (actually for their own M-kernel).
--
* *

Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi or
Finnish Meteorological Institute kimmo@field.fi
Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

2215. Re: Atari ST Blank Rom Cards

Newsgroup: comp.sys.atari.st
Date: 1991-08-26 11:48:59 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug26.114859.13982@actrix.gen.nz>
Source record: 229295
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug25.201506.14632@umbc3.umbc.edu> chuck@umbc5.umbc.edu (Chuck Rickard; ACS (UGRAD)) writes:
> In article <1991Aug25.135243.11518@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> >In article <91235.121409COLLORA@LMUACAD.BITNET> <COLLORA@LMUACAD.BITNET> writes:
> >> Hello Out there in Cyberspace...
>
> >> I am currently looking into converting an ATARI ST into a Macinotsh. I
> >> already have a set of MAC ROMS (64K ROMS, 128K ROMS) that I would need
> >> to plug into the atari. My question is, where can I get the blank ROM
> >> cards that go into the side the ST, and also, is there anything else
> >> special involved? I have the MAC OS already, and I already have a
> >> monitor. So that's no problem. All replies are greatly appreciated...
>
> >> Thank You for your time,
>
> >> Salvatore Collora
> >> COLLORA@LMUACAD.BITNET
>
> >This is Blatant Piracy and you should be Removed From the Net..
>
> This is Blatant Stupidity and you should be Removed From the Net..
>
> What makes you think that he is copying anything??? He just said that he
> wanted an empty ROM cartridge for the ST to hold the (supposedly) legal
> ROMS that he already has. Granted, Apple does not like this, but they have
> no legal recourse since the only copyrighted material is the ROMS and the
> OS software, which he has legit versions of.
>
> He might have a problem with his approach though. It took Dave Small of
> Gadgets by Small a few years to get the 64K ROM version of his package
> to work with any reasonable success. His new package that handles 128K
> ROMS really sparkles and can be had for around $250 (US). For that price,
> I'd skip the hacking...
>
>
> >--
> >*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> >*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
> >*** Kapiti At least I don't Flicker, ***
> >*** New Zealand.. * not like a dying light globe ***
>
>

>
> --
>
> Chuck Rickard
> (chuck@umbc5.umbc.edu)

I am sorry for this, I miss read more into it, that was put here,
I thought that this chap was trying to copy the Spectre GCR..

I did not use my head, but my feet instead..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2216. Re: Atari ST Blank Rom Cards

Newsgroup: comp.sys.atari.st
Date: 1991-08-26 11:59:56 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug26.115956.14225@actrix.gen.nz>
Source record: 229294
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

In article <168437@unix.cis.pitt.edu> rjast1@unix.cis.pitt.edu (Robert J Anisko) writes:
> In article <1991Aug25.135243.11518@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> >In article <91235.121409COLLORA@LMUACAD.BITNET> <COLLORA@LMUACAD.BITNET> writes:
> >> Hello Out there in Cyberspace...
> >>
> >> I am currently looking into converting an ATARI ST into a Macinotsh. I
> >> already have a set of MAC ROMS (64K ROMS, 128K ROMS) that I would need
> >> to plug into the atari. My question is, where can I get the blank ROM
> >> cards that go into the side the ST, and also, is there anything else
> >> special involved? I have the MAC OS already, and I already have a
> >> monitor. So that's no problem. All replies are greatly appreciated...
> >>
> >> Thank You for your time,
> >>
> >> Salvatore Collora
> >> COLLORA@LMUACAD.BITNET
> >
> >
> >This is Blatant Piracy and you should be Removed From the Net..
> >
> >--
> >*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> >*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
> >*** Kapiti At least I don't Flicker, ***
> >*** New Zealand.. * not like a dying light globe ***
>
> Before a big controversy brews again over this net, allow me
> to put a little input into it (ensuring a controversy, eh? :-)
> Onreading his message, I don't think he is attempting to pirate
> at all. I think what he means by "blank ROM card" is the actual
> SPECTRE cartridge,as he ALREADY has the MAC ROMS.
>
> Of course, this is just from my reading of the message; and
> obviously there are at least 2 readings of the message, so maybe
> he should clarify himself.
>
> Anyways, if his meaning is meant by my interpretation, then I'll
> give him an answer. What he needs is a SPECTRE GCR cartridge
> which is made by "Gadgets by Small." He can purchase one from
> a number of mail-order places. He could then just take his
> MAC ROMS, pop them into the cartridge, plug it in, load up the
> included software, and away he goes...

>
> I just jumped in because if he did not intend to pirate, then
> why scare away another user? Oh well, how do I get into these
> things anyways? :-)
>
> Robert Anisko
> rjast1@unix.cis.pitt.edu
>

Well I have apologised for this in the st section, but why has
everyone gone and cross posted this to st.tech.??

Note: I only replied to one article in comp.sys.atari.st
so why the cross posting, are some of you just trying to
stir things up..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2217. Re: Reading Amiga Disks

Newsgroup: comp.sys.atari.st
Date: 1991-08-26 14:05:12 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Aug26.140512.9977@magnus.acs.ohio-state.edu>
Source record: 229296

In article <1991Aug24.081254.15698@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <16601@skye.dcs.ed.ac.uk> Al_Crawford@edinburgh.ac.uk (Al Crawford) writes:
>> Anyone know of a utility that'll allow me to read bog-standard Amiga disks
>> on a bog-standard DS Atari drive? I don't need the ability to write, or
>> format or anything like that, just the ability to pull a file off an Amiga
>> disk and spit it out as a TOS format file on an ST disk.
>>
>> --
>> Al Crawford - Al_Crawford@edinburgh.ac.uk
>> "Such a digital lifetime, it's been by numbers all the while"
>
>Well it can't be done, the Amiga uses a none standard type format,
>they don't even use CRC to check there data, and even the index mark..
>
>
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

If you get Cross-Dos for the Amiga you can write DOS format disks in it, and then you will have no problem reading them in your ST! Note that I've never tried this myself, but it should work just fine...

|| || || - David Butler (dhbutler@magnus.acs.ohio-state.edu)
|| || ||
|| || || H H RRRR [High Resolution DTP]
|| || || HHHH R R [1996 Summit St. Apt. B]
|| || || H High RRRR [Columbus, Ohio 43201]
||| || ||| R Resolution [voice: (614)-297-7967]
|||| || |||| R R [BUSINESS CALLS ONLY]
- Desktop Publishing

-[For Free ST consulting]- -(Just a little plug for my company)-
-[the Columbus Ohio area]-
-[call Academic Computing]-
-[Services, 9am - 5pm]-
-[Monday - Friday at:]-
-[(614)-292-2919]-

2218. Re: Gulam problems [was Re: long input lines under Gulam]

Newsgroup: comp.sys.atari.st
Date: 1991-08-26 14:17:04 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Aug26.141704.6678@wam.umd.edu>
Source record: 229298

In article <3030@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>dmb@wam.umd.edu (David M. Baggett) writes:
>>3: The ... operator doesn't ever work at all, at least on my 2.5Meg ST
>>with TOS 1.4. It just works for a while and then locks up the machine.
>
>I believe this is not Gulam's fault, because "..." always works for me.
>Hmmm... Do you run POOLFIX3? It is a program which fixes a bug in TOS 1.4
>(and also 2.01 and 3.01), and that bug will EASILY be triggered by the
>stuff that "..." does: lots of malloc'ing and lots of directory traversals.
>Do you run FOLDR100? Do. TOS 1.4 drastically improves the situation with
>respect to the 40-folder problem, but does not make it go away completely.

Yup, I'm running both POOLFIX3 and FOLDR150. Perhaps it has to do with
the depth of my directory tree?

Dave Baggett
dmb@wam.umd.edu

2219. Re: Atari ST Blank Rom Cards

Newsgroup: comp.sys.atari.st
Date: 1991-08-26 14:19:29 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Aug26.141929.10129@magnus.acs.ohio-state.edu>
Source record: 229297
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug25.135243.11518@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <91235.121409COLLORA@LMUACAD.BITNET> <COLLORA@LMUACAD.BITNET> writes:
>> Hello Out there in Cyberspace...
>>
>> I am currently looking into converting an ATARI ST into a Macinotsh. I
>> already have a set of MAC ROMS (64K ROMS, 128K ROMS) that I would need
>> to plug into the atari. My question is, where can I get the blank ROM
>> cards that go into the side the ST, and also, is there anything else
>> special involved? I have the MAC OS already, and I already have a
>> monitor. So that's no problem. All replies are greatly appreciated...
>>
>> Thank You for your time,
>>
>> Salvatore Collora
>> COLLORA@LMUACAD.BITNET

>
>
>This is Blatant Piracy and you should be Removed From the Net..
>
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

Really? Is the Spectre GCR/128 also then blatant piracy? How about PCDITTO? For that matter, what about all the PC clones? The NewTek roms? If someone buys the Mac roms and wants to play around making a Mac-emulator at home, then more power to them. As for having the Mac OS, what makes you think this person did not just go out and purchase System 6.0.x or 7.0? That's what you have to do with the Spectre GCR, and it is not piracy.

|| || || - David Butler (dhbutler@magnus.acs.ohio-state.edu)
|| || ||
|| || || H H RRRR [High Resolution DTP]
|| || || HHHH R R [1996 Summit St. Apt. B]
|| || || H High RRRR [Columbus, Ohio 43201]
||| || ||| R Resolution [voice: (614)-297-7967]
|||| || |||| R R [BUSINESS CALLS ONLY]
- Desktop Publishing

-[For Free ST consulting]- -(Just a little plug for my company)-
-[the Columbus Ohio area]-
-[call Academic Computing]-
-[Services, 9am - 5pm]-
-[Monday - Friday at:]-
-[(614)-292-2919]-

2220. Re: Tos 2.0x coming to an STf(m) near you... NOT!

Newsgroup: comp.sys.atari.st
Date: 1991-08-26 16:53:37 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Aug26.165337.18400@informatik.uni-erlangen.de>
Source record: 229299

apalmer@pyrtech.pyramid.com (Albert "Earthquake" Palmer) writes:

>My Atari monitor sits on top of my TT without any problems. Before you
>make the statement the NO monitor can sit on a TT, you should ask
>TT owners on the net. I know of two other TTs that work fine with
>the monitor on top.

My TT also has serious interference problems when its VGA monitor
sits on top of it. No problems, though, with the 19" monitor standing
next to the machine, but with the PTC1426 I sometimes get alert boxes
when reading disks. They vanish as soon as I switch off the VGA monitor...
So this problem is REAL!

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2221. Re: MultiGEM Question!

Newsgroup: comp.sys.atari.st
Date: 1991-08-26 18:04:23 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <1DTa81w164w@ersys.edmonton.ab.ca>
Source record: 229365

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

> Hello. A friend of mine recently bought a new ST, and he discovered a
> program called MultiGEM. It was installed on his Hard Drive, so he tried
> to use it. He had a little success, in that he was able to have
> InterLink execute in the background. He was also able to bring up a TTP
> program in a window. This was good, but he couldn't do anything serious
> with the program because there was no way (that he knew of) to exit from
> a background task other than clicking on an empty slot in the Desk menu.
> He asked me for help, but I've never seen or heard of MultiGEM. If
> anyone can tell me the following information, I will relay it to him:
>
> 1. Are there any keystrokes to exit a program while not in a menu bar?
>
> 2. What kinds of programs can be multitasked with MultiGEM?
>
> The second question is for me, since I will consider purchasing the
> product if it is good. If you have any general information about the
> product, that would also be helpful. I hope someone can help him out
> (and me as well with the second question). Thanks for your time.
>
I forgot to mention in my original post of this message that my friend
bought the computer used, and that the program is version 1.01 according
to a program called MULTICON.PRG that was in the same folder. The
computer came with no documentation, which is something else I forgot to
mention.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

2222. HELP! Need HP DeskJet Plus driver for 1st Word Plus

Newsgroup: comp.sys.atari.st
Date: 1991-08-26 19:40:50 UTC
From: wgg@hp-lsd.COS.HP.COM
Message-ID: <7460008@hp-lsd.COS.HP.COM>
Source record: 229364

I just upgraded my printer to a HP DeskJet Plus. My older version of
1st Word Plus doesn't supply a driver for this printer. I tried calling the
help number on my registration card, but it has been disconnected.

Does anyone have the driver, or knowledge of how I could obtain one??

Thanks,

Grant Grovenburg
wgg@hp-lsd.cos.hp.com

2223. Re: games and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-08-26 20:54:17 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250024@hpindda.cup.hp.com>
Source record: 229360

I can also run Midwinter on my 2meg, TOS 1.4 520ST. In case anyone's counting.

2224. ROMport switcher and Graphic card

Newsgroup: comp.sys.atari.st
Date: 1991-08-26 21:22:11 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Aug26.212211.4648@nntp.hut.fi>
Source record: 229300

Hello, Atarians!

Few things I would like to know:

First: I need a switcher to use two key-protected MIDI-applications
under MROS. Can you help me to find one which works well and is
relatively cheap. It can be for 2 or 3 cartridges.

Second: Can anyone tell me which graphic cards do work with Spectre.
I am looking for ones capable to 800x600 or 1024x768 pixels. Amount of
colors is not important, Spectre is 2 colors anyway...

* Jari Lehto * 90-387939 * Jari.Lehto@hut.fi * Music, love & *
* Tenavatie 19 A * 90-382887 * jartsu@vipunen.hut.fi * friendship! *
* 00760 HELSINKI * 94040/02887 * jartsu@otax.hut.fi * Garlic, beer &*
* Finland * fax +358 0 8735916 * s37837k@saha.hut.fi * sausage! *

2225. Accelerators for the ST forsale

Newsgroup: comp.sys.atari.st
Date: 1991-08-26 23:38:11 UTC
From: stevef@bug.UUCP
Message-ID: <786@bug.UUCP>
Source record: 229371
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

I have come to possess a large number of Processor Accelerators for the 520, 1040, and Mega ST that I will sell for $65 each shipping included. I will sell two for $100. These are new units, in the box, were built by CMI and are fully tested. These accelerators are on multilayer boards that plug into a socket you solder onto the 68000. These boards are built around a 16 MHz 68000 and run at double the standard processor speed. The speed up you get with this product depends on the software you are running, but it runs from 10 to 30%.

These boards (there is a different one for the 520/Mega or 1040, so let me know what you want) also accept 68881 floating point unit of any speed, although it doesn't pay to get one faster than 16 MHz. For software that uses the math chip you can get speed ups of eight to ten times or more.

There is also a socket for an Atari blitter chip if your machine didn't come with one. You can get these from your Atari dealer.

These boards originally sold for around $300. Schematics and PAL equations are available on request. Complete instructions are included. DON'T try to install one of these if you are not handy with a soldering iron and haven't done this kind of thing before! I will not be liable for your mistakes.

If you want one of these, call or send a check to:

Steven R. Fordyce
6913 Sunnyview Rd NE
Salem, OR 97305-9543
(503)362-8637

Steven R. Fordyce uunet!sequent!ether!stevef

2226. Re: Atari ST Blank Rom Cards

Newsgroup: comp.sys.atari.st
Date: 1991-08-26 23:50:08 UTC
From: jcksnsr@nmt.edu
Message-ID: <1991Aug26.235008.7007@nmt.edu>
Source record: 229352
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug25.135243.11518@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <91235.121409COLLORA@LMUACAD.BITNET> <COLLORA@LMUACAD.BITNET> writes:
>
>This is Blatant Piracy and you should be Removed From the Net..
>
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

It is? Please explain.. I don't see anything that indicates piracy directly... having a set of Mac ROMs is legal, so is having a copy of the Mac OS if correct procedure is followed (IE you obtained it in a legal manner). I see nothing more than someone perhaps trying to reverse engineer Magic Sac which is impressive if successful...

JEff

2227. Re: Tos 2.0x coming to an STf(m) near you... NOT!

Newsgroup: comp.sys.atari.st
Date: 1991-08-27 00:12:03 UTC
From: adamd@rhi.hi.is
Message-ID: <3523@krafla.rhi.hi.is>
Source record: 229353

In <683052185.0@therip.FidoNet> Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:

>Yes but if my figuring is right the to 2.x SHOULD be able to fit...
>I realize the 6 chip sets get 192k by using 6 256k chips...
[...]
>However in the 2 chip sets which use 1meg chips...
>You have 2048 available bits..
^^^^
Of course you mean kilobits.

>However if the extra bits are addressable on them I havent looked.. ;-)

The top 64k (bytes) is not addressable with the standard glue chip.
By applying a hardware patch to the GLUE it is possible to get an extra
32k of general purpose ROM space and also 32k of instruction-only ROM space
which would fully utilise the 256k available on the two 1-Mbit ROM chips.

It is simpler to retrofit the new TOS by patching GLUE so that the ROM sits at
the new base address. I wouldn't be surprised if this is the way it was done.

--
Adam David.
adamd@rhi.hi.is

2228. GNUEmacs and modem

Newsgroup: comp.sys.atari.st
Date: 1991-08-27 00:40:11 UTC
From: fendrich@salyko.doit.sub.org
Message-ID: <3667@salyko.doit.sub.org>
Source record: 229388

Hi,

after asking this question on GEnie and CIS in vain, it's my last
try to get some help from you out there:

I recently installed GNUEmacs 18.55 on my Mega-2.
All is running fine, except the probems with the serial port.

My main goal is the installation of an IRC-Client to call my university
from home with my ATARI.

The problem is, that my modem (2400 Baud) won't get any signals from
Emacs, neither with the enclosed Terminal-emulator, nor the server-file,
nor the telnet-file and nore the IRC-client.

I am sure that there occurs a problem in the config-file, but I don't
have any ideas.

Perhaps there's somebody out there to fix my problem ??!!??

Any hint would be appreciated !

Thanks,

Thomas

--
|===|
| Thomas Knauer UUCP: fendrich@salyko.doit.sub.org |
| 100012.1123@compuserve.com |
| Tessiner Str. 144 Fido: Thomas Knauer @ 2:244/8002.11 |
| D-8000 Munich 71 GEnie: T.KNAUER On IRC: TKnauer |
| West Germany |
| Voice: +49 89 7593673 "Bald ist es Mitternacht und dann be- |
| Fax: +49 89 7594759 ginnt ein neuer Tag" (Helmut Kohl) |
|===|

2229. Re: Bob Brodie's address

Newsgroup: comp.sys.atari.st
Date: 1991-08-27 01:19:40 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <46120@cup.portal.com>
Source record: 229351

Len Stys asks:
>Does anyone have Bob Brodie's Internet or CompuServe address?

I don't have Bob's CompuServe PPN handy right here, but his direct telephone number is: (408) 745-2052

One caveat... with his recent promotion, he may have also gotten a new office phone number, so I can't guarantee this one is still valid, but it should get you started.

A call would probably be best, since Bob seldom reads UseNet, and very seldom uses CompuServe.

BobR

2230. Re: Atari ST Blank Rom Cards

Newsgroup: comp.sys.atari.st
Date: 1991-08-27 02:36:47 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Aug27.023647.25192@lsuc.on.ca>
Source record: 229355
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug25.171636.2275@noose.ecn.purdue.edu> yegerleh@vivaldi.ecn.purdue.edu (James D Yegerlehner) writes:
>In article <1991Aug25.135243.11518@actrix.gen.nz>, Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>> In article <91235.121409COLLORA@LMUACAD.BITNET> <COLLORA@LMUACAD.BITNET> writes:

...

>> This is Blatant Piracy and you should be Removed From the Net..
>>
>Huh? What in the original poster's message makes you think that there
>is any piracy going on? Is it not possible that these are perfectly
>legal Apple ROMs (such as those used in Spectres)? And as far as finder
>goes, am I mistaken in believing that Apple allows it to be freely
>copied? Maybe I'm missing something here, but if not, you are reckless

Apple claims full Copyright protection of their ROMs.

>and should not be so quick to make accusations of felonius behaviour.

The posting is not clear, and it's pretty clear that this is
because the guy who posted it doesn't really know what he's doing.
But I agree that it sounds to me that what he wants to do is perfectly
legal. He doesn't want to burn copies of the ROMs, he wants to stick
them in a ROM Cartridge under the mistaken assumption that this will
turn it into a Mac. As you point out, Spectre GCR (or the older
cartridge port adapters) are much more than just ROM cartridges
in the sense he seems to be thinking of them.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

2231. This is not a forsale issue (was Re: Atari ST Blank Rom Cards)

Newsgroup: comp.sys.atari.st
Date: 1991-08-27 05:27:23 UTC
From: an602@cleveland.Freenet.Edu
Message-ID: <1991Aug27.052723.28220@usenet.ins.cwru.edu>
Source record: 229354
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>In article <1991Aug25.135243.11518@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>
>This is Blatant Piracy and you should be Removed From the Net..

This thread is being cross-posted to misc.forsale.computers. When you follow up, please narrow the distribution. Many thanks!
--
---------------------.---.
Jim Bernatowicz	Spring: Bowling Green St Univ - Graduated!
	Summer: Off to Eastman Kodak, Rochester, NY
Cleveland FN: an602	Fall: Start at The University of Michigan

2232. ST stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1991-08-27 05:46:04 UTC
From: vovut@mist.CS.ORST.EDU
Message-ID: <1991Aug27.054604.24738@usenet>
Source record: 229356

I have some surplus ST hardware that I would like to get rid of:

* SM124 Monochrome monitor - $70
It's in good condition. I'm upgrading to a multisync.

* Video Key - $45
Connect ST to TV or VCR. Has RCA audio and video jacks.

* Magic Sac Plus - $25
For those that don't know, this emulates a Macintosh.
Comes with 64K ROMs and Epstart.

* Switch/Back - $20
I haven't used this much. It allows you to switch between
programs at the push of a button.

Prices do not include shipping.

If interested, please email to vovut@prism.cs.orst.edu

2233. Lost Touch With Panarthea

Newsgroup: comp.sys.atari.st
Date: 1991-08-27 07:50:07 UTC
From: rost@aqua.enet.dec.com
Message-ID: <1991Aug27.135630.27238@ryn.mro4.dec.com>
Source record: 229369

Hello, folks...

I've lost touch with the Panarthea archive again. No response but no mailer-daemon messages telling me my mailer couldn't connect.

The last address I had was:

archive-server@twitterpater.eng.sun.com

Anyone who can suggest what the problem might be (like the address has been changed again!!) please E-mail.

Brian Rost @rgb.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

2234. PRO FLIGHT

Newsgroup: comp.sys.atari.st
Date: 1991-08-27 08:16:28 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <17506@hydra.Helsinki.FI>
Source record: 229357

What's the newest version in proflight ? which or what version(s) have
a possibility of flying HA?!I_a?yrWK

sorry....
HAWK I said flying HAWK (GOSHAWK for americans) .... ?

or is it proflight I'm talking about.......?

where to get it ?

thanks !

>>>

2235. Bombs with The Vault 3.00

Newsgroup: comp.sys.atari.st
Date: 1991-08-27 08:32:22 UTC
From: marc@uni-paderborn.de
Message-ID: <1991Aug27.083222.26474@uni-paderborn.de>
Source record: 229358

I've got trouble with Bob Fischer's new (3.00) edition of his "Vault".

The program looks a good deal nicer now indeed, but unfortunately I got the following error, which makes the whole tool worthless.

Using unformatted disks and two disk drives normally the box "I can't read this disk" (or something like that) comes up when accessing the next disk in the other drive, after completing the write to the disk in the first drive. I usually click "format" there and go ahead.

But two times (well, after the first time I removed _everything_ special from my setup, all acc's, all resident stuff, ending up with a factory-clean setup) I got _two_bombs_ instead of that box, and the program exited.

The problem occured first after the second or third disk, and the second time when accessing the 11th disk.

This is quite annoying. Did somebody else run into similar trouble? Is the author on the net? (Hiya, Bob!)

My configuration is, what I would say, rather normal: 520 ST+ with 2 MB, 30 MB harddisk, 2 floppies, monochrome monitor, TOS 1.4. As I said, I removed all potential obstacles from memory.

I didn't know this problem from the older Vault version, which was already quite nice. But I would like to use 3.00, if possible. If there is any fix or hint (aside from using pre-formatted disks, which I will try next), please let me know.

-Marc
--

marc gumbold marc@uni-paderborn.de ..... save trees -- eat a beaver
nordstrasse 29, 4934 horn-bad meinberg, germany (west)

2236. Re: Anyone hear what went on at the Atarimeese?

Newsgroup: comp.sys.atari.st
Date: 1991-08-27 08:49:45 UTC
From: lelie@col01.enet.dec.com
Message-ID: <1991Aug27.102037.25678@ryn.mro4.dec.com>
Source record: 229368

In article <1991Aug25.040652.4275@usenet.ins.cwru.edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes...
>
>
>Any great things come out of the Atarimeese in Germany?
>
>Anyone know?
>

I was there and I put my hands on an STbook. _Very_ neato design!

1MB RAM, 40 MB harddisk, 5 hours of operation with accu-set, cursor operated by 'vector pad': you put your finger on a mould and push into the desired direction. A bit strange, but ATARI said, after an hour you would be comfortable with it.

The STbook contains _no_ floppy drive, instead you can connect it to your PC (or ST, dunno) and use the STbook winnie as an additional disk (software needed, comes from ATARI). There is a reserved compartment for a modem to be added.

They expected it to be on the market in december. The price has not been disclosed (at least to me :-), but I heard them say 'like the stacy's price'. Let's see how ATARI will mess it up - oops, will sell it...

Some nice grafic cards could be seen, but I've got no $$$ to get a multisync monitor :-(

DC Software were there and I had the opportunity to talk to Mike Vederman (Hi Mike!). It's quite interesting to meet people you only knew from reading usenet-articles!

Peter Lelie D-5000 Koeln (Office) | D-4047 Dormagen-Zons (Home)
Digital Equipment GmbH Stolberger Strasse 90 | Theodor Fontane Str. 51a

lelie@col01.enet.dec.com from USA
...unido!decum!col01.enet!lelie from EUROPE

Disclaimer: My opinions are mine.
BTW, isn't every computer a _digital_ computer?

2237. Re: Gulam problems [was Re: long input lines under Gulam]

Newsgroup: comp.sys.atari.st
Date: 1991-08-27 11:55:48 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91239.114718ONM07@DMSWWU1A.BITNET>
Source record: 229361

In article <3031@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) says:
>
>Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>>Can you tell me if POOLFIX3 is needed with TOS1.6 or 1.62. ?
>
>Yes. Here it is:
>[uuencoded POOLFIX deleted]

Umpf? Wasn't this fixed in GEMDOS 0x1700 (0.17) in TOS 1.62?????

_____ cut here _____
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____ correct me if I'm wrong _____

2238. **** KALAMUS INFO ***********

Newsgroup: comp.sys.atari.st
Date: 1991-08-27 13:38:05 UTC
From: mmilicevic@umiami.ir.miami.edu
Message-ID: <1991Aug27.093805.12217@umiami.ir.miami.edu>
Source record: 229385

Hi There,

Does anyone know about the program KALAMUS. Give me some info please.
Price, oppinions...

Thanks, MLADEN

2239. ST RESET PROBLEM

Newsgroup: comp.sys.atari.st
Date: 1991-08-27 13:40:27 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Aug27.134027.19517@magnus.acs.ohio-state.edu>
Source record: 229362
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I would like to thank everyone who responded to my last posting about my Megas random reset problems. I managed to add an -additional- internal fan (this was an extremely interesting task, if anyone is interested in how I did it, let me know and I will post the procedure). This did not help the reset problem, but it does send a lot more hot air out the back vent. (My stock fan blows out the rear, I understand some go the other way around, or maybe Atari just got confused and installed some backwards). It also seems to keep the reset/crash problem from occuring as soon, I can now stay on for nearly an hour before it starts to crash, even though I'm running the fan off the original internal power supply. I've ordered the heavy duty power supply from BEST electronics, and I'm sure I'll let everyone know if it does not do the job...

...As for my experiences with the ISAC board, it looks beautiful, and in really nice for DTP work, but there are many software problems, the most common of which is software checking for LOW resolution. The ISAC card in color mode (it also has monochrome) looks like a really huge low-rez screen to the software. So, software that should run just fine on this monitor will give the "will not run in low rez" alert, rats. This $599 card ended up costing me damn close to $1100!, I figured out that for that cost I could have sold off all my old equipment, purchased an old Amiga 1000 (which was as the local store) for $199, sent in the owners-manual cover, and gotten a really nice Amiga 3000 with AMAX and the ST emulators (I understand the *great-trade-up* in now over). Needless to say I'm a little bit upset. Oh well, I still like my old Mega (2+2), so I guess I'll keep it for a while longer...

|| || || - David Butler (dhbutler@magnus.acs.ohio-state.edu)
|| || ||
|| || || H H RRRR [High Resolution DTP]
|| || || HHHH R R [1996 Summit St. Apt. B]
|| || || H High RRRR [Columbus, Ohio 43201]
||| || ||| R Resolution [voice: (614)-297-7967]
|||| || |||| R R [BUSINESS CALLS ONLY]
- Desktop Publishing

-[For Free ST consulting]- -(Just a little plug for my company)-
-[the Columbus Ohio area]-
-[call Academic Computing]-
-[Services, 9am - 5pm]-
-[Monday - Friday at:]-
-[(614)-292-2919]-

2240. Re: games and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-08-27 15:17:29 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <1991Aug27.101742.7738@news.cs.indiana.edu>
Source record: 229363

Thanks for the replies about MidWinter. Apparently it can be run on an ST520 with enough memory. Also TOS1.4 does not appear to be a problem. None-the-less I can not get the game to run. One person suggested a disk drive problem. The disk drive does appear to work fine, but I guess there are several possibilities along this line.

When trying to run MidWinter I unplug Magic Sac and the disk drive. I disconnect my one sided disk drive and have only the two sided drive plugged in. The two sided drive has the name MASTER-3S on it. Just to be sure I will try all this again tonight. I forget how the ST decides which dsik drive is A and B when two drives are hooked up, but the way I normally hook things up the two sided drive is drive B, but when it is hooked up by itself, it works fine as drive A. If any of this suggests things I should try, I will be greatful for your comments.

2241. Re: Tos 2.0x coming to an STf(m) near you... NOT!

Newsgroup: comp.sys.atari.st
Date: 1991-08-27 15:21:46 UTC
From: mathew@mantis.co.uk
Message-ID: <Zigc89w164w@mantis.co.uk>
Source record: 229366

aa399@cleveland.Freenet.Edu (Len Stys) writes:
> What Atari needs now is a computer designed for multi-media.
> This computer should also share the graphics and sound of the Jaguar.
> It needs to have a high-density drive (1.44 or higher).
> It needs to have 2 megs at least standard on it with capable of being
> expanded to more (a lot more) in the future.
> The desktop must be at least capable of doing what the TT desktop can do.
> It needs to be capable of Super VGA graphics at least.
> The computer needs to capability of running IBM software.
> It needs to be built to accept changes and future technology.

I agree with everything you say except for the bit about IBM software.
Allow third parties to built PC emulators, but don't drag the machine down
to the level of just another PC clone. Build something with a 68030 or
an 88000 in it.

> Developers that can say I WANT to build hardware and write software for it.

As far as I'm concerned, "I want to build hardware and write software for
it" if and only if "It is not based on any existing Intel processor".

mathew

2242. versions that need POOLFIX3 [was Re: Gulam problems]

Newsgroup: comp.sys.atari.st
Date: 1991-08-27 18:14:11 UTC
From: apratt@atari.UUCP
Message-ID: <3033@atari.UUCP>
Source record: 229370

>In article <3030@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) says:
>>(and also 2.01 and 3.01), and that bug will EASILY be triggered by the

ONM07@DMSWWU1A.BITNET writes:
>REALLY? I thought this one was fixed in GEMDOS 0.15 (Sversion(): 0x1500)???

My mistake. The bug is in TOS 1.4 and 1.06 and 1.62 but not in any TT TOS
or Mega STe TOS. The Sversion() value for the first fixed version is 0x1700,
which is to say Version 0.17.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2243. LDW Power, any users?

Newsgroup: comp.sys.atari.st
Date: 1991-08-27 18:47:54 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <GAUDREAU.91Aug27144754@juggler.East.Sun.COM>
Source record: 229367

Subject asks all. Anybody using it? How do you like it.
How does it compare with Lettuce 1-2-3?

Thanx.

Joe
-=-

2244. Re: ATARI.ENG

Newsgroup: comp.sys.atari.st
Date: 1991-08-27 20:02:36 UTC
From: horst@parrot.in-berlin.de
Message-ID: <FY6TEGD@parrot.in-berlin.de>
Source record: 229374

Karsten_Isakovic@b.maus.de (Karsten Isakovic) writes:

>Sooo doll ist die Gruppe auch nicht ;-(

>1. Sind die Messages mindestens eine Woche alt
>2. Nicht volltaendig (In den Tagen kamen garantiert mehr Anfragen)
>3. Warscheinlich nur in einer Richtung vernetzt.

>Ich warte mal noch 2-3 Tage ab, wenn sich dann nichts tut, entferne ich die
>ATARI.ENG (comp.sy.atari.st) wieder.

>Gruss, Karsten

Hello,

very funny Karsten. You posted your message in an international group...
Mouses are not all in the world.

Horst
--
....
horst@parrot.in-berlin.de I PARROT-BERLIN, PUBLIC BBS, TEL. +49 30 724467
Horst Bahr I THE PUBLIC-DOMAIN-RESOURCE FOR AMIGA, ATARI, PC
Berlin, FRG, Terra, Sol I AND MAC. NET- AND UNIXACCESS FOR INTERESTED USERS

2245. Re: TT-UNIX

Newsgroup: comp.sys.atari.st
Date: 1991-08-27 22:24:00 UTC
From: Martin_Gaeckler@m.maus.de
Message-ID: <A12246@m.maus.de>
Source record: 229399

> WHAT's the current status of UNIX for TT ?

Atari said: Available in 3 or 4 weeks

> If so, what's the price in Ger. and in U.S., and
> where to get it ???

Developer's machine 16 MB RAM, 320 MB Harddisk will cost about DM 10000.--

Martin

2246. Official weird thing: wandering menu bar

Newsgroup: comp.sys.atari.st
Date: 1991-08-28 03:13:47 UTC
From: bboychuk@sdcc13.ucsd.edu
Message-ID: <22924@sdcc6.ucsd.edu>
Source record: 229375
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In a program I'm working on, after a re-compile, the menu bar
decided that it wanted to stop appearing at the top of the screen
and is now showing up about three text lines down and half a dozen
spaces over from the left. I've tried everything I can think of,
including re-compiling all the source files and sorting everything I
can get at in the resource editor. Anybody ever have this happen
before? Any solutions?
--
---
bboychuk@ucsd.edu "My GOD, did you see the power and majesty radiated by
that llama?" "Well, of course I did, you fool..."

2247. Re: Gulam problems [was Re: long input lines under Gulam]

Newsgroup: comp.sys.atari.st
Date: 1991-08-28 05:37:37 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3272@cod.NOSC.MIL>
Source record: 229372

This may be a FAQ, but, how do I get gulam to use a real more instead of emacs, or what in my configuration file is causing gulam to use emacs for more?

a vi guy

2248. Re: YG modem

Newsgroup: comp.sys.atari.st
Date: 1991-08-28 06:28:05 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <iHmD82w164w@ersys.edmonton.ab.ca>
Source record: 229377

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>
> Y Modem G can only use with MNP4/5 V42 type modems, ie, error correcting
> ones, but Note: there is a CRC check on received data, and will drop
> out if it gets a error.
>
> Note: you must use the TOS 1.4 fix2 to use RTS/CTS Flow control with
> TOS 1.4, the ONLY SZ/Zmodem upload that I found to work correctly,
> is the German Gem one.. GSZRZ18, I think, was posted to binaries some time
> back
> --
> *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
> *** Kapiti At least I don't Flicker, ***
> *** New Zealand.. * not like a dying light globe ***

The Supra 2400+ is a MNP 2-5 V.42/V.42bis modem. The program that I am
using is called HSFIX.PRG and is in german. The intro when it loads is
in english, and it says that it is for Tos 1.02 and higher. I haven't
been able to test it with sending yet, but I will soon. Has anyone ever
seen a Ymodem-G utility that SENDS? All the IBM term programs have that
protocol for sending and receiving, yet we don't. There are also some
other interesting protocols that would be interesting to see for the ST.
Jmodem (or is it Imodem) is supposed to allow you to send and receive a
file at the same time. That would be handy. So far the best protocols
for the ST seem to be Zmodem and Ymodem-G, though.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>

<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

2249. Re: YG modem

Newsgroup: comp.sys.atari.st
Date: 1991-08-28 06:35:23 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <oTmD83w164w@ersys.edmonton.ab.ca>
Source record: 229376

dmb@wam.umd.edu (David M. Baggett) writes:

> Your Zmodem problem is probably easily fixed. Timeouts during uploads
> but not during downloads almost always indicate a disparity between
> what the modem thinks the flow control is set to and what the terminal
> program thinks the flow control is set to. Make sure your terminal
> program is not doing flow control of its own. Try setting flow control
> to OFF and see if your uploads work without hanging.
>
> I had the same problem with my 9600 baud modem; getting the parameters
> right fixed the problem. I highly recommend the ports of sz and rz for
> the ST. I believe they were done by Bammi, but please correct me if
> I'm wrong. In any case, I've found them to be more robust that xyz.ttp
> and easier for batch transfers. Works like a charm!
>
> Dave Baggett
> dmb@wam.umd.edu

I am using the newer ports of RZ and SZ by Roy Bixler. They have functioned flawlessly right up until I got my new modem. My terminal program is Interlink, or DTerm, and I have both set to use Flow control. DTerm isn't too specific about flow control (either it is on or off) but Interlink is set to RTS/CTS. I'll try your suggestion and see what happens, but then what do I do when I am online? A buffer overflow doesn't look pretty, and always changing the flow control might be a pain. I could have the modem use Xon/Xoff, perhaps?

Thanks for the information.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

2250. Re: Gulam problems [was Re: long input lines under Gulam]

Newsgroup: comp.sys.atari.st
Date: 1991-08-28 08:43:06 UTC
From: piet@cs.ruu.nl
Message-ID: <1991Aug28.084306.12271@cs.ruu.nl>
Source record: 229378

>>>>> healy@cod.NOSC.MIL (Mike Healy) (MH) writes:

MH> This may be a FAQ, but, how do I get gulam to use a real more instead
MH> of emacs, or what in my configuration file is causing gulam to use
MH> emacs for more?

alias more c:\bin\less.ttp :=)

--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

2251. ARC.PRG source for UNIX

Newsgroup: comp.sys.atari.st
Date: 1991-08-28 10:33:11 UTC
From: kiwi@iis.ethz.ch
Message-ID: <1991Aug28.103311.18509@bernina.ethz.ch>
Source record: 229379

salue ataris,
i have some interesting sources in arc format on my UNIX computer,
how can i extract files, without going on little atari-st ?
,
bye rene

2252. GEMDOS and AES questions

Newsgroup: comp.sys.atari.st
Date: 1991-08-28 10:34:23 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1991Aug28.103423.290@cs.ruu.nl>
Source record: 229380

I'm writing a desk accessory(*) text editor. It's going to look very
nice, but I still have some (minor) questions which I'd like to
solve. The program will probably be shareware, but anyone who can
give a satisfactory reply to one of the following questions will
get free use and full update service!

(*) it can run as an application, too.

1. It seems to me that all OTHER text editors load files about
twice as fast as my program. I use one straight Fread(). Do
other programs use a special load procedure (and what about
GEMDOS Pexec()?) ?

2. Does the ATARI AES send ANY WM_NEWTOP messages? I never seem to
get one, while I'm in desperate need of them.
My desktop editor has a smooth (X-like) scroll bar, in
stead of the usual window attributes. So, the scroll bar and
the sizer box are really objects WITHIN the working area
of the window, and I have to take care MYSELF of hiding the
object trees of the slider and sizer when the window is not
active. I suppose, when someone else opens a window, or has
topped one, I should get a WM_NEWTOP message from SCRENMGR.
(My solution: use a timer event to do a wind_get(WF_TOP)
about four times a second.)

Thanks in advance for any hints,

--

____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

2253. SNG file format

Newsgroup: comp.sys.atari.st
Date: 1991-08-28 11:06:02 UTC
From: ralph@prosun.first.gmd.de
Message-ID: <962@bigfoot.first.gmd.de>
Source record: 229381

```
Hi Folks,
is there anybody, who knows about the structure of *.sng Files as
used in midifiles.arc at atari.archive ???
Are there any conversion programs from these *.sng to the Steinberg 24
program?
Does anybody known, how to playback the *.sng files from atari archive?

Thanks in advance

-------------------------------------------------------------------------
Ralph Berg
D-1000 Berlin West Germany during day 030/25499151
German National Research Center for Computer Science, FIRST
ralph@prosun.first.gmd.de
-------------------------------------------------------------------------
```

2254. Need good termcap for Atari ST and Interlink term program

Newsgroup: comp.sys.atari.st
Date: 1991-08-28 14:17:33 UTC
From: mjo@mtu.edu
Message-ID: <5JMFF@geolabserver.geo.mtu.edu>
Source record: 229384
Cross-posted to: comp.sys.atari.st,comp.terminals

```
Mike O'Connor | "I need a vacation."
NIC Database: MJO17 |
Internet: mjo@mtu.edu | -The Terminator
UUCP: ...!ttardis!mjo |
```

2255. accelerator boards

Newsgroup: comp.sys.atari.st
Date: 1991-08-28 14:20:50 UTC
From: selick@bucsf.bu.edu
Message-ID: <88640@bu.edu>
Source record: 229383

Does anybody know if the accelerator boards in the previous article support the 1040 STE? Will they create any compatibility problems? Tos 1.06?
<selick@bucsf.bu.edu>

2256. Re: Tos 2.0x coming to an STf(m) near you...

Newsgroup: comp.sys.atari.st
Date: 1991-08-28 15:26:33 UTC
From: kbad@atari.UUCP
Message-ID: <3036@atari.UUCP>
Source record: 229400

neil@cs.hw.ac.uk (Neil Forsyth) writes:

|Well the word is that there is some hardware hacking going on too. We'll know
|more next week hopefully when they let the cat out of the bag.

Yep, as soon as I heard about the upgrade board shown in Dusseldorf,
I started choking on that last post... and lemme tell you, regurgitated
Usenet posts are none too tasty. :)

Looks like ST & Mega owners win after all... with this slick little
upgrade, you *will* be able to plug TOS 2.0x ROMs into those machines.
The upgrade is reportedly not for the faint of heart, though... it does
involve running some wires and burning your fingers with a soldering iron.

|What is your opinion of patched versions of TOS 2.0x? I think we already know.

'Nuff said.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

2257. Any Turrican cheats out there?

Newsgroup: comp.sys.atari.st
Date: 1991-08-28 15:51:52 UTC
From: iam@stiatl.salestech.com
Message-ID: <1991Aug28.155152.1070@stiatl.salestech.com>
Source record: 229407

```
Was wanting to know if there exist any cheats for Turrican out there?
Wow is that game hard!! (But FUN, too!)

Ian
--
-------- ---- ---- -- | Ian Mercado: iam@stiatl.salestech.com |
-- - - ----- -- | emory!stiatl!iam |
-- -------- -- ----- | |
-------- -- -- -- ---- | "Can't keep my mind from the circling sky" |
```

2258. Re: Railroad Tycoon

Newsgroup: comp.sys.atari.st
Date: 1991-08-28 16:21:20 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <0XDe81w164w@ersys.edmonton.ab.ca>
Source record: 229389

bill@mwca.UUCP (Bill Sheppard) writes:

> I've seen two references to Microprose's Railroad Tycoon being ported to the
> ST. Railroad Tycoon is a sensational simulation; can anyone confirm or refut
> whether this port is actually taking place?
> --
> ##
> # Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
> # Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
> ############### Opinions expressed are my own and usually wrong ###############

I have been reading in ST Action magazine (out of the UK) that Railroad
Tycoon is currently being ported to the ST. I can hardly wait!

Greg Granger

< InterNet: ggranger@ersys.edmonton.ab.ca > "Gimme the strongest
< FoReMNet: Greg Granger @ 532 or Dark Knight @ 595 > thing you've got."
< Mail Adr: 5906-188 St. Edmonton, AB Canada T6M-2A9 >
< Phone : +1 403 481-0803 or +1 403 481-5110 > - Lt. Frank Drebin

2259. Re: LDW Power, any users?

Newsgroup: comp.sys.atari.st
Date: 1991-08-28 17:54:10 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440171@hplsla.HP.COM>
Source record: 229396

gaudreau@juggler.East.Sun.COM asks about LDW Power:

Subject asks all. Anybody using it? How do you like it.
How does it compare with Lettuce 1-2-3?

I use it almost daily. It works and the "GEM"-ified user interface is nice,
but you can still run it from the keyboard just like 123. I have translated
worksheets between LDW and 123 in both directions with little to no trouble.
The latest LDW version (2.0 I think) is supposed to have improved graphics
(much needed IMHO), 123 Release 2 macro compatibility, and no glitches in
transferring worksheets. (I'm sending for my upgrade RSN).

Just a satisfied user,

%%%

2260. Humorous MIDI problem

Newsgroup: comp.sys.atari.st
Date: 1991-08-28 18:59:54 UTC
From: ljtoth@athena.mit.edu
Message-ID: <1991Aug28.185954.3811@athena.mit.edu>
Source record: 229386

Are there any Atari hardware gurus out there with insight into the following problem?

I recently acquired an old Atari 1040ST, and attempted to use it to control a MIDI keyboard (Roland alpha-Juno 2). When making the final midi connection (to MIDI out on the keyboard) the computer's monitor (Atari monochrome) literally blew up! Power was on at the time to the Atari, which continued to merrily copy a disk throughout the incident, (yes, the manuals always warn you about plugging things in with the power on, I know,) but power was off to the keyboard. It really is beyond me what could have

caused the Atari to output a disastrous monitor signal, but not affect the computer in any other noticeable way.

My copy of T-Basic, (newest version bought from Dr. T. himself two weeks ago) will be for sale shortly, if the problem turns out to be something expensive. Please e-mail me if you're interested.

- Louis

2261. I still love my ST

Newsgroup: comp.sys.atari.st
Date: 1991-08-28 19:10:30 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <31629@know.pws.bull.com>
Source record: 229387

Very often, someone on the net discusses upgrading his/her system and toys with the idea of going to a Mac or a PC.

One local ST user, whose son is 14, wants to get his son a 'serious' machine now that he has 'outgrown' the ST. He said he was going to go to a PC because, as he stated, "its's a PC world out there".

First of all, kids in high school are going to use a micro for (i) programming, (ii) wordprocessing, (iii) spread sheets and then MAYBE (iv) database work, (v) drawing and CAD, (vi) DTP, and (vii) music. While the ST does not have software as sophisticated as the PC or MAC, for the level that high school students work, the ST can perform quite well for programming (C, PASCAL, MODULA), wordprocessing (WordPlus, WordPerfect, Signum,...) and spreadsheets (LDW). Database work can be done with dbMAN, although it lacks the ease of use of dBASE. The ST also has some great drawing and CAD packages and does extremely well at DTP and music applications.

My opinion is that the user's kid will use his new '386 super VGA system to (i) play games and (ii) run pirated software. PC users are the biggest pirates going. They steal WINDOWS, Word, EXCEL, Harvard Graphics, NORTON, etc from the work place and pass it around. Who do you know that has a PC with 'hot' copies of 123, dBASE, EXCEL,.....

I support the ST because I can afford programs like Pagestream, Calamus, Signum, WordPlus, LDW, Tiger, TigerCUB, EasyDraw, BeckerCAD. I have a Mega 2 with an SLM605 that blows away PCs connected to HP laserjets (even those with PostScript cartridges) and I did it at a fraction of the cost and with legitimate copies of software.

Sure, fast '386s and '486s are great in the business environment where all the software can be purchased. However, for home use, the PC user typically steals the software. I still love my ST because I don't feel like a crook!.

2262. Re: Official weird thing: wandering menu bar

Newsgroup: comp.sys.atari.st
Date: 1991-08-28 19:25:31 UTC
From: bboychuk@sdcc13.ucsd.edu
Message-ID: <22953@sdcc6.ucsd.edu>
Source record: 229392
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <22924@sdcc6.ucsd.edu> I write:
>In a program I'm working on, after a re-compile, the menu bar
>decided that it wanted to stop appearing at the top of the screen
>and is now showing up about three text lines down and half a dozen
>spaces over from the left. I've tried everything I can think of,
>including re-compiling all the source files and sorting everything I
>can get at in the resource editor. Anybody ever have this happen
>before? Any solutions?
>--
>bboychuk@ucsd.edu "My GOD, did you see the power and majesty radiated b
> that llama?" "Well, of course I did, you fool..."
>--

I seem to have half-solved my problem. By forcing the X,Y of the
GEM object to 0,0, the menu bar now appears in the right place --
but I still have no idea why it's coming in from the .RSC file with
goofy coordinates... Apparently, the resource is screwed up and
I'm afraid that this is just a small part of a larger problem that's
going to jump out later and eat me. Anybody know how to correct
this?
(Warwick: I tried to reply to your E-mail, but it bounced.
Thanks for your suggestion about the screen memory being offset, but
everything else (plines, dialogs) all draw correctly. The problem
appears to be in the resource file...)
--
----
bboychuk@ucsd.edu "My GOD, did you see the power and majesty radiated by
that llama?" "Well, of course I did, you fool..."

2263. Purdue Atari Users Group --- Callout

Newsgroup: comp.sys.atari.st
Date: 1991-08-28 20:11:23 UTC
From: whitehe@cb.ecn.purdue.edu
Message-ID: <1991Aug28.201123.11240@noose.ecn.purdue.edu>
Source record: 229390

Attention! The Purdue Atari Users Group Callout will be held Saturday August 31, 1991 in Stewart Center Room #320 at 1:00. Please attend if you are in this local area and are interested in joining an Atari users group.

Drew Whitehead
President, PAUG

2264. Dungeon Master Maps

Newsgroup: comp.sys.atari.st
Date: 1991-08-28 20:49:43 UTC
From: moroni@cbnewse.cb.att.com
Message-ID: <1991Aug28.204943.13140@cbnewse.cb.att.com>
Source record: 229391

Hi:

I am looking for good and complete maps for
the game "Dungeon Master" that came out a couple
of years ago for the ST.

Can anyone tell me where I can obtain a copy?

Thanks,

Al Issa
AT&T Bell Labs
Naperville, Illinois USA

2265. Re: Railroad Tycoon

Newsgroup: comp.sys.atari.st
Date: 1991-08-28 21:43:28 UTC
From: seattle@hydra.unm.edu
Message-ID: <b5wbnxc@lynx.unm.edu>
Source record: 229394

In article <0XDe81w164w@ersys.edmonton.ab.ca> ggranger@ersys.edmonton.ab.ca
(Greg Granger) writes:
>bill@mwca.UUCP (Bill Sheppard) writes:
]
]> I've seen two references to Microprose's Railroad Tycoon being ported to the
]> ST. Railroad Tycoon is a sensational simulation; can anyone confirm or refut
]> whether this port is actually taking place?
]
]I have been reading in ST Action magazine (out of the UK) that Railroad
]Tycoon is currently being ported to the ST. I can hardly wait!
]
]Greg Granger
]

I've ordered the program from Sideline Software. They said it'd be coming
in this week from the UK.

Dave

--
/|\ | Lords of the / seattle@hydra.unm.edu < <>--<> > David G. Adams \
< |/\ | Earth: | "Modern love is automatic" - A Flock of Seagulls |
\| | Live it! \ Don't bug the University 'bout nuthin' I've said. /

2266. Is there a good logic circuit simulator out for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-08-28 22:08:19 UTC
From: s-hofmann@uiuc.edu
Message-ID: <1991Aug28.220819.6480@ux1.cso.uiuc.edu>
Source record: 229393

I'm looking for a good logic-circuit simulator (A circuit built of logic gates), for use in a class in elementary machine architecture and design. Is there anything (that will run on a 1-meg 520ST with monochrome moniter) that I can ftp? Thanks,

Scott
--

J. Scott Hofmann | "Yes, I am competely loopy."
s-hofmann@uiuc.edu | -John Cleese
aka Diode | Epoch development team, UIUC

2267. 2.5 Meg upgrade

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 00:09:00 UTC
From: Hayo_Schmidt@hh.maus.de
Message-ID: <A5873@hh.maus.de>
Source record: 229423

Christopher Russell yonder @ netcom.COM am Fr, 23.08.91 17:07 in ATARI.ENG #A28931@SUB was yelling:
CR>Anyways, I understand about CAS and RAS and all that, I just don't
CR>understand which setup is excecptable: 512,2M or 2M,512 or maybe both
CR>or OK.. Somebody PLEASE help..... thanks...

I just built in an upgrade of 2MB last weekend. My doc says, that an upgrade to 2.5 MB won't work with the MMU by the manufacturer IMP.
If you have the letters IMP on your MMU, you must deselect the 512 KB and take the 2 MB as bank 0.
Otherwise both setups should be ok. My setup is 2M, 2M using a bank 0 of 2 MB and for bank 1 the two old 512KB banks, connected with a GAL-chip. That makes 3 MB. The system thinks, the RAM over 3MB is defective and ignores it.

hayo

2268. TeX -- uhhg!

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 00:18:17 UTC
From: yonder@netcom.COM
Message-ID: <1991Aug29.001817.22800@netcom.COM>
Source record: 229398

Well, I spent several days upgrading my ST to 2.5M so I could run some more software.. Especially would like to get TeX running. Well, after several days, I've managed to create *.dvi files, but I haven't got any of the dvi2* programs working. Basically because I am hoping that I can get the fonts directory setup with 99e99 hours of work!! I have got the dvifnts1.zoo and dvifnts2.zoo files from atari.archive, which have the directories already setup. Unfortuantely, it doesn't seem to want to build the directories correctly. In the readme file, it says to do zoo -x// dvifnt?.zoo. Hmm.. -x isn't valid for zoo! And what are those slashes all about? What version of zoo is this?

What dvi screen viewer is the best? It looks like maybe the 3.3 viewer is.. I don't quite understand what all the "server" stuff is about though -- maybe somebody could fill in a neophyte TeX user.

I would be a very happy guy if somebody would send me a ls -lR of there TeX setup! And explain to me how to build the fonts directories from those zoo archives! ...thanks in advance...
--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

2269. Re: **** KALAMUS INFO **********

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 00:53:16 UTC
From: JOKHC@CUNYVM.BITNET
Message-ID: <91240.205316JOKHC@CUNYVM.BITNET>
Source record: 229397

you mean Calamus, Don't you? Really nice desktop publisher, built in outline fonts, mono only, no gdos needed, etc.

If you mean't Kalamus(whatever that is) so sorry to waste your time.

2270. WANTED: Atari Mega ST console

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 03:10:29 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1991Aug29.031029.3957@umbc3.umbc.edu>
Source record: 229395

Anyone selling a Mega ST (2 or 4)? If so, send me mail with your price
and any other pertinent info.

Thanks!

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

2271. Address for 3K-Computer Bild

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 05:14:34 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <46221@cup.portal.com>
Source record: 229401

Can anyone give me the address in Germany of 3K-Computer Bild..?

I think they're also known as 3K-Computer Techink.

They have a new Epson color scanner package for the ST that looks
VERY interesting, but the article about it didn't give any info
about how to contact them...

Thanks..!

BobR

2272. Re: TeX -- uhhg!

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 08:26:50 UTC
From: marc@hemlock.cray.com
Message-ID: <1991Aug29.032650.2411@hemlock.cray.com>
Source record: 229402

In article <1991Aug29.001817.22800@netcom.COM>, yonder@netcom.COM (Christopher Russell) writes:
> Well, I spent several days upgrading my ST to 2.5M so I could run some
> more software.. Especially would like to get TeX running. Well, after
> several days, I've managed to create *.dvi files, but I haven't got
> any of the dvi2* programs working. Basically because I am hoping that
> I can get the fonts directory setup with 99e99 hours of work!! I have
> got the dvifnts1.zoo and dvifnts2.zoo files from atari.archive, which
> have the directories already setup. Unfortuantely, it doesn't seem to
> want to build the directories correctly. In the readme file, it says
> to do zoo -x// dvifnt?.zoo. Hmm.. -x isn't valid for zoo! And what
> are those slashes all about? What version of zoo is this?

-x isn't valid for zoo when it gets folded to uppercase! This is what the Atari .TTP dialog will do. You can get around this by running from a CLI, or by using a third-party desktop replacement, which isn't so neanderthal.

Cheers,

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

2273. Re: ARC.PRG source for UNIX

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 09:03:53 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Aug29100353@ghiggins.hpl.hp.com>
Source record: 229405

```
> salue ataris,
> i have some interesting sources in arc format on my UNIX computer,
> how can i extract files, without going on little atari-st ?
> ,
> bye rene

By using a Eunuchs-hosted arc:

+ ARC - Archive utility, Version 5.21, created on 04/22/87 at 15:05:21
+ Usage: arc {amufdxerplvtc}[biswnoq][g<password>] <archive> [<filename> . . .]
+ Where: a = add files to archive
+ m = move files to archive
+ u = update files in archive
+ f = freshen files in archive
+ d = delete files from archive
+ x,e = extract files from archive
+ r = run files from archive
+ p = copy files from archive to standard output
+ l = list files in archive
+ v = verbose listing of files in archive
+ t = test archive integrity
+ c = convert entry to new packing method
+ b = retain backup copy of archive
+ i = suppress image mode (translate EOL)
+ s = suppress compression (store only)
+ w = suppress warning messages
+ n = suppress notes and comments
+ o = overwrite existing files when extracting
+ q = squash instead of crunching
+ g = Encrypt/decrypt archive entry
+
+ Adapted from MSDOS by Howard Chu

Email me if you can't find the Eunuchs sources.

Graham Higgins
---- My opinions above are exactly that: my own, and opinions.-----
```

2274. Re: Address for 3K-Computer Bild

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 09:45:24 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <17554@hydra.Helsinki.FI>
Source record: 229403

if anybody knows about the addres / S/H-ware related to this thing...
please tell us what's this all about ???

for: I WANT A COLOUR SCANNER TOO !!!

>>
>>>>>> " I'm completely operational & all my cicuits are functioning <<<<<<
>>>>>> correctly...correc...corr...co...-! " : HAl9000 <<<<<<
>>

2275. Re: TeX -- uhhg!

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 10:55:22 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3757@laura.UUCP>
Source record: 229404

In article <1991Aug29.032650.2411@hemlock.cray.com>, marc@hemlock.cray.com (Marc Bouron) writes:

```
|> > ... In the readme file, it says
|> > to do zoo -x// dvifnt?.zoo. Hmm.. -x isn't valid for zoo! And what
|> > are those slashes all about? What version of zoo is this?
|>
|> -x isn't valid for zoo when it gets folded to uppercase!
```

Sorry, wrong answer. "-x//" is also not valid when not folded to uppercase.
Use "x//" instead.


```
--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386
```

2276. Re: TeX -- uhhg!

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 13:17:44 UTC
From: steve@thelake.mn.org
Message-ID: <A1110841117@thelake.mn.org>
Source record: 229417

[In article <1991Aug29.001817.22800@netcom.COM>,
yonder@netcom.COM (Christopher Russell) writes ...]

> Unfortuantely, it doesn't seem to
> want to build the directories correctly. In the readme file, it says
> to do zoo -x// dvifnt?.zoo. Hmm.. -x isn't valid for zoo! And what
> are those slashes all about? What version of zoo is this?

ZOO commands beginning with a hyphen are ``novice'' commands
like -list, -extract, and so forth. The x// argument should work
fine if you simply omit the hyphen. If it doesn't, try ZOO -restore.

Basically 'x' means extract and '//' means with full pathnames, creating
directories if necessary.

Note that ZOO is case sensitive, so you can't run it from pre-TOS 1.4
Desktop. If you run it from a command shell, be sure the shell doesn't
muck around with the slashes (you may have to quote the arguments).

ZOOSHELL will make this a lot easier, I promise.

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org
Member, Burned Out Newspapercreatures Guild

2277. Virgin Mastertronic

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 13:52:21 UTC
From: malay@sae.com
Message-ID: <1991Aug29.135221.29169@sae.com>
Source record: 229406

Does anybody out there have the mailing address for this company?? I may have not have the name correctly, but I thought it was Virgin Mastertronic. I believe they are located in the UK??

Bob Malay

2278. Star NL10/LC10 printer drivers

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 14:14:44 UTC
From: arshad@oxygen.siesoft.co.uk
Message-ID: <1991Aug29.141444.2184@siesoft.co.uk>
Source record: 229409

Will the Star NL10 printer drivers work with Star LC10 printer. This is for
First Word and St Writer Elite WP.

Thanks in advance.

Please reply by email.

==
Arshad Mahmood | Tel : 0344 850987
Siemens Nixdorf Information Systems Limited | Fax : 0344 850096
Siemens Nixdorf House | email : arshad@siesoft.co.uk
Oldbury, Bracknell
Berkshire RG12 4FZ
England.

2279. GEM bindings for C

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 14:17:52 UTC
From: arshad@oxygen.siesoft.co.uk
Message-ID: <1991Aug29.141752.2298@siesoft.co.uk>
Source record: 229410

Will the gemfast12 (volume5) gem bindings work with Sozobon C.

Please reply by email. Thanks in advance.

==========
Arshad Mahmood | Tel : 0344 850987
Siemens Nixdorf Information Systems Limited | Fax : 0344 850096
Siemens Nixdorf House | email : arshad@siesoft.co.uk
Oldbury, Bracknell
Berkshire RG12 4FZ
England.

2280. stuck mouse on application

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 14:39:06 UTC
From: ralph@cm.cf.ac.uk
Message-ID: <1991Aug29.143906.16334@cm.cf.ac.uk>
Source record: 229408

Hi,

I've got a program that runs fine on a STFM.

However, I've got an STE. The program works fine except for one problem.
The mouse does not work. once the program is fired up the pointer is stuck on
the screen. you can move the mouse using the cursor control keys from the
keyboard. Doing this all utilities seem fine but are laborious to use since
this method of mouse control is very slow.

Is this is common problem and if so is there a cure or patch available?

2281. program wanted: HPGL->LaserJet II

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 14:49:54 UTC
From: stenny@troja.stgt.sub.org
Message-ID: <A0baxdb4@troja.stgt.sub.org>
Source record: 229425

Hi folks,

I'm urgently looking for a program (PD or Shareware), to print
HPGL-files (CAD output for a HP-Plotter) on a HP-Laserjet II
compatible printer.

If anyone out there ever heard of such a program, please send me a
mail.

stefan (stenny@troja.stgt.sub.org)
--
Stefan "stenny" Schober, Linzer Str. 17, 7000 Stuttgart 30
voice: +49-711-856 8806; uucp: stenny@troja.stgt.sub.org
gernet: 222:100/54; fido: 2:247/708.9
<< freedom's just another word for nothing left to loose >>

2282. Re: Tos 2.0x coming to an STf(m) near you...

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 15:35:41 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1991Aug29.153541.1519@usenet.ins.cwru.edu>
Source record: 229411

In a previous article, kbad@atari.UUCP (Ken Badertscher) says:

>neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
>|Well the word is that there is some hardware hacking going on too. We'll know
>|more next week hopefully when they let the cat out of the bag.
>
>Yep, as soon as I heard about the upgrade board shown in Dusseldorf,
>I started choking on that last post... and lemme tell you, regurgitated
>Usenet posts are none too tasty. :)
>
>Looks like ST & Mega owners win after all... with this slick little
>upgrade, you *will* be able to plug TOS 2.0x ROMs into those machines.
>The upgrade is reportedly not for the faint of heart, though... it does
>involve running some wires and burning your fingers with a soldering iron.

Glad to hear the good news!

Though, a couple of questions...

Was their any word on the price of the upgrade board for the ROMs?

How come I have a funny feeling that it will cost more than its worth.

And will the upgrade board for the TOS only or will it allow you to
get STereo sound, hardware scrolling, more colors, and a blitter?

Too bad someone couldn't think of an affordable way to get all of these
things added to the STs...

>
>
>

--

2283. MegaFile 44 For Sale

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 17:00:55 UTC
From: whitehe@cb.ecn.purdue.edu
Message-ID: <1991Aug29.170055.8181@noose.ecn.purdue.edu>
Source record: 229412

Attention. I have access to a special deal on a brand new, full warranty, MegaFile 44 removable harddrive. I can sell this unit at the special low low price of only $500. Please leave me e-mail or call me voice @ 317-743-5122 for more details.

Thanks,

Drew Whitehead
Purdue University

2284. Re: GEMDOS and AES questions

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 18:09:37 UTC
From: kbad@atari.UUCP
Message-ID: <3044@atari.UUCP>
Source record: 229424

avgroeni@cs.ruu.nl (Annius Groenink) writes:

|1. It seems to me that all OTHER text editors load files about
| twice as fast as my program. I use one straight Fread().

One straight Fread() is the fastest way you can load a file.
It is possible that the slowdown you see is due to buffer
setup you might be doing after you have read the file.

|2. Does the ATARI AES send ANY WM_NEWTOP messages?

No.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

2285. ATARI ST <---> IBM PC disk format

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 18:30:39 UTC
From: defrain@ei.ecn.purdue.edu
Message-ID: <1991Aug29.183039.10852@noose.ecn.purdue.edu>
Source record: 229418

greetings,

I am interested in writing to a 720K floppy from an IBM PC
and reading the data on the Atari DSDD drive (also 720K).
I have had as much (or little) success as being able to
read the directory of a disk formatted on the IBM, written
to by the IBM and read by the Atari but this doesn`t accomplish
much.

Is there a utility available for the IBM via FTP to allow
it to read/write files for an ST? Is there a method to insure
compatibility between the IBM and ST? I have tried the
720K DSDD format on the IBM with 9 sectors/track -- this is what
gave the directory of files on the ST written to the disk by the
IBM. As it is, I have no other method to transfer files to the ST
thus a utility for the ST is no good because I can`t run it on the
ST (not being able to put anything on a disk in ST format).

anybody have any suggestions? This is all very frustrating...

thanks,

pdd

2286. Re: YG modem

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 19:01:49 UTC
From: baffoni@aludra.usc.edu
Message-ID: <19285@chaph.usc.edu>
Source record: 229419

In article <iHmD82w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>The Supra 2400+ is a MNP 2-5 V.42/V.42bis modem. The program that I am
[Stuff deleted]

I had a question about MNP5 and V.42bis. These are just two different data compression algortithms that are implemented in some modem's hardware, right? If so, would it be possible to write a file-transfer program that implements these algorithms so that non-MNP5/V.42bis modems can transfer at the same rate (if they have the same base bps of course - you can't expect a 2400 bps modem to transfer at the same rate as a 9600MNP5/V.42bis, but you can hope to get the same through-put as a 2400MNP5/V.42bis). This means that the program would have to be run on both ends (encode/decode), but is it workable, not to mention possible.

>
><< ---------------------------------- >>
><< ersys!mforget@nro.cs.athabascau.ca >>
><< mforget@ersys.edmonton.ab.ca >>
><< Michel Forget >>
><< "He's dead, Jim..." - Bones >>
><< ---------------------------------- >>

-Mike

2287. Re: Tos 2.0x coming to an STf(m) near you...

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 19:09:40 UTC
From: stever@sgi.com
Message-ID: <1991Aug29.190940.27511@odin.corp.sgi.com>
Source record: 229426

In article <3036@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
...
>Looks like ST & Mega owners win after all... with this slick little
>upgrade, you *will* be able to plug TOS 2.0x ROMs into those machines.
>The upgrade is reportedly not for the faint of heart, though... it does
>involve running some wires and burning your fingers with a soldering iron.

Now all we need is sets of TOS 2.0x ROMs to plug in. They work reportedly in
STEs, but we can't get them for those either, right?

--Steve

>--
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari Corp. System Software Engine
> / | \ #include <disclaimer>

2288. Supercharger Problems

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 19:27:30 UTC
From: chanp@ccu.umanitoba.ca
Message-ID: <1991Aug29.192730.1718@ccu.umanitoba.ca>
Source record: 229421

A friend of mine recently purchased the Supercharger IBM emulator and has been having nothing but problems with it.

From time to time, the thing just stalls, even when at the DOS prompt with no other programs running. Each time you press one of the cursor keys, it seems to repeat a gazillion times (the red data exchange light stays on solid for half a second to a full second). The DOS shell doesn't work well because of the cursor keys problem and if you try using the mouse it usually stalls after a minute or two of use.

He contacted Rio Computers who wrote the software and told them his troubles. The software he was running was v1.3 and Rio suggested getting v1.5 and that would correct his problems. Well, he got v1.5 but none of the problems went away.

His system consists of an STe and a printer.

Anybody have any solutions to this mess? Or, does the Supercharger normally work this poorly? Rio Computers was little help in solving this with answers like "Really, it should work." or "Beat's me why it doesn't".

chanp@ccu.umanitoba.ca

2289. Re: what I think about GEM

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 20:30:26 UTC
From: jerry@connection.prospect.com
Message-ID: <1991Aug29.203026.8146@ctr.columbia.edu>
Source record: 229422
Cross-posted to: comp.sys.atari.st,to.ctrsol

grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
>>
>> GEM: try to do the same while you're running a program.
>
>Agreed, you can't do this with just the plain ol' desktop loaded. but
>there are lots of desk accessories on the market which give you this
>capability (i.e. the ability to copy files easily while you're running
>some other program). Apart from the CLI .ACCs, there are programs like
>UIS III, Maxifile, even the ancient Crystal. Before anyone carps - I
>*know* this is not multitasking. It is, however, convenient, and I move
>files round all the time while using GEM programs.
>

Actually, this IS multitasking. Cooperative mustitasking. ACCs are compiled
separately and linked separately from other programs. In fact, this is the
thing I found so disappointing about GEM. It seems to have "the stuff" to
handle multiple cooperating processes, but it's crippled to allow only one
program and six little "applets" which have only limited access to the OS.

Another thing I found frustrating is that VDI sees the screen as one big
device instead of having each window be its own device. In other words, the
graphics engine doesn't know about the window system. The result is that
if you want to draw a line in a window, you have to query the window manager
for the visible portions of the window and then clip your line to each visible
rectangle. What a mess. Also, VDI is severely lacking as a graphics engine.

The best evironment I've ever seen is still OS/2. It has way too many
calls, but it's EXTREMELY powerful, especially the graphics subsystem (Gpi).
When OS/2 2.0 comes out, we can forget about the segmented 16-bit Intel
architecture forever.

>
>Graham
>
--

+------------------+---------------------+---------------------------------+
JERRY J. SHEKHEL	POLYGEN CORPORATION	When I was young, I had to walk
Drummers do it...	Waltham, MA USA	to school and back every day --
... In rhythm!	(617) 890-2175	20 miles, uphill both ways.
+------------------+---------------------+---------------------------------+
| ...! [princeton mit-eddie bu sunne] !polygen!jerry |
| jerry@polygen.com |
+---+

2290. Desparately seeking European (help!)

Newsgroup: comp.sys.atari.st
Date: 1991-08-29 20:31:33 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <5887.28bd1356@miavx1.acs.muohio.edu>
Source record: 229420

Are there any members of The Replicants, The Union, TCB, etc out there reading this message? I have a favor to ask of you!!!

Please respond via e-mail if possible.

advTHANKSance,
--Dennis

2291. Re: GEM bindings for C

Newsgroup: comp.sys.atari.st
Date: 1991-08-30 06:44:30 UTC
From: steve@thelake.mn.org
Message-ID: <A227481374@thelake.mn.org>
Source record: 229428

[In article <1991Aug29.141752.2298@siesoft.co.uk>,
arshad@oxygen.siesoft.co.uk (Arshad Mahmood) writes ...]

>
> Will the gemfast12 (volume5) gem bindings work with Sozobon C.
>
> Please reply by email. Thanks in advance.

I did, but...

----- Transcript of session follows -----
550 oxygen.siesoft.co.uk!arshad... Host unknown

... so, here's the answer in public:

Of course ... that's what they were written for.

But they're outdated. I can uuencode and mail Gemfast 1.6 if you
would like.

There also will be a new (unofficial) release of Sozobon C, possibly
next week. Ian Lepore, author of GEMFAST, has fixed some Sozobon
bugs, improved the optimizer, greatly speeded up the assembler, and
made the whole package Desktop-friendly. Sozobon C 1.31i was released
a few weeks ago with some problems; 1.32i is being tested right now
(and looks good).

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org
Member, Burned Out Newspapercreatures Guild

2292. stuck mouse wrong e-mail address

Newsgroup: comp.sys.atari.st
Date: 1991-08-30 07:48:20 UTC
From: dave@cm.cf.ac.uk
Message-ID: <1991Aug30.074820.6198@cm.cf.ac.uk>
Source record: 229427

Hi, I posted this yesterday but somehow got the wrong email address in the header. It was one of my coleagues. the correct address is now in the header. Please respond again (if you did yesterday) if it's not to much trouble.

I've got a program that runs fine on a STFM.

However, I've got an STE. The program works fine except for one problem. The mouse does not work. once the program is fired up the pointer is stuck on the screen. you can move the mouse using the cursor control keys from the keyboard. Doing this all utilities seem fine but are laborious to use since this method of mouse control is very slow.

Is this is common problem and if so is there a cure or patch available?

Thanks in advance

Dave.

2293. Re: Tos 2.0x coming to an STf(m) near you... NOT!

Newsgroup: comp.sys.atari.st
Date: 1991-08-30 08:39:56 UTC
From: adamd@rhi.hi.is
Message-ID: <3539@krafla.rhi.hi.is>
Source record: 229429

In <Zigc89w164w@mantis.co.uk> mathew@mantis.co.uk (Kernel Mustered) writes:

>aa399@cleveland.Freenet.Edu (Len Stys) writes:
>> What Atari needs now is a computer designed for multi-media.
>> This computer should also share the graphics and sound of the Jaguar.
>> It needs to have a high-density drive (1.44 or higher).
[and a whole lot of other sensible wishes]
>> The computer needs to capability of running IBM software.
>> It needs to be built to accept changes and future technology.

>I agree with everything you say except for the bit about IBM software.
>Allow third parties to built PC emulators, but don't drag the machine down
>to the level of just another PC clone. Build something with a 68030 or
>an 88000 in it.

I'm sure Len was not suggesting that Atari make a Super-Clone of the PC variety. What I see is that Atari builds something which can run all the PC software but is not a DOS machine. I would go further in saying that Atari ought to make a machine/OS combo which can run all Unix software without requiring a constant ongoing effort with porting it. This ought definitely not be just another Unix machine. Let's see some brand new hardware with a brand new OS that shows some real innovation. TOS, GEM and 8086-DOSBIOS emulation would be included by Atari, with a PC bus available as an optional extra, MacOS and AmigaDos etc. would be available from 3rd party developers - All of these supplied only as compatibility options.

Yes, I hate Intel processors too. However, sometimes I have no choice and have to run software which was written for a DOS machine. It is important to me, that I can run whatever software I like on a machine which I don't have to be ashamed of. I would rather run DOS software on a decent piece of equipment than on a DOS doorstop which can do nothing else. The latest Intel-based machines are IMHO expensive junk on a dead-alley leading nowhere.

Look back (business world) after another 10 years, there'll be plenty of surprises.

--
Adam David.
(adamd@rhi.hi.is)

2294. GEM programmers at DRI

Newsgroup: comp.sys.atari.st
Date: 1991-08-30 09:03:14 UTC
From: jan@janhh.hanse.de
Message-ID: <2123.08.91@janhh.hanse.de>
Source record: 229445
Cross-posted to: alt.folklore.computers,comp.sys.atari.st

Just out of curiosity I made up a list of programmers who were involved
in the creation of GEM and GEM applications at DRI. The dates given
mark the first/last time I found their name in a copyright notice etc.

Maybe somebody is interested or can add a name/date.

Happy trails,
Jan

--- here goes the list ---

Balma, Philipp
Bancroft, Susan G. 9.4.85 - 26.4.88
Borders, David 9.4.85 - 29.9.86
Bourne, Jim 17.9.85
Brown, Dan 7.8.85 - 31.1.86
Eisenstein, Jim 10.5.85
Feagans, John 14.11.85 - 4.3.86
Filter, William
Franusich, Michael 26.4.88
Keith, Christopher 9.4.85 - 29.9.88
Lorenzen, Lee 5.5.84 - 19.9.85
Loveman, Jason
Morris, Gregg 15.3.84 - 19.9.85
Muir, Andrew 17.9.85
Oliver, Dan 26.10.84
Oren, Tim 2.85 - 17.9.85
Raney, Scott 27.6.85
Rogers, Jim 27.6.85
Rolander, Tom 2.85 - 17.9.85
Schmal, Mike 30.4.85
Webster, Lowell 31.1.85 - 26.4.88

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

2295. Re: Gulam problems [was Re: long input lines under Gulam]

Newsgroup: comp.sys.atari.st
Date: 1991-08-30 09:44:57 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug30.094457.4478@actrix.gen.nz>
Source record: 229430

In article <91239.114718ONM07@DMSWWU1A.BITNET> <ONM07@DMSWWU1A.BITNET> writes:
> In article <3031@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) says:
> >
> >Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> >>Can you tell me if POOLFIX3 is needed with TOS1.6 or 1.62. ?
> >
> >Yes. Here it is:
> >[uuencoded POOLFIX deleted]
>
> Umpf? Wasn't this fixed in GEMDOS 0x1700 (0.17) in TOS 1.62?????
> _____________________________ cut here _____________________________________
> Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
> fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
> _____________________ correct me if I'm wrong ______________________________

That was the reason that I posted my Arcticle in the First place,
Atari will not state if TOS 1.62 needs Poolfix, I would like a clear
statement from Atari on this..

I do know of otheres that have asked this on GEnie and never got a strait
answer..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2296. Where Okami English Docs?

Newsgroup: comp.sys.atari.st
Date: 1991-08-30 11:35:47 UTC
From: iadt3tb@prism.gatech.EDU
Message-ID: <35668@hydra.gatech.EDU>
Source record: 229209

I want to use the Okami shell for a while. I can't figure out from guessing at the German documentation and the English help file how to establish an alias. The format that I use on the unix boxes at work doesn't seem to work.
Therefore: 1. Did the English documentation for Okami ever get created? If so, where can I find it; I've missed it if this got mentioned on the network.
2. Can I set up an alias in the Okami shell? If so, how?

Thanks,
Terry Banks

--
T. Terrell Banks uucp: { 'insert a backbone name here' }!gatech!prism!iadt3tb
Georgia Insitute of Technology - I.S.A. Internet: iadt3tb@prism.gatech.edu
190 Third Street NW Bitnet : iadt3tb@gitvm1
Atlanta, Georgia 30332-0185

2297. ST games

Newsgroup: comp.sys.atari.st
Date: 1991-08-30 12:14:42 UTC
From: peterw@spider.co.uk
Message-ID: <1991Aug30.121442.29300@spider.co.uk>
Source record: 229432

Is this the correct forum for discussing games software for the ST or is their
a more appropriate group?

Peter Woodhouse.

--
Spider Systems Limited E-mail: peterw@spider.co.uk
Spider Park, Stanwell Street Phone : +44 31 554 9424
Edinburgh, Scotland

2298. TT Unix / TT TOS

Newsgroup: comp.sys.atari.st
Date: 1991-08-30 13:03:17 UTC
From: adamd@rhi.hi.is
Message-ID: <3541@krafla.rhi.hi.is>
Source record: 229431

I was wondering...

Is it possible yet in TT unix to set up a virtual ST machine.
Wouldn't this be something for Atari to support?
I really don't like the idea of the TT being either TOS or Unix but not
both together.

Someone in the know, please enlighten us.

--
Adam David.
(adamd@rhi.hi.is)

2299. Re: TeX -- uhhg!

Newsgroup: comp.sys.atari.st
Date: 1991-08-30 15:21:40 UTC
From: kbad@atari.UUCP
Message-ID: <3045@atari.UUCP>
Source record: 229439

marc@hemlock.cray.com (Marc Bouron) writes:

|-x isn't valid for zoo when it gets folded to uppercase! This is what the Atari
|.TTP dialog will do.

Yet
Another
Reason
To
Get
A
TOS
Upgrade

(hereafter referred to by me as YARTGATU)

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

2300. Re: Spectre 256k ROM support (was: System 7 and Spectre GCR)

Newsgroup: comp.sys.atari.st
Date: 1991-08-30 16:49:57 UTC
From: carroll@oakhill.sps.mot.com
Message-ID: <1991Aug30.164957.8745@oakhill.sps.mot.com>
Source record: 229433

Speaking of Spectre and Roms. I have a spectre GCR but need to find the 128k Roms.
Anyone have a spare set they would like to part with for a reasonable price.
If so, please reply email or call 512-288-6358.
thanks,
charlie

2301. Re: Address for 3K-Computer Bild

Newsgroup: comp.sys.atari.st
Date: 1991-08-30 18:47:54 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0bazlru@pfunk.hanse.de>
Source record: 229315

```
In <46221@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>Can anyone give me the address in Germany of 3K-Computer Bild..?
>
Here it is:

3K-Computerbild
Sassenfeld 71
W-4054 Nettetal 1
Germany

Tel ++ 49 2153 60001
Fax ++ 49 2153 89291

Bye....Michael

--
/-----------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-----------------------------------/
```

2302. RAM disks for Mega4/ste???

Newsgroup: comp.sys.atari.st
Date: 1991-08-30 19:19:19 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <GAUDREAU.91Aug30151919@juggler.East.Sun.COM>
Source record: 229434

Are there any RAM disks that *work* on a Mega4/Ste? I've tried a
couple, and they lock the machine up quite nicely!

I remember something about the Mark Williams version being fixed to
run properly but can't find the reference.

Pointers to atari.archive would be welcome.

Thanx.

Joe
-=-

2303. Re: Tos 2.0x coming to an STf(m) near you...!not

Newsgroup: comp.sys.atari.st
Date: 1991-08-30 19:34:49 UTC
From: cse0507@desire.wright.edu
Message-ID: <1991Aug30.143449.4548@desire.wright.edu>
Source record: 229241

> Oh, c'mon, that's been Atari's #1 problem since 1984.
By your lights.
>
> The 1040 STe was released and mass produced while being full of bugs
> (bad DMA, TOS problems).
FULL of bugs? Au contraire. Full of bug fixes, maybe. No software is EVER
completely bug-free. Ask Apple.

> The Mega STe has page flipping problems and supposely many other problems.
Are you hypothesizing, or do you know of them for a fact?

> The TT/030 has problems with a monitor on top of it! There is supposely
> drive access problems, etc. The 19" monitor won't even fit on top of the
> TT/030, in fact- I doubt any monitors can be used on top of the TT!
Buzz. Wrong answer. I ran mine for two days straight w/ a 14" Seiko, no
problem. I would say it depends on the individual machines. Parts that
are only marginally within spec sound like the problem.

> The drive controller chip doesn't work with 1.44 disk drives.
True. Atari (a la Bob The Brodie) says they have the new drive chip done,
and is going to the ogre (FCC) for approval now. :-)

> I remember two years ago Atari asked the public if they wanted a 1.44 drive
> with the TT/030! The public overwhelmingly said YES! A few months ago
> Atari finds out they can't even include one.
Vague, vague, vague. "...the public..." Who? They didn't ask me. Did
they really need to ask? Doubtful.
"A few months ago..." few = ?? They can easily throw the drive in, the
controller chip that they can't get from Western Digital is the difficulty.

> The almighty Mega STe and TT/030 with a 720k drive.
800k, thank you. And a hard drive. And an Appletalk port. and and and

> I read close to 5 pages single spaced from a user on Usenet about bad
> designs of the TT/030.
Mail it to me. I'm curious what others perceive to be wrong.

> At this time last year, Atari was going to make a 16MHz TT!
> Can you believe it? They changed the speed of the microprocessor
> but nothing else on it.
Major redesigns take major time.

> Atari lost an LARGE)INCREDIBLY(LARGE market in multi-media mainly since
> not even the TT/030 can do even simple multitasking.
Buzz. Wrong answer. It does simple, cooperative multi-tasking. Run any
accessories lately? Windows 3.0 does simple?, cooperative multi-tasking.
System 7.0 does simple?, cooperative multi-tasking.

Amiga.* does pre-emptive multi-tasking. Is that what you want?

> The engineers there should have thought of it.
They have, and are, according to the the employees on the net.

> The Mega STe should have had at least 1 higher resolution (with more colors).
Opinion.

> I could go on and on and on...
Please...don't.
> The one thing I would really wish for Atari employees to do is when they
> read this, they would let someone know at Atari our concerns.
Someone at Atari? Aren't they "someone at Atari?"

> Remember- if this keeps up, you might not be working at Atari! Not because
> you aren't good, it is because Atari might not be around.
Life goes on.

> And I have no idea how you could just not care.
Maybe they do, maybe they don't. Know for a fact they don't?
>
> You can always tell a good company by its customer suggestion box.
> What customer suggestion box?
Buzz. Wrong answer. A good company has better communication then a customer
suggestion box stuffed on some inaccessible wall somewhere.

BLeh. Ack. Oop.
Bob The Schulze :-)
Darn happy with my TT, wish more games worked.

2304. ST magazines

Newsgroup: comp.sys.atari.st
Date: 1991-08-30 20:09:34 UTC
From: ms@cerc.wvu.wvnet.edu
Message-ID: <2226@babcock.cerc.wvu.wvnet.edu>
Source record: 229435

Are there any good ST magazines still being published in the U.S., and if so does anyone have an address or phone number for them?

Mark
(internet: ms@cerc.wvu.wvnet.edu)

2305. Re: 2.5 Meg upgrade

Newsgroup: comp.sys.atari.st
Date: 1991-08-30 20:56:19 UTC
From: gt3449b@prism.gatech.EDU
Message-ID: <35715@hydra.gatech.EDU>
Source record: 229210

I am trying to find out something for a friend of mine...
Please also note that I know very little about the Atari machines
technically speaking.

My friend has a 520 ST and would like to beable to run some software
that is capable of seni-complex text and graphic designs. He is a
an evangelist at the church where I go and makes overheads and other
types of hand outs for classes. Presently he has the opportunity to
buy a used copy of Calamus. This appears to do what he will need it
to do, BUT he says it will only work on a machine with 1MB of memory.
He has also mentioned something about needing a double sided floppy
drive and from what he has said the 1040 ST has that built in.

My questions are:

1. Can he find a software package at a reasonable price that can do what
Calamus can do and work on his present 520 ST and hard drive?

2. If not, is it better to upgrade memory in his 520 ST and buy an
external DS floppy OR find a used 1040 ST?

3. If upgrading his present machine is a good option, where can he
find a DS floppy at a good price and where do we find specific
information on how to upgrade his memory(I know it's a piece of pie
on a IBM PC, but I know nothing about doing that to a 520 ST).

Thank You for any information or advice...feel free to suggest something
I might have over looked!

Michael Peters
ZZ
ZZ

--
PETERS,MICHAEL W
Georgia Institute of Technology, Atlanta Georgia, 30332
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt3449b
Internet: gt3449b@prism.gatech.edu

2306. Re: Gulam problems [was Re: long input lines under Gulam]

Newsgroup: comp.sys.atari.st
Date: 1991-08-30 22:08:14 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1991Aug30.220814.23852@uvm.edu>
Source record: 229436

Roger Sheppard asked:

>> >>Can you tell me if POOLFIX3 is needed with TOS1.6 or 1.62. ?

Alan Pratt replied:

>> >Yes. Here it is:
>> >[uuencoded POOLFIX deleted]

Then Julian Reschke asked:

>> Umpf? Wasn't this fixed in GEMDOS 0x1700 (0.17) in TOS 1.62?????

Now Roger sez:

> That was the reason that I posted my Arcticle in the First place,
> Atari will not state if TOS 1.62 needs Poolfix, I would like a clear
> statement from Atari on this..
>
> I do know of otheres that have asked this on GEnie and never got a strait
> answer..

I add:

Well, Poolfix3 and Claus Brod's version won't install on my TOS 1.62
machine, and it prints a message that the machine doesn't need the
fix. Just remember, such free info is worth what you paid for it 8-).
(My apologies to those who pay for their news feed).

Bob Pegram

pegram@{griffin,kira,newton,sadye}.uvm.edu
or
..!uunet!uvm-gen!pegram

2307. dbMAN V v 5.2 w/compiler

Newsgroup: comp.sys.atari.st
Date: 1991-08-31 00:38:50 UTC
From: kllove@uokmax.ecn.uoknor.edu
Message-ID: <1991Aug31.003850.23846@uokmax.ecn.uoknor.edu>
Source record: 229437

I'm wondering just how compatible this program is with dbXL.

If I use a subset of commands that are common to dBASE III+, IV, and dbXL then just how likely are programs developed for these programs likely to work with dbMAN? Vice versa?

Anybody know if 5.2 is the latest version of dbMAN?

How buggy is dbMAN?

Oh yeah, what about databases created in one system or the other? Will I be able to convert them between dbMAN and dbXL formats or are they the same?

Is a hard drive required? I have two DS/DD drives and 2 Megs of RAM on a color system. Is this sufficient?

I'm looking for a better price than $168 (US dollars, of course). Any one know of a mail order place that could beat this (Name and #, please)?

adTHANKSvance,
Kenneth Love

2308. drawing lines with uniterm vt100 emulation

Newsgroup: comp.sys.atari.st
Date: 1991-08-31 01:08:03 UTC
From: linda@wpg.com
Message-ID: <1991Aug31.010803.182@wpg.com>
Source record: 229438

Is there a sequence of characters (and a graphics character set)
for drawing boxes with uniterm's vt100 emulator? I've been fiddling
around with this all day and haven't been able to get anything
to work.

Thanks in advance. :-)

--
Linda Guidry, WP Group, New Orleans (504) 443-5000
linda@wpg.com uunet!wpg!linda

2309. Re: YG modem

Newsgroup: comp.sys.atari.st
Date: 1991-08-31 06:20:29 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <u56i84w164w@ersys.edmonton.ab.ca>
Source record: 229440

baffoni@aludra.usc.edu (Juxtaposer) writes:

> I had a question about MNP5 and V.42bis. These are just two different
> data compression algortithms that are implemented in some modem's hardware,
> right? If so, would it be possible to write a file-transfer program that
> implements these algorithms so that non-MNP5/V.42bis modems can transfer at t
> same rate (if they have the same base bps of course - you can't expect a 2400
> bps modem to transfer at the same rate as a 9600MNP5/V.42bis, but you can hop
> to get the same through-put as a 2400MNP5/V.42bis). This means that the
> program would have to be run on both ends (encode/decode), but is it workable
> not to mention possible.

Yes, what you are suggesting is possible and has been done. The program
was released some time last year, and I think it was called TURBO2 or
something close to that. It used a common compression routine to
compress data as it was being sent and to uncompress it on the other end.
It had one drawback, though. It wouldn't work with REAL modems with the
compression. You had to have two stock, plain, modems to use it. A
modem with the special hardware compression would not work with a modem
with the software compression (it wouldn't do any compression, I mean).
I never used the program, since none of the boards I called used it. It
was an interesting idea, though. Hardware compression is better though,
since it tends to give you better compression (faster, too).

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

2310. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1991-08-31 08:20:28 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1991Aug31.082028.1974@terminator.cc.umich.edu>
Source record: 229441

```
drwxrwxr-x daemon 1024 Aug 26 12:38 .
drwxrwxr-x jon 1024 Aug 26 12:32 ./editors
-rw-rw-r-- weiner 141429 Aug 26 12:31 ./editors/oribin.zoo
-rw-rw-r-- weiner 3987 Aug 26 12:31 ./editors/oridiff.zoo
-rw-rw-r-- weiner 246589 Aug 26 12:31 ./editors/origami.tar.Z
-rw-r--r-- weiner 1895 Aug 26 12:34 ./editors/Index
drwxrwxr-x jon 1536 Aug 26 06:45 ./demos
drwxrwxr-x jon 6144 Aug 26 07:19 ./utilities
drwxrwxr-x jon 2560 Aug 26 06:50 ./magazines/streport
-rw-r--r-- weiner 49774 Aug 26 06:50 ./magazines/streport/str734.txt.Z
drwxrwxr-x jon 2048 Aug 26 06:51 ./magazines/znet
-rw-r--r-- weiner 29952 Aug 26 06:51 ./magazines/znet/znet9135.txt.Z
drwxrwxr-x weiner 1024 Aug 26 07:58 ./applications/math
drwxrwxr-x jon 1024 Aug 26 07:00 ./gnustuff
drwxrwxr-x jon 2560 Aug 26 06:59 ./gnustuff/tos
drwxrwxr-x gray 512 Aug 26 06:55 ./gnustuff/tos/lib/src
-rw-r--r-- weiner 487262 Aug 26 06:55 ./gnustuff/tos/lib/src/libsrc72.zoo
drwxrwxr-x gray 512 Aug 26 06:56 ./gnustuff/tos/include/bin
-rw-rw-r-- weiner 123847 Aug 26 06:56 ./gnustuff/tos/include/bin/incbin72.zoo
drwxrwxr-x weiner 512 Aug 26 06:59 ./gnustuff/tos/gawk
-rw-rw-r-- weiner 175199 Aug 26 06:59 ./gnustuff/tos/gawk/gawk213b.zoo
-rw-rw-r-- weiner 272825 Aug 26 06:59 ./gnustuff/tos/gawk/gawk213s.zoo
-rw-r--r-- weiner 33184 Aug 26 07:09 ./gnustuff/Index
-rw-rw-r-- weiner 108356 Aug 26 12:35 ./Index
drwxrwxr-x swood 512 Aug 26 07:34 ./portfolio
drwxrwxr-x swood 512 Aug 26 07:38 ./portfolio/applications
drwxrwxr-x swood 512 Aug 26 07:41 ./portfolio/bootstrap
-rw-rw-r-- swood 178876 Aug 26 07:41 ./portfolio/bootstrap/pf-bootstrap-v1.0a.tar.Z
-rw-rw-r-- swood 179389 Aug 26 07:41 ./portfolio/bootstrap/pf-bootstrap-v1.1a.tar.Z
drwxrwxr-x swood 512 Aug 26 07:42 ./portfolio/demos
drwxrwxr-x swood 512 Aug 26 07:47 ./portfolio/games
drwxrwxr-x swood 512 Aug 26 07:39 ./portfolio/archivers
drwxrwxr-x swood 512 Aug 26 07:49 ./portfolio/graphics
drwxrwxr-x weiner 512 Aug 26 12:38 ./admin
lrwxrwxrwx weiner 7 Aug 26 12:38 ./admin/Bart.help.file -> ../Help
-rw-rw-r-- weiner 50454 Aug 26 12:35 ./CompInd.Z
drwxrwxr-x daemon 1024 Aug 28 13:46 .
drwxrwxr-x jon 4608 Aug 28 13:44 ./games
-rw-rw-r-- weiner 8995 Aug 28 13:45 ./games/Index
-rw-r--r-- weiner 87920 Aug 28 13:44 ./games/espredit.lzh
-rw-rw-r-- weiner 108397 Aug 28 13:46 ./Index
-rw-rw-r-- weiner 50484 Aug 28 13:46 ./CompInd.Z
```

2311. How do I disable Control-C?

Newsgroup: comp.sys.atari.st
Date: 1991-08-31 08:38:46 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <BJcJ81w164w@ersys.edmonton.ab.ca>
Source record: 229442

Hello. I have been learning the C programming language for about four weeks now, using C Primer Plus. I wanted to learn because I could make faster, more efficient code with C. Unfortunately, one problem is still dogging me.

In all of my programs that use text output functions, pressing control-C during an output causes the entire program to terminate. THIS IS ANNOYING! How do I prevent this from happening? The functions I use are:

```
getchar()
putc(character, file)
getc(file)
```

These are the only three I used for input and output.

Quote Of The Day: "If I had a gun..." <Grin!>

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>

<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

2312. Re: YG modem

Newsgroup: comp.sys.atari.st
Date: 1991-08-31 13:42:18 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug31.134218.9411@actrix.gen.nz>
Source record: 229443

In article <oTmD83w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
> dmb@wam.umd.edu (David M. Baggett) writes:
>
> > Your Zmodem problem is probably easily fixed. Timeouts during uploads
> > but not during downloads almost always indicate a disparity between
> > what the modem thinks the flow control is set to and what the terminal
> > program thinks the flow control is set to. Make sure your terminal
> > program is not doing flow control of its own. Try setting flow control
> > to OFF and see if your uploads work without hanging.
> >
> > I had the same problem with my 9600 baud modem; getting the parameters
> > right fixed the problem. I highly recommend the ports of sz and rz for
> > the ST. I believe they were done by Bammi, but please correct me if
> > I'm wrong. In any case, I've found them to be more robust that xyz.ttp
> > and easier for batch transfers. Works like a charm!
> >
> > Dave Baggett
> > dmb@wam.umd.edu
>
> I am using the newer ports of RZ and SZ by Roy Bixler. They have
> functioned flawlessly right up until I got my new modem. My terminal
> program is Interlink, or DTerm, and I have both set to use Flow control.
> DTerm isn't too specific about flow control (either it is on or off) but
> Interlink is set to RTS/CTS. I'll try your suggestion and see what
> happens, but then what do I do when I am online? A buffer overflow
> doesn't look pretty, and always changing the flow control might be a
> pain. I could have the modem use Xon/Xoff, perhaps?
>
> Thanks for the information.
>
>
> << ---------------------------------- >>
> << ersys!mforget@nro.cs.athabascau.ca >>
> << mforget@ersys.edmonton.ab.ca >>
> << Michel Forget >>
> << "He's dead, Jim..." - Bones >>
> << ---------------------------------- >>

I don't think you can use Xon/Xoff flow control, with Program File transfers,
only with Text...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***

*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2313. Re: YG modem

Newsgroup: comp.sys.atari.st
Date: 1991-08-31 15:18:04 UTC
From: steve@thelake.mn.org
Message-ID: <A1380063007@thelake.mn.org>
Source record: 229446

[In article <u56i84w164w@ersys.edmonton.ab.ca>,
mforget@ersys.edmonton.ab.ca (Michel Forget) writes ...]

> baffoni@aludra.usc.edu (Juxtaposer) writes:
>
>> I had a question about MNP5 and V.42bis. These are just two different
>> data compression algortithms that are implemented in some modem's hardware,
>> right? If so, would it be possible to write a file-transfer program that
>> implements these algorithms so that non-MNP5/V.42bis modems can transfer at t
>> same rate (if they have the same base bps of course - you can't expect a 2400
>> bps modem to transfer at the same rate as a 9600MNP5/V.42bis, but you can hop
>> to get the same through-put as a 2400MNP5/V.42bis). This means that the
>> program would have to be run on both ends (encode/decode), but is it workable
>> not to mention possible.
>
> Yes, what you are suggesting is possible and has been done. The program
> was released some time last year, and I think it was called TURBO2 or
> something close to that.

The version I looked at implemented an error-checking algorithm, but not
compression. There are such programs for the PC, though, and I know of no
reason why realtime compression couldn't be done on the ST.

But I'm not wholly sold on the idea. You don't win if you're transmitting
data that's already compressed (ARC, ZOO, LZH) and introducing layers of
protocol into the data stream can make interactive use sort of -- well --
``lumpy.''

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org
Member, Burned Out Newspapercreatures Guild

2314. Best PD BBS software for UUCP/Usenet

Newsgroup: comp.sys.atari.st
Date: 1991-08-31 15:25:44 UTC
From: mjo@hal.gnu.ai.mit.edu
Message-ID: <1991Aug31.152544.20714@mintaka.lcs.mit.edu>
Source record: 229444

1. What is it?
2. How hard is it to configure?
3. Where can I find it?

Any pointers in this matter would be greatly appreciated. Please send
E-Mail.

--
Mike O'Connor
NIC Database: MJO17
Internet: mjo@mtu.edu
UUCP: ...!ttardis!mjo

2315. WANTED: Circuit Maker or Circuit Maker II

Newsgroup: comp.sys.atari.st
Date: 1991-08-31 19:27:20 UTC
From: s-hofmann@uiuc.edu
Message-ID: <1991Aug31.192720.21420@ux1.cso.uiuc.edu>
Source record: 229447

Can someone please point me to a used copy of Circuit Maker? I've just called every dealer in the US whose number I had, and none had the programs. I'm at the point where I'll take almost anything, as long as it can simulate a logic circuit comprised of AND, OR, NOT, NAND, NOR, or XOR gates. A program using 7400-series TTL chips would also work quite nicely. Can some kind soul please help this student in distress? Thanks,

Scott

--

J. Scott Hofmann | "Yes, I am competely loopy."
s-hofmann@uiuc.edu | -John Cleese
aka Diode | Epoch development team, UIUC

2316. Re: ATARI.ENG

Newsgroup: comp.sys.atari.st
Date: 1991-08-31 20:40:49 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <4736@trick.cs.tu-berlin.de>
Source record: 229448

In article <FY6TEGD@parrot.in-berlin.de> horst@parrot.in-berlin.de (Horst Bahr) writes:
>very funny Karsten. You posted your message in an international group...
>Mouses are not all in the world.

Very funny horst. You reposted a message that is over 5 weeks old. We
already had a discussion about it in the mouse-net. It was one of the first
messages after the group was 'gated' and i forgot to set the local-flag.

>Horst
Karsten ki@b.maus.de or ki@opal.cs.tu-berlin.de

2317. Online compression software (Was: Re: YG modem)

Newsgroup: comp.sys.atari.st
Date: 1991-08-31 23:56:31 UTC
From: adamd@rhi.hi.is
Message-ID: <3551@krafla.rhi.hi.is>
Source record: 229314

In <19285@chaph.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:

>In article <iHmD82w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>>The Supra 2400+ is a MNP 2-5 V.42/V.42bis modem. The program that I am
>[Stuff deleted]

> I had a question about MNP5 and V.42bis. These are just two different
>data compression algortithms that are implemented in some modem's hardware,
>right?

'tis so.

>would it be possible to write a file-transfer program that
>implements these algorithms so that non-MNP5/V.42bis modems can transfer at the
>same rate (if they have the same base bps of course - you can't expect a 2400
>bps modem to transfer at the same rate as a 9600MNP5/V.42bis, but you can hope
>to get the same through-put as a 2400MNP5/V.42bis).

This can be done, yes. Instead of the dedicated modem hardware/firmware you
would be using CPU cycles on the main processor of your computer (ST).
There is a disadvantage with this approach if you want to multitask with other
programs. On a plain vanilla ST there might not be enough cycle bandwidth
to keep up with the transfer at full speed and do whatever else you are doing
at an acceptable speed.

So, where is such a program available for the ST / TT ?
Are there any legal complications involved? (patented compression methods etc.)

>the program would have to be run on both ends (encode/decode)

The other end could have a full-feature modem instead.

--
Adam David.
(adamd@rhi.hi.is)

2318. RZ/SZ

Newsgroup: comp.sys.atari.st
Date: 1991-09-01 00:20:56 UTC
From: cordes@ac.dal.ca
Message-ID: <1991Aug31.212056.1185@ac.dal.ca>
Source record: 229303

I'm using Braner's Zmodem (version 1.6) and while it's pretty much bullet proof, it does have one annoying "feature". I often automate downloading but RZ.TTP insists on pausing at the end of the batch with a "press any key to continue" message. Can this be disabled?

2319. Neodesk/Assempro Incompatibility

Newsgroup: comp.sys.atari.st
Date: 1991-09-01 00:30:16 UTC
From: cordes@ac.dal.ca
Message-ID: <1991Aug31.213016.1186@ac.dal.ca>
Source record: 229304

Has anyone experienced problems using Assempro with Neodesk 3.xx? I've found that the debugger locks up if Neoload has been run. Under Neodesk 2.xx it was the Shellfix program which caused problems. Now that Shellfix has been incorporated into Neoload, I'm stuck with a Debugger that won't.

Bruce MacKay
bmackay@biome.bio.ns.ca

2320. POSTING FLOPPY DISCS IN MAIL (CUSTOMS SCANNING DAMAGE)

Newsgroup: comp.sys.atari.st
Date: 1991-09-01 01:32:43 UTC
From: t821431@minyos.xx.rmit.oz.au
Message-ID: <1991Sep1.013243.19870@minyos.xx.rmit.oz.au>
Source record: 229331

Has anyone experience damaged floppy discs after they have gone though
overseas airmail?

Do the customs or postal services scan all mail with damaging magnetic fields
in search of the things they are meant to find?

I have just experienced a disc which worked no problems but i sent it to a freind in the
USA and he says the disc is damaged!
I had checked the disk on another atari before sending it and i have never had
alignment problems on my machine.

Does anyone know anything about posting floppy disks(did i just have bad luck?)

Thanks in advance

Richard Clarkson

!
x

2321. ghostscript2.2, SLM804

Newsgroup: comp.sys.atari.st
Date: 1991-09-01 01:58:07 UTC
From: bchs1k@menudo.uh.edu
Message-ID: <1991Sep1.015807.11803@menudo.uh.edu>
Source record: 229305

What is the easiesrt way to send output from gnu ghostscript2.2 to
an atari SLM804 laser printer?

Can anyone use the included driver on an epson 9 pin? It *almost*
works, but sends many (unwanted) line feeds during the print.

Any help is appreciated...

Ed
--

... I want you to lie on the bed, (and) get ready for my polygon ...
--- Paul McCartney

2322. Re: ST games

Newsgroup: comp.sys.atari.st
Date: 1991-09-01 02:01:49 UTC
From: techno@lime.in-berlin.de
Message-ID: <EOAU2RK@lime.in-berlin.de>
Source record: 229449

peterw@spider.co.uk (Peter Woodhouse) writes:

>Is this the correct forum for discussing games software for the ST or is their
>a more appropriate group?

>Peter Woodhouse.

No, go right ahead, you're welcome.

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

2323. Re: TeX -- uhhg!

Newsgroup: comp.sys.atari.st
Date: 1991-09-01 03:47:53 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <3158@tamsun.TAMU.EDU>
Source record: 229306

I noticed that I could never get the "x" feature of zoo working. I tried about 57 suggestions. It end up that PCOMMAND was ruining the paramter list. When I used the restore facility everything worked fine.

2324. Nifty RS-232C functions

Newsgroup: comp.sys.atari.st
Date: 1991-09-01 03:59:58 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <3159@tamsun.TAMU.EDU>
Source record: 229307

Ok, here are those nifty little RS-232C functions. Over 15 people wanted these, that why I posted them here. Please press "n" and skip over this source code if you are not interested in it.

Please realize that I have modified these somewhat for my own purposes. I have tried to keep up good documentation. Also, I did not write everything here, so please keep the name of the original functions in tact. I freely give away any functions that I "Mark Lehmann" have offered as long as you don't copyright the function and not let me use what I wrote.

```
#include ".\\headlist.h"

/*********************************************************************
function: dtr
author: Steve Yelvington
purpose: raises or drops the RS-232 Data Terminal Ready (DTR)
signal
usage: dtr(int control)

where control is an integer having value 0 or 1.
control values mean:

0 drop dtr
1 raise dtr
*********************************************************************/

static dtr(on)
int on;
{
if(on)
Offgibit(0xEF); /* DTR on */
else
Ongibit(0x10); /* DTR off */
}

/*********************************************************************
function: rs232cd
author: Steve Yelvington
purpose: checks for RS-232 carrier detect signal
return:
values: 0 for no Carrier Detect
1 for Carried Detect
*********************************************************************/

int rs232cd() /* state of rs232 carrier detect line */
{
```

```
register long ssp;
register int *mfp, status;

mfp = ((int *) 0xFFFFFA00L); /* base address of MFP */
ssp = Super(0L); /* enter supervisor mode */
status = *mfp; /* get MFP status */
Super(ssp); /* return to user mode */
return(!(status & 0x0002)); /* check for carrier */
}

/*****************************************************************
function: mprintf(char *fmt, ...)
author: Mark Lehmann
purpose: writes output to both the console or to the serial
device. Only writes to the serial device if a carrier
detect signal is on.

usage: this command replaces the printf command and therefore
requires you to use the "sprintf" command before calling
mprintf.
*****************************************************************/

int mprintf(string)
char *string;
{
extern rs232cd();
int i;

for(i=0; i<=strlen(string); i++) /* print string from */
{ /* char 1 to end */
Cconout(string[i]); /* display to console */
if (rs232cd()) /* if there is a carrier */
{ /* detect then */
while(!Cauxos()) /* send data to RS-232 */
; /* device if it is ready */
Cauxout(string[i]);
}
}
}

/*****************************************************************
function: mgetchar()
author: Mark Lehmann
purpose: gets a character from the RS-232 port or from the
keyboard
*****************************************************************/

int mgetchar()
{
int cbuf; /* character buffer */

extern rs232cd();
```

```
cbuf = -1; /* initialize cbuf to a value */
/* that cannot be an ASCII code */

while (cbuf==-1) /* while cbuf is not set */
{

if (rs232cd()) /* check for carrier detect */
{
if (Cauxis) /* if ready for input from RS-232 port */
cbuf=(Cauxin()); /* get cbuf from RS-232 port */
return(cbuf);
}
if (Cconis()) /* if input exists at the console */
{
cbuf=(Cnecin());
return(cbuf);
}
}

/*********************************************************************
function: clear_input_buf
author: Mark Lehmann
purpose: Clears any characters that might be in the input buffer.
The input buffer can be the information stored in the
keyboard buffer or in the RS-232 port buffer.

This function is good when you want to start a program after
the modem is already in a carrier detect mode.
*********************************************************************/

void clear_input_buf()
{
int temp; /* the bit-bucket */

while(Cconis()) /* while the keyboard buffer holds a char */
temp=Cnecin(); /* put the char in the bit-bucket */

if (rs232cd()) /* if there is a carrier detect then */
while (Cauxis()) /* while the RS-232 buffer holds a char */
temp=Cauxin(); /* put the char in the bit-bucket */
}
```

2325. Re: TT Unix / TT TOS

Newsgroup: comp.sys.atari.st
Date: 1991-09-01 04:07:38 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <3160@tamsun.TAMU.EDU>
Source record: 229301

In article <3541@krafla.rhi.hi.is> adamd@rhi.hi.is (Adam David) writes:
>I was wondering...
>
>Is it possible yet in TT unix to set up a virtual ST machine.
>Wouldn't this be something for Atari to support?
>I really don't like the idea of the TT being either TOS or Unix but not
>both together.
>
>Someone in the know, please enlighten us.
>
>--
>Adam David.
>(adamd@rhi.hi.is)

It seems that most UNIX developers add a IBM emulator product that allows
UNIX users to access DOS on their UNIX machine. No one does a good job
at it. I guess the best DOC emulation that I have seen is in IBM's AIX
operating system on a PS/2. DOS running under AIX on an 80386 or 80486
machine seem to work somewhat satisfactorily but not good. It is just to
hard to make a full emulator under UNIX and get everything you want in
that emulator. PLEASE don't not expect to be happy even if Atari does
an outstanding job in a product offering TOS and UNIX at the same time.

Mark Lehmann
tamuts.tamu.edu!n160ao

2326. Mini Closet Cleaning...

Newsgroup: comp.sys.atari.st
Date: 1991-09-01 04:20:00 UTC
From: coteb@woods.ulowell.edu
Message-ID: <1991Aug31.232000.1@woods.ulowell.edu>
Source record: 229450

I have some stuff here in my closet that I am sick of looking at so I am trying to get rid of it here:

1. SC1224 color monitor. I sold the CPU to someone who needed it to start up a BBS but he didn't want the monitor. I am asking $140 + shipping

2. I don't know what happened to these disks but I have the manual for WordUp.(Old manual + supplement to 3.0). I am asking $5 for shipping.

3. I have a 5.25" IBM type drive that I sort of put together. I think there is a loose wire because sometimes the computer wouldn't recognize the drive. It is in a double case. I think someone with a litte electical know-how should be able to get this thing going. Unfortuately, I don't have the disk anymore that changed the step rate of the drive. This type of program shouldn't be too hard to find though. Asking $35 + shipping.

4. Finally, under my bed I found the disk for Music Studio by Activision. I don't know if the disk is still good but the first mail response I get with an address I'll drop it in the mail for ya.
Please reply by mail if interested. Thank you.

2327. NeoDesk 3.0 and Command Line interpretter.

Newsgroup: comp.sys.atari.st
Date: 1991-09-01 04:25:06 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <3161@tamsun.TAMU.EDU>
Source record: 229302

I asked this about 2 months ago and got no response:

Is NeoDesk version 3 worth getting and HOW DO YOU GET IT.

I think that I want the Command line interprestter two. I really want somethin like the Korn Shell but can't seem to find on for the Atari ST running under TOS.

Does anything have an Opinion about neodesk version 3.0? Thanks.

Mark Lehmann
tamuts.tamu.edu!n160ao

2328. Re: NeoDesk 3.0 and Command Line interpretter.

Newsgroup: comp.sys.atari.st
Date: 1991-09-01 06:07:38 UTC
From: steve@thelake.mn.org
Message-ID: <A150148897@thelake.mn.org>
Source record: 229308

[In article <3161@tamsun.TAMU.EDU>,
n160ao@tamuts.tamu.edu (Mark Lehmann) writes ...]

> I think that I want the Command line interprestter two. I really want
> somethin like the Korn Shell but can't seem to find on for the Atari ST running
> under TOS.

If you're specifically attached to ksh, the Korn Shell, you probably
should contact David Parsons <akcs.orc@vpnet.chi.il.us> and ask him
about TSH. If you like csh, there are a couple of versions including
the (commercial) Beckemeyer C Shell, which also comes in a
multitasking version. I think the Gemini folks are working on an
improved Mupfel that will be more csh-like.

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org
Member, Burned Out Newspapercreatures Guild

2329. Re: Nifty RS-232C functions

Newsgroup: comp.sys.atari.st
Date: 1991-09-01 07:08:20 UTC
From: steve@thelake.mn.org
Message-ID: <A285873953@thelake.mn.org>
Source record: 229309

[In article <3159@tamsun.TAMU.EDU>,
n160ao@tamuts.tamu.edu (Mark Lehmann) writes ...]

> function: dtr
> author: Steve Yelvington
> purpose: raises or drops the RS-232 Data Terminal Ready (DTR)
> signal
> usage: dtr(int control)
>

Credit where due: I think I got those functions from Dale Schumacher, who gave us all dLibs, got me on the right foot about pointer arithmetic, and made me believe I could write C code despite significant evidence to the contrary.

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org
Member, Burned Out Newspapercreatures Guild

2330. English Docs For Turbo Assembler

Newsgroup: comp.sys.atari.st
Date: 1991-09-01 12:39:23 UTC
From: cordes@ac.dal.ca
Message-ID: <1991Sep1.093923.1188@ac.dal.ca>
Source record: 229310

A while ago someone posted the Internet for Markus Fritz, author of Turbo Assembler. I had hoped to contact him regarding release of English docs and .RSC file but the mail bounced. I believe the address I had was Markus_Fritz@hh2.maus.de. Can someone check if this is accurate or update with his new Internet address? I'm sure I am not alone. Turbo Assembler looks like an excellent package.

Bruce MacKay
bmackay@biome.bio.ns.ca

2331. Re: YG modem

Newsgroup: comp.sys.atari.st
Date: 1991-09-01 12:46:22 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep01.124622.6981@actrix.gen.nz>
Source record: 229312

In article <19285@chaph.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
> In article <iHmD82w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
> >The Supra 2400+ is a MNP 2-5 V.42/V.42bis modem. The program that I am
> [Stuff deleted]
>
> I had a question about MNP5 and V.42bis. These are just two different
> data compression algortithms that are implemented in some modem's hardware,
> right? If so, would it be possible to write a file-transfer program that
> implements these algorithms so that non-MNP5/V.42bis modems can transfer at the
> same rate (if they have the same base bps of course - you can't expect a 2400
> bps modem to transfer at the same rate as a 9600MNP5/V.42bis, but you can hope
> to get the same through-put as a 2400MNP5/V.42bis). This means that the
> program would have to be run on both ends (encode/decode), but is it workable,
> not to mention possible.
>
> >
> ><< ---------------------------------- >>
> ><< ersys!mforget@nro.cs.athabascau.ca >>
> ><< mforget@ersys.edmonton.ab.ca >>
> ><< Michel Forget >>
> ><< "He's dead, Jim..." - Bones >>
> ><< ---------------------------------- >>
>
> -Mike

From what I know there is a Program to do MNP5 but I don't think I
have seen one for V.42, but note , Hardware can run a lot faster than
software, and that could be the main reason..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2332. Re: 2.5 Meg upgrade

Newsgroup: comp.sys.atari.st
Date: 1991-09-01 12:53:02 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep01.125302.11090@actrix.gen.nz>
Source record: 229311

In article <A5873@hh.maus.de> Hayo_Schmidt@hh.maus.de (Hayo Schmidt) writes:
>
> Christopher Russell yonder @ netcom.COM am Fr, 23.08.91 17:07 in ATARI.ENG #
> A28931@SUB was yelling:
> CR>Anyways, I understand about CAS and RAS and all that, I just don't
> CR>understand which setup is excecptable: 512,2M or 2M,512 or maybe both
> CR>or OK.. Somebody PLEASE help..... thanks...
>
> I just built in an upgrade of 2MB last weekend. My doc says, that an upgrade to
> 2.5 MB won't work with the MMU by the manufacturer IMP.
> If you have the letters IMP on your MMU, you must deselect the 512 KB and take
> the 2 MB as bank 0.
> Otherwise both setups should be ok. My setup is 2M, 2M using a bank 0 of 2 MB
> and for bank 1 the two old 512KB banks, connected with a GAL-chip. That makes
> 3 MB. The system thinks, the RAM over 3MB is defective and ignores it.
>
> hayo

From what I have read, its only MMU's that have this Part No. C0100109-001,
but I have never confirmed this, some state that you can't go over 1 megs
with this chip and others state only 2.5 megs is the problem..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2333. Is the Megaroids source offer still good?

Newsgroup: comp.sys.atari.st
Date: 1991-09-01 14:06:51 UTC
From: chu@acsu.buffalo.edu
Message-ID: <1991Sep1.140651.25389@acsu.buffalo.edu>
Source record: 229313

Hi,

Can anyone tell me if Megamax (if that's what the company is still called) is still selling the source to Megaroids??

I got the game long ago. I misplaced on one of my disks and now I've finally found just exactly where I've kept it all these years! (:-))

Anyways, looking at the game now, I really want to look at the source and hopefully pick up some techniques for motion and collision detection.

Please reply by E-mail. Thanks!

john
chu@acsu.buffalo.edu

2334. MegaSTe vs Mega

Newsgroup: comp.sys.atari.st
Date: 1991-09-01 16:33:50 UTC
From: cse0071@uoft02.utoledo.edu
Message-ID: <1991Sep1.113350.4744@uoft02.utoledo.edu>
Source record: 229316

Question for anyone out there with a Mega STe, have you had any
notable compatibility problems (hardware or software) from the regular
ST/Mega series??? If you upgraded from an earlier ST model are you glad
you did or not???

//
/ * * * John STacy - cse0071@uoft02.utoledo.edu -- BITNET /
/ * * * IN%"cse0071@uoft02.utoledo.edu" -- INTERNET /
/ * * * /
/ * * * /
/ * * * Motorola >> Intel /
/* * * /
//

2335. Re: Address for 3K-Computer Bild

Newsgroup: comp.sys.atari.st
Date: 1991-09-01 20:34:41 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <46386@cup.portal.com>
Source record: 229317

Thanks for the address, Michael Kistenmacher..!

BobR

2336. Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1991-09-01 21:39:41 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Sep1.173941.18144@mailer.cc.fsu.edu>
Source record: 229318

I received some ST software sight unseen from a buddy of mine. Mostly garbage but with one interesting program. It is called "Little Computer People", from Activision 1985/1986 on the original disk. It is a simulation of a house with a little guy and dog (intended for children). I find it moderately humorous (you can run him around by ringing the telephone and alarm clock, have him play games with you, play songs on his organ, play records on his stereo, etc). I did not receive any documention with the disk whatsoever. I have figured out lots of stuff through experimentation, but would like to get the full docs. Does anyone have a copy they wish to sell? Anyone seen it in a bargin bin somewhere? I wish to purchase a complete copy, with docs.

Hey, don't snicker! I may have a brat or two one day and they might like it (ok, so it's really me who wants to play with it).

--

Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |

2337. Added a drive to a 1040ST

Newsgroup: comp.sys.atari.st
Date: 1991-09-02 02:40:53 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91244.224053JJL101@psuvm.psu.edu>
Source record: 229319

I just added an external drive to a 1040 st, and it seems no matter which
disk it is accessing, a, or b, the external drive will spin (noisily) as long
as the a drive is spinning. The a drive however, does not spin while accessing
the b drive. Is this a common problem? Just curious... the only problem
I have with this is the external drive is 3 times as loud as the internal one
and would prefer it not to spin unless it had to.

****
* * John J. Lehett * JJL101@PSUVM *
* J.J. * Penn State * *
* * Center for Academic Computing * JJL101@PSUVM.PSU.EDU *
****
* Games, Puzzles, Cryptos, Diplomacy, Synths, Midi, Atari ST's! *
****

2338. ST BBS List

Newsgroup: comp.sys.atari.st
Date: 1991-09-02 03:08:56 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91244.230856JJL101@psuvm.psu.edu>
Source record: 229320

Does a somewhat comprehensive ST BBS list exist? FTP'able? Or can
someone send me a copy? Thanks in advance!

```
**********************************************************************
* * John J. Lehett * JJL101@PSUVM *
* J.J. * Penn State * *
* * Center for Academic Computing * JJL101@PSUVM.PSU.EDU *
**********************************************************************
* Games, Puzzles, Cryptos, Diplomacy, Synths, Midi, Atari ST's! *
**********************************************************************
```

2339. Re: Best PD BBS software for UUCP/Usenet

Newsgroup: comp.sys.atari.st
Date: 1991-09-02 05:44:28 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0bb45i4@pfunk.hanse.de>
Source record: 229337

In <1991Aug31.152544.20714@mintaka.lcs.mit.edu>, Mike O'Connor writes:
>
>1. What is it?

I run a combination of mercury by Rodney Volz and HERMES from Martin Ibert (martini@heaven7.in.berlin.de). Mercury provides the rnews and HERMES all other stuff. Reading and managing is done by a GEM-based shell with a nice newsreader. You can also make your ATARI to a host, so that you can be polled by other people.

>2. How hard is it to configure?

Well, it will take about a whole weekend to install all these, since there is no "installer" available.

>3. Where can I find it?
>
I don't know, sorry. Perhaps at ftp.koeln.

>Any pointers in this matter would be greatly appreciated. Please send
>E-Mail.
>
I think there are more people interested in these things.

Bye.....Michael

--
/-------------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-------------------------------------/

2340. Re: English Docs For Turbo Assembler

Newsgroup: comp.sys.atari.st
Date: 1991-09-02 05:52:00 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0bb45uo@pfunk.hanse.de>
Source record: 229338

In <1991Sep1.093923.1188@ac.dal.ca>, cordes@ac.dal.ca writes:

>A while ago someone posted the Internet for Markus Fritz, author of Turbo
>Assembler. I had hoped to contact him regarding release of English docs
>and .RSC file but the mail bounced. I believe the address I had was
>Markus_Fritz@hh2.maus.de. Can someone check if this is accurate or update
>with his new Internet address? I'm sure I am not alone. Turbo Assembler
>looks like an excellent package.

Hmmm, I should have known it. The mousenet doesn't have a direct
internet access, so all mail and news has to go through some
uucp-connections. The normal way for mail is
uunet!mcsun!unido!hh2.maus.de!Markus_Fritze (look for the 'e' at the end).

Try again or send me a message, where the mail bounces.

Bye.....Michael

--
/------------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\------------------------------------/

2341. Railroad Tycoon: MONEY

Newsgroup: comp.sys.atari.st
Date: 1991-09-02 08:40:06 UTC
From: nanchen@uni2a.unige.ch
Message-ID: <1991Sep2.104006.1040@uni2a.unige.ch>
Source record: 229323
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.games,comp.sys.mac.games

Hello friends,

I dunno if this helps, I hope it will. Sorry if everybody already knows this or if this special feature does only work on my IBM PS/2.

Yes, I have no mac, amiga or atari, so sorry for polluting these newsgroups.

For having quite much money on Railroad Tycoon, try to take control of another railroad company at just more than 50% of its capital. Then, transfer as much money as possible to your company and sell shares up to exactly 50%. At this point, the owner will probably try to get a 500'000$ bond. When this is done, but again 10'000 shares and tranfer money to your company. Repeat up to the point when you see the company cannot afford more bonds. Then wait. Two things can happen:
1) the company is dissolved (no good for us)
2) it stays, but profit and cash is red and quite high.
If point (2) occurs, on my PS/2 anyway this sometimes happen, I only have to wait until the red cash amount gets up to about 25'000'000$ and then it gets back to positive (black) amount. You'll see when it does change, because the company starts again paying back bonds. But don't let them pay back their bonds; instead, take control of it. You now only have to tranfer money (about 26 million dollars) to your company and be president of the United States.

I hope this helps and that it's well explained. If not, send me a mail and I'll try to get it clearer. But in short:

1) Take control of a company

2) Let them get as many bonds as they can

3) when profit is red and cash also, sell shares. Only keep 50%.

4) Wait some years, until cash is black again

5) When you see the company pays back their bonds, take again control of it.

6) Tranfer the 26 million to your company and start the whole thing again...

Cordially.

2342. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1991-09-02 08:56:50 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <LAHTINEN.91Sep2105650@gideon.gideon.fmi.fi>
Source record: 229321

That program bring me a memory. It was a program that Jerry Pournel, Byte,
said he liked very much. I think he said that the whole staff in Byte was
playing wit it.

Too bad that you can not buy it anymore.
--
* *

Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi or
Finnish Meteorological Institute kimmo@field.fi
Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

2343. letemfly

Newsgroup: comp.sys.atari.st
Date: 1991-09-02 09:01:46 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <LAHTINEN.91Sep2110146@gideon.gideon.fmi.fi>
Source record: 229322

I tried to use this program, and it is very nice. The problem is that
it does not work very long before it goes hanky panky. I have not have
time to test is there an ACC which it did't like or what.

Have someone tried this program?
--
* *

Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi or
Finnish Meteorological Institute kimmo@field.fi
Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

2344. Re: ghostscript2.2, SLM804

Newsgroup: comp.sys.atari.st
Date: 1991-09-02 12:14:59 UTC
From: jansteen@cwi.nl
Message-ID: <jansteen.683813699@piring.cwi.nl>
Source record: 229326

bchs1k@menudo.uh.edu (Edward S. Chen) writes:

>What is the easiest way to send output from gnu ghostscript2.2 to
>an atari SLM804 laser printer?

A while ago (two month ?!) I posted a deskjet/epson printer file
previewer (called "showgs") to comp.binaries.atari.st. It was
written for ghostscript 2.1 which lacked a screen driver.
One of the nice features of "showgs" was the option to spool
the image to the SLM 804 (<S> key).

>Can anyone use the included driver on an epson 9 pin? It *almost*
>works, but sends many (unwanted) line feeds during the print.

In ghostscript 2.2 the generated printer codes for the epson
driver have been changed giving lots of people problems. The
changes will be undone in the next release of ghostscript.

Jan van der Steen

--
-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
Kruislaan 413, 1098 SJ Amsterdam, The Netherlands

2345. Re: YG modem

Newsgroup: comp.sys.atari.st
Date: 1991-09-02 12:58:07 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Sep2145807@acae127.cadence.com>
Source record: 229335

In article <A1380063007@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:

> compression. There are such programs for the PC, though, and I know of no
> reason why realtime compression couldn't be done on the ST.
>

i did this with zmdm (my port of chuck forsbergs x/y/z modem protos to
the ST) it now does compression on the fly. what i found was that it
was hardly worth it. the thruput on large files went from around an
average of 918 cps to around an average of about 924 cps @9600 baud
over a hardwired link (so there were no modems involved). i suspect
this is more a phenomenon of the compression scheme used rather
than the concept.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

2346. Re: NeoDesk 3.0 and Command Line interpretter.

Newsgroup: comp.sys.atari.st
Date: 1991-09-02 13:04:06 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91245.131122ONM07@DMSWWU1A.BITNET>
Source record: 229324

In article <A150148897@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) says:
>If you're specifically attached to ksh, the Korn Shell, you probably
>should contact David Parsons <akcs.orc@vpnet.chi.il.us> and ask him
>about TSH. If you like csh, there are a couple of versions including
>the (commercial) Beckemeyer C Shell, which also comes in a
>multitasking version. I think the Gemini folks are working on an
>improved Mupfel that will be more csh-like.
>
Not exactly. The new mupfel will be 99% sh compatible (with some bash-style extensions like filename completion and so on.)
>----
> Steve Yelvington, Marine on St. Croix, Minnesota (USA)
> steve@thelake.mn.org
> Member, Burned Out Newspapercreatures Guild

2347. Re: NeoDesk 3.0 and Command Line interpretter.

Newsgroup: comp.sys.atari.st
Date: 1991-09-02 13:17:29 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Sep2151729@acae127.cadence.com>
Source record: 229336

In article <3161@tamsun.TAMU.EDU> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:

> I think that I want the Command line interprestter two. I really want
> somethin like the Korn Shell but can't seem to find on for the Atari ST running
> under TOS.

i am sure others would want it too: you definitely want Scott Skolodzieski's
port of bash v1.08 (+patches) for TOS. It has almost all features of
KSH plus lots more. This is the best and most complete port of bash to
the ST/Tos i have seen. You should be bugging Scott
(uunet!sparc1.stevens-tech.edu!scott) to post it here :-)

--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

2348. DC Weekly posts for Aug

Newsgroup: comp.sys.atari.st
Date: 1991-09-02 13:29:00 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Sep2.132900.4660@menudo.uh.edu>
Source record: 229325

We were attending the Atari Messe show in Germany and were unable to upload our POWs for the last three weeks of August. I have just done so to terminator and the binaries newsgroup.

The programs are:

DC Mouse-ometer will let you know how far your mouse has travelled during your hard-at-work or just-having-sessions on the computer. Suggested by a friend of a "Mac user with this neat little mouse gadget."

DC Run Rez automagically switches screen resolution for files that don't do so on their own.

Just say no to "Please switch to ???? resolution" alerts!

DC Light Off will turn off your floppy disk drive (and light) after you have booted up. Useful when you boot up without a floppy disk inserted in the drive. Suggested by Larry Novak.

All programs 100% assembly, ST, STe and TT compatible. Program of the week.

- mike vederman / double click software

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

2349. Re: English Docs For Turbo Assembler

Newsgroup: comp.sys.atari.st
Date: 1991-09-02 13:46:34 UTC
From: struppi@cip-s02.informatik.rwth-aachen.de
Message-ID: <4506@rwthinf.UUCP>
Source record: 229328

In article <1991Sep1.093923.1188@ac.dal.ca> cordes@ac.dal.ca writes:
>[...] I believe the address I had was
>Markus_Fritz@hh2.maus.de.

Try with the adress

Markus_Fritze@hh3.maus.de

Or post the message to me (Stefan_Rupp@ac2.maus.de) and i will forward
it to Markus).

Ciao,
struppi

Stefan Rupp - RWTH Aachen | InterNet: struppi@messua.informatik.rwth-aachen.de
---

2350. About my 'GEMDOS and AES questions'

Newsgroup: comp.sys.atari.st
Date: 1991-09-02 14:01:55 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1991Sep02.140155.3347@cs.ruu.nl>
Source record: 229327

Thank you all for your help. There was even one that didn't
contain nonsense. The correct answers, though, were posted by
Ken Badertscher of ATARI:

One straight Fread() is the fastest way to load a file
(except maybe a first-read-FAT, then
read the tracks from the center to the
edge of the disk- but what IS the center
and what IS the edge? I always write CLEAN software)

The AES does NOT send WM_NEWTOP messages. (anyone who does
not care about porting to an IBM can leave the
WM_NEWTOP case out, and save about 8 bytes)

Ken is the only one that deserves the promised free copies and updates.

--

____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

2351. Re: letemfly

Newsgroup: comp.sys.atari.st
Date: 1991-09-02 14:40:18 UTC
From: steve@thelake.mn.org
Message-ID: <A1292441378@thelake.mn.org>
Source record: 229330

[In article <LAHTINEN.91Sep2110146@gideon.gideon.fmi.fi>,
lahtinen@gideon.gideon.fmi.fi (Kimmo Lahtinen) writes ...]

> I tried to use this program, and it is very nice. The problem is that
> it does not work very long before it goes hanky panky. I have not have
> time to test is there an ACC which it did't like or what.
>
> Have someone tried this program?

I tried it. It has serious problems with large dialogs -- they move around well enough, but images of the mouse pointer are left splattered all over the screen. Charles F. Johnson (Codehead Software) said LetEmFly appeared to break a number of programming rules and recommended against using it. There is a similar program from Gribnif Software, but I haven't tried it; perhaps someone could post a comparison.

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org
Member, Burned Out Newspapercreatures Guild

2352. Nifty C RS-232C functions <cont>

Newsgroup: comp.sys.atari.st
Date: 1991-09-02 14:48:51 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <3174@tamsun.TAMU.EDU>
Source record: 229329

Here are two files that I should have included with the Nifty RS-232C C fucntions.

FILE: headlist.h

```
#include <osbind.h>
#include <vt52.h>
#include <stdio.h>
#include <strings.h>

#define ESC 27
#define RETURN 13
#define NEWLINE 10
#define BACKSPACE 8
#define SPACE 32
#define BAUD1200 7
#define BAUD2400 4
#define NONE 0
```

****

FILE: vt52.h

```
#define cls Cconout(27);Cconout(69)
#define gotoxy(x,y) Cconout(27);Cconout(89);Cconout(y+32);Cconout(x+32)
#define home Cconout(27);Cconout(72)
#define clrbc Cconout(27);Cconout(74)
#define clreol Cconout(27);Cconout(75)
#define dellin Cconout(27);Cconout(77)
#define show_cur Cconout(27);Cconout(101)
#define hide_cur Cconout(27);Cconout(102)
#define rvid_on Cconout(27);Cconout(112)
#define rvid_off Cconout(27);Cconout(113)
#define color(frgrnd,bckgrnd) Cconout(27);Cconout(98);Cconout(frgrnd+48); \
Cconout(27);Cconout(99);Cconout(bckgrnd+48)
```

2353. Questions

Newsgroup: comp.sys.atari.st
Date: 1991-09-02 17:09:18 UTC
From: gt3449b@prism.gatech.EDU
Message-ID: <35764@hydra.gatech.EDU>
Source record: 229212
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am trying to find out something for a friend of mine...

Please also note that I know very little about the Atari machines

technically speaking.

My friend has a 520 ST and would like to beable to run some software

that is capable of seni-complex text and graphic designs. He is a

an evangelist at the church where I go and makes overheads and other

types of hand outs for classes. Presently he has the opportunity to

buy a used copy of Calamus. This appears to do what he will need it

to do, BUT he says it will only work on a machine with 1MB of memory.

He has also mentioned something about needing a double sided floppy

drive and from what he has said the 1040 ST has that built in.

My questions are:

1. Can he find a software package at a reasonable price that can do what

Calamus can do and work on his present 520 ST and hard drive?

2. If not, is it better to upgrade memory in his 520 ST and buy an

external DS floppy OR find a used 1040 ST?

3. If upgrading his present machine is a good option, where can he

find a DS floppy at a good price and where do we find specific

information on how to upgrade his memory(I know it's a piece of pie

on a IBM PC, but I know nothing about doing that to a 520 ST).

Thank You for any information or advice...feel free to suggest something

I might have over looked!

Michael Peters

--
PETERS,MICHAEL W
Georgia Institute of Technology, Atlanta Georgia, 30332
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt3449b

Internet: gt3449b@prism.gatech.edu

2354. Re: TeX -- uhhg!

Newsgroup: comp.sys.atari.st
Date: 1991-09-02 17:42:12 UTC
From: mboen@nixpbe.sni.de
Message-ID: <1535@nixpbe.sni.de>
Source record: 229332

I'm sure zoo says to use 'zoo x//', not 'zoo -x//'.
As far as I remember, zoo thinks of this as a
commands rather than an option.

However, the problem of options folded to upper case
may also hit you.

Have fun.
Martin
--
Email: in the USA -> mboening.pad@sni-usa.com
outside USA -> mboening.pad@sni.de
Paper Mail: Martin Boening, Siemens Nixdorf Informationssys. AG, SNI STO SI 325,
Pontanusstr. 55, 4790 Paderborn, W.-Germany (Phone: +49 5251 846155)

2355. Epson 9 pins and GS

Newsgroup: comp.sys.atari.st
Date: 1991-09-02 18:13:28 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91245.141328JJL101@psuvm.psu.edu>
Source record: 229228
Cross-posted to: gnu.ghostscript.bug,comp.sys.atari.st

I am using the Atari ST version of ghostscript. The monochrome
viewing of the files come out just fine... but when I try to send to an
Epson FX-100 (I know, old printer, but would like to use this to 'preview'
the output in print). The docs say there may be some problems with the epson
9 pin driver. But the pr.ttp program takes the gs_pr file and starts sending
it. The output looks like it is 'almnost correct' in that the graphics are
noticable, but... it outputs forfeeds quite often (as in every 2nd line or so).
Perehaps some dip switches need to be switched? I do not have the manual for
the epson printer, so I am not sure which switches control what. If anyone
out there has any info that may be of help it would be greatly appreciated.

****
* * John J. Lehett * JJL101@PSUVM *
* J.J. * Penn State * *
* * Center for Academic Computing * JJL101@PSUVM.PSU.EDU *
****
* Games, Puzzles, Cryptos, Diplomacy, Synths, Midi, Atari ST's! *
****

2356. Ghostscript and Epson's

Newsgroup: comp.sys.atari.st
Date: 1991-09-02 18:20:31 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91245.142031JJL101@psuvm.psu.edu>
Source record: 229334

I am using the Atari ST version of ghostscript. The monochrome
viewing of the files come out just fine... but when I try to send to an
Epson FX-100 (I know, old printer, but would like to use this to 'preview'
the output in print). The docs say there may be some problems with the epson
9 pin driver. But the pr.ttp program takes the gs_pr file and starts sending
it. The output looks like it is 'almnost correct' in that the graphics are
noticable, but... it outputs forfeeds quite often (as in every 2nd line or so).
Perehaps some dip switches need to be switched? I do not have the manual for
the epson printer, so I am not sure which switches control what. If anyone
out there has any info that may be of help it would be greatly appreciated.
****
* * John J. Lehett * JJL101@PSUVM *
* J.J. * Penn State * *
* * Center for Academic Computing * JJL101@PSUVM.PSU.EDU *
****
* Games, Puzzles, Cryptos, Diplomacy, Synths, Midi, Atari ST's! *
****

2357. Mail Order Companies

Newsgroup: comp.sys.atari.st
Date: 1991-09-02 19:34:20 UTC
From: cotizelati@sissa.cineca.it
Message-ID: <1991Sep2.203420.1@sissa.cineca.it>
Source record: 229333

I would like to have some address (both e-mail and regular) of mail order companies where to buy software and hardware for Atari ST. Prices here in Italy seem to be much higher than in the States.

I am particularly interested in removable Hard drives (any suggestion is welcome) and in music writing programs like Notator.

My e-mail is

cotizelati@sissa.cineca.it (internet)

cotizelati@itssissa (bitnet)

Thanks a lot.

2358. Cadaver HELP !!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-09-02 23:21:35 UTC
From: goose@kirk.nmg.bu.oz.au
Message-ID: <3282@kirk.nmg.bu.oz.au>
Source record: 229339
Cross-posted to: comp.sys.amiga.games,rec.games.misc,comp.sys.atari,comp.sys.atari.st

Hi, Can someone please please help me with cadaver ?
On the second level...
Found 3 of the coins which you use as tokens for the mouth in the wall
where is the 4th ?
Is there anything behind the drape with the fire holes early in the 2nd level ?
Is there anything I can do with the rising and falling stones ?
I have been to the floating room and all down that way, the green bottles etc
and the chains and pits.
The door in the room with the recharging chests I can't open.
I sleeped an eye (usually where the tortoise comes out) does he have anything of value ?

Thanks in advance
Ralph

2359. Esprit... where? (not at atari.archive)

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 00:10:22 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3418@uqcspe.cs.uq.oz.au>
Source record: 229341

espredit.lzh 88 Level editor for esprit.

has appeared in atari/games, I can't find Esprit. I have "BOLO" which is very similar, also made by Application Systems Heidleberg (sp?), which is Public Domain. Is Esprit also PD?

Warwick
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

2360. Re: POSTING FLOPPY DISCS IN MAIL (CUSTOMS SCANNING DAMAGE)

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 01:46:20 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Sep3.014620.3247@rodan.acs.syr.edu>
Source record: 229342

In article <1991Sep1.013243.19870@minyos.xx.rmit.oz.au> t821431@minyos.xx.rmit.oz.au (Richard Clarkson) writes:
>Has anyone experience damaged floppy discs after they have gone though
>overseas airmail?
>Do the customs or postal services scan all mail with damaging magnetic fields
>in search of the things they are meant to find?
>I have just experienced a disc which worked no problems but i sent it to a freind in the USA and he says the disc is damaged!
>I had checked the disk on another atari before sending it and i have never had
>alignment problems on my machine.
>Does anyone know anything about posting floppy disks(did i just have bad luck?)
>Thanks in advance
>Richard Clarkson
I don't know about any of the details, but I've sent a disk to
Germany without any problems (i.e. the disk worked when it
arrived). I also got one back with no problems.
--Gerry
ggreenbe@rodan.acs.syr.edu

2361. Calamus vs. Pagestream

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 02:20:45 UTC
From: cse0071@uoft02.utoledo.edu
Message-ID: <1991Sep2.212045.4749@uoft02.utoledo.edu>
Source record: 229340

A question for all you DTP'rs out there, I have Timework DTP and
have messed around with it. Now that I have graduated I have more time
and would like to get a more advanced program.
I see that Calamus is still out there and have noted that Pagestream
has recently released a new version. Both of these products are in the
same general price catagory, although I know that Calamus is suppose to
release a new version soon.
I guess what I want to know is Calamus still the most bang for the
buck or does the new Pagestream give it a run for its money?? I'm not going
into this to be a professional DTP'r but if things go well I could always
stand to have more professional features.

Thanx in advance
//
/ * * * John STacy - cse0071@uoft02.utoledo.edu -- BITNET /
/ * * * IN%"cse0071@uoft02.utoledo.edu" -- INTERNET /
/ * * * /
/ * * * /
/ * * * Motorola >> Intel /
/* * * /
//

2362. Re: letemfly

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 02:21:39 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <1991Sep3.022139.4180@usenet.ins.cwru.edu>
Source record: 229343

In a previous article, steve@thelake.mn.org (Steve Yelvington) says:
>[In article <LAHTINEN.91Sep2110146@gideon.gideon.fmi.fi>,
> lahtinen@gideon.gideon.fmi.fi (Kimmo Lahtinen) writes ...]
>
> > I tried to use this program, and it is very nice. The problem is that
> > it does not work very long before it goes hanky panky. I have not have
> > time to test is there an ACC which it did't like or what.
> >
> > Have someone tried this program?
>
>I tried it. It has serious problems with large dialogs -- they move
>around well enough, but images of the mouse pointer are left splattered
>all over the screen. Charles F. Johnson (Codehead Software) said LetEmFly
>appeared to break a number of programming rules and recommended against
>using it. There is a similar program from Gribnif Software, but I haven't
>tried it; perhaps someone could post a comparison.

I've been using it for weeks with a 4 Meg STe without a single
problem. Even with dialogs covering 90% of the screen, I've had no problems
whatsoever. I like it better than FormDoIt because of the flying dialogs and
CPX configuration program.

--
Doug Wokoun / / |
(aa384@cleveland.Freenet.Edu) [o]-[o] |
||| L (((STe))) | . _ .- _- |||
Atari / | \ S I G ___/ | - - .- / | \

2363. Re: Tos 2.0x coming to an STf(m) near you... NOT!

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 02:46:45 UTC
From: gcarter@cat13.cs.wisc.edu
Message-ID: <1991Sep3.024645.2005@daffy.cs.wisc.edu>
Source record: 229344

>I agree with everything you say except for the bit about IBM software.
>Allow third parties to built PC emulators, but don't drag the machine down
>to the level of just another PC clone. Build something with a 68030 or
>an 88000 in it.
>
>> Developers that can say I WANT to build hardware and write software for it.
>
>As far as I'm concerned, "I want to build hardware and write software for
>it" if and only if "It is not based on any existing Intel processor".
>
>
>mathew
>
>
Gosh and I thought I was the only one in the world that thought iNTEL
was made up of a bunch of brain dead people?

--Greg

PS: Yes, after a short break, he's back. Opinionated yes, but always right.
s

2364. Re: MultiGEM Question!

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 02:54:12 UTC
From: gcarter@cat13.cs.wisc.edu
Message-ID: <1991Sep3.025412.2083@daffy.cs.wisc.edu>
Source record: 229345

In article <uHu071w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>Hello. A friend of mine recently bought a new ST, and he discovered a
>program called MultiGEM. It was installed on his Hard Drive, so he tried
>to use it. He had a little success, in that he was able to have
>InterLink execute in the background. He was also able to bring up a TTP
>program in a window. This was good, but he couldn't do anything serious
>with the program because there was no way (that he knew of) to exit from
>a background task other than clicking on an empty slot in the Desk menu.
>He asked me for help, but I've never seen or heard of MultiGEM. If
>anyone can tell me the following information, I will relay it to him:
>
>1. Are there any keystrokes to exit a program while not in a menu bar?
Mmm, try this: CONTROL-ALTERNATE-SHIFT-DELETE
>
>2. What kinds of programs can be multitasked with MultiGEM?
None worth mentioning.

>The second question is for me, since I will consider purchasing the
>product if it is good. If you have any general information about the
>product, that would also be helpful. I hope someone can help him out
>(and me as well with the second question). Thanks for your time.

Buy Mr. Small's GCR if you want to do anything serious with your ST....

OR well, like all things in life there are exceptions to the rule...

Buy Turbo C...gosh, AWESOME. I get aroused just booting the program.

><< ---------------------------------- >>
><< ersys!mforget@nro.cs.athabascau.ca >>
><< mforget@ersys.edmonton.ab.ca >>
><< Michel Forget >>
><< "He's dead, Jim..." - Bones >>
><< ---------------------------------- >>

-Greg

2365. Re: GEMDOS and AES questions

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 03:14:20 UTC
From: gcarter@cat13.cs.wisc.edu
Message-ID: <1991Sep3.031420.2173@daffy.cs.wisc.edu>
Source record: 229346

In article <3044@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>avgroeni@cs.ruu.nl (Annius Groenink) writes:
>
>|1. It seems to me that all OTHER text editors load files about
>| twice as fast as my program. I use one straight Fread().
>
>One straight Fread() is the fastest way you can load a file.
>It is possible that the slowdown you see is due to buffer
>setup you might be doing after you have read the file.
>
>|2. Does the ATARI AES send ANY WM_NEWTOP messages?
>
>No.
>--
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari Corp. System Software Engine
> / | \ #include <disclaimer>

Not really, you could try getc, which is very fast and part of the C
stdlib.

You can also try altering your BUFSIZ in your stdio.h file to improve
read performance as well.

And of course you can always try an asm subroutine.

But it is true, as Ken said, the speed could also be related to the
overhead in maintaining your data structure which holds the text in itself.

Let me know how it goes.

--Greg

2366. Re: How do I disable Control-C?

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 03:22:26 UTC
From: gcarter@cat13.cs.wisc.edu
Message-ID: <1991Sep3.032226.2264@daffy.cs.wisc.edu>
Source record: 229349

In article <BJcJ81w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>Hello. I have been learning the C programming language for about four
>weeks now, using C Primer Plus. I wanted to learn because I could make
>faster, more efficient code with C. Unfortunately, one problem is still
>dogging me.
>
>In all of my programs that use text output functions, pressing control-C
>during an output causes the entire program to terminate. THIS IS
>ANNOYING! How do I prevent this from happening? The functions I use
>are:
>
>getchar()
>putc(character, file)
>getc(file)
>
>These are the only three I used for input and output.
>
>Quote Of The Day: "If I had a gun..." <Grin!>
>
><< ---------------------------------- >>
><< ersys!mforget@nro.cs.athabascau.ca >>
><< mforget@ersys.edmonton.ab.ca >>
><< Michel Forget >>
><< "He's dead, Jim..." - Bones >>
><< ---------------------------------- >>

You can't. Of course I have never tried to do something like that so I qualify that with I never had a need to.

But, if you don't like those routines, use the BIOS Bconin/Bconout commands and make replacement routines which do the same thing.

write me if you need an example.

--Greg

2367. Current status of Autoswitch Overscan

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 03:26:21 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1991Sep3.032621.23889@umbc3.umbc.edu>
Source record: 229347

As the title says, what is the current Status of Autoswitch Overscan for the ST? I remember hearing about it, but have seen it available nowhere in the U.S. so far. Am I looking in the right places? :-)

Also, where can I find the current version of the schematics and software for the PD version of Overscan?

Thanks!

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

2368. ST memory allocation

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 03:30:27 UTC
From: wwhy@vax5.cit.cornell.edu
Message-ID: <1991Sep2.233027.7135@vax5.cit.cornell.edu>
Source record: 229348

Hello,
I am having problems with the memory allocation on the ST. The BIOS
function getmpb doens't seem to work at all. It always returns a pointer
to the same mpb no matter how much memory I have allocated. I was wondering
if anyone knew how to find out what blocks are allocated and free.

The reason why I need this information is because I need to write my own
malloc and free functions. I have to write my own functions because I
need to use malloc and free inside an interrupt (this would normally make the
ST crash).

I have seen a program on terminator in the programming directory (memaddrs.arc
- or something like that) that prints a list of allocated and free memory.
I tried to disassemble it but it was written and C and it is difficult to
follow.

So, if anyone can help me out, I would appreciate it greatly.

Thanks
Bill

2369. Re: English Docs For Turbo Assembler

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 03:56:04 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0bb5v5g@pfunk.hanse.de>
Source record: 229223

In <4506@rwthinf.UUCP>, Stefan Rupp writes:
>
>Try with the adress
>
> Markus_Fritze@hh3.maus.de
>
NONONONONONO, not hh3, Markus definitely sits at hh2. hh3 is a 1200 bps-box
and Markus owns a USR DS-modem, so why should he call that one.

Bye......Michael

--
/-----------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-----------------------------------/

2370. Re: letemfly

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 04:03:24 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0bb5vho@pfunk.hanse.de>
Source record: 229224

In <A1292441378@thelake.mn.org>, Steve Yelvington writes:
>
>I tried it. It has serious problems with large dialogs -- they move
>around well enough, but images of the mouse pointer are left splattered
>all over the screen. Charles F. Johnson (Codehead Software) said LetEmFly
>appeared to break a number of programming rules and recommended against

Letemfly now has version 1.11, that works even better than the 1.00
(surprise). With the old version I only had 1 program, that didn't run
under a special environment. The new version should fix all the problems you
had, except that one with the splattered screen. As I know, that could
have it's origin in a defective blitter. Some of my friends who work
with large monitors have similar problems, that always could have been fixed
disabling the blitter.

Bye......Michael

--
/-----------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-----------------------------------/

2371. Re: Best PD BBS software for UUCP/Usenet

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 04:54:02 UTC
From: steve@thelake.mn.org
Message-ID: <A3200325410@thelake.mn.org>
Source record: 229350

[In article <A0bb45i4@pfunk.hanse.de>,
blackbox@pfunk.hanse.de (Michael Kistenmacher) writes ...]

> I run a combination of mercury by Rodney Volz and HERMES from Martin Ibert
> (martini@heaven7.in.berlin.de). Mercury provides the rnews and HERMES all
> other stuff. Reading and managing is done by a GEM-based shell with a
> nice newsreader. You can also make your ATARI to a host, so that you can
> be polled by other people.

Correct me if I'm wrong, Michael, but this combination is not a BBS. It's capable only of providing you with personal access to the network. You can forward mail and Usenet messages to other sites if they're willing (and able) to run UUCP-compatible software, but Joe Average can't call your computer using Flash or Uniterm and read Usenet news over the phone line. I think that's what the original poster asked for.

So far as I know, the only currently available ST BBS that allows Usenet messages and UUCP/Internet email to be incorporated into the message base is STadel, a variant of Citadel. There are some bugs in STadel's Usenet interface that may be corrected when Fortress (an upgraded STadel) is ported to the ST. The port reportedly is in progress.

David Parsons' Bauble project is aimed at producing a new Usenet-capable BBS, but so far as I know, it's not yet finished. Bauble UUCP sources were posted in comp.sources.atari.st earlier this year.

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org
Member, Burned Out Newspapercreatures Guild

2372. Re: ARC.PRG source for UNIX

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 10:01:45 UTC
From: ob@obh.in-berlin.de
Message-ID: <Q0CUZEM@obh.in-berlin.de>
Source record: 229204

Hello,

kiwi@iis.ethz.ch (Rene Mueller) writes:
>salue ataris,
> i have some interesting sources in arc format on my UNIX computer,
> how can i extract files, without going on little atari-st ?

Best is by looking at UNIX-archive-sites. There is the source code for
arc 5.12 available. It's the same package as source foor arc 5.12 on
the ST platform, so it is possible to find this on ST-archives also!

Bye, Olli
--
| Oliver Brandmueller | Detmolder Str. 64 | W-1000 Berlin 31 | Germany |
| e-mail: ob@obh.in-berlin.de (NeXT-mail) | >>> You know Murphy? <<< |

2373. Re: Current status of Autoswitch Overscan

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 11:52:48 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Sep3.115248.17490@rodan.acs.syr.edu>
Source record: 229202

In article <1991Sep3.032621.23889@umbc3.umbc.edu> chuck@umbc5.umbc.edu (Chuck Rickard) writes:
>As the title says, what is the current Status of Autoswitch Overscan for
>the ST? I remember hearing about it, but have seen it available nowhere
>in the U.S. so far. Am I looking in the right places? :-)
>Also, where can I find the current version of the schematics and software
>for the PD version of Overscan?
>Thanks!
>Chuck Rickard
>(chuck@umbc5.umbc.edu)

Chuck, Rio Computers was going to be the US distributor of
A-O, last I heard. I called them a few times in August to
find out about it, but it seemed that it was always destined
to be there about a week after my call. Now that the academic
year has started again, I don't really have time for hacking
around like that anymore, so I've given up on trying to find
out A-O's current status. At this point, I'll probably wait
until next summer...probably a better idea to see/hear about
it more before trying it out anyway.
Be sure to let us know how it works out!
--Gerry
ggreenbe@rodan.acs.syr.edu

2374. Re: Current status of Autoswitch Overscan

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 12:20:46 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <4748@trick.cs.tu-berlin.de>
Source record: 229201

>As the title says, what is the current Status of Autoswitch Overscan for
>the ST? I remember hearing about it, but have seen it available nowhere
>in the U.S. so far. Am I looking in the right places? :-)

You can buy Autoswitch-OverScan at RIO Datel in Las Vegas, Nevada. I think
RIO is doing advertisments in some ST-magazines.

We also have an AutoSwitch-OverScan for the TT which we showed at the
ATARI fair in Duesseldorf. With OscanTT you get:

TT-Mid: 640x480 832x496 +34 %
TT-Low: 320x480 416x496 +34 %
ST-High: 640x400 832x496 +61 %
ST-Mid: 640x200 832x248 +61 %
ST-Low: 320x200 416x248 +61 %

These values are monitor independant. The 'autoswitch' is configured with
a CPX-module.

Greetings, Karsten

2375. Re: drawing lines with uniterm vt100 emulation

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 13:12:50 UTC
From: elrond@frmug.fr.mugnet.org
Message-ID: <1991Sep3.131250.29372@frmug.fr.mugnet.org>
Source record: 229229

In article <1991Aug31.010803.182@wpg.com>, linda@wpg.com (Linda Guidry) writes:
> Is there a sequence of characters (and a graphics character set)
> for drawing boxes with uniterm's vt100 emulator? I've been fiddling
> around with this all day and haven't been able to get anything
> to work.
>
> Thanks in advance. :-)
>

It's very simple: The vt100 terminal can only display 7 bits
characters and proide 3 distinctive characters sets: one is the US ASCII,
the second is UK ASCII and the 3rd is the line drawing set. In addition you
have two registers in whitch you can put any of theses characters sets. TO
switch tgheses registers you must use characters SO or SI. Bellow is a table
containing the sequence to affect a charecter set to registers:

Registers
G0 G1
UK ESC(A ESC)A
USASCII ESC(B ESC)B
Lines ESC(0 ESC)0

In my BBS software i assign USASCII to G0 and line drawing set to G1
so i just have to send SO or SI to switch from one to another.

You can also use the Tektronix eulation to draw lines but it's not so
easy. All of these informations have been taken from the vt100 manual comming
from Digital Equipment.

--
Bertrand Petit	Signature is under construction
alias	
>Elrond le demi-Elfe<	Be sure to wear your helmet

2376. Re: ST memory allocation

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 14:45:20 UTC
From: ersmith@ria.ccs.uwo.ca
Message-ID: <4426@julian.uwo.ca>
Source record: 229203

In article <1991Sep2.233027.7135@vax5.cit.cornell.edu> wwhy@vax5.cit.cornell.edu writes:
> I am having problems with the memory allocation on the ST. The BIOS
>function getmpb doens't seem to work at all. It always returns a pointer
>to the same mpb no matter how much memory I have allocated. I was wondering
>if anyone knew how to find out what blocks are allocated and free.

Don't do this. Really. The more programs that go poking around in the
internals of the operating system, the harder it's going to be for
Atari to come out with a better (e.g. multitasking) version of TOS.
There are already all sorts of silly bugs being perpetuated in TOS for
the sake of "compatibility".

>The reason why I need this information is because I need to write my own
>malloc and free functions. I have to write my own functions because I
>need to use malloc and free inside an interrupt (this would normally make the
>ST crash).

Reserve the memory ahead of time, e.g. before you install the interrupt
handler, do a Malloc() of a big chunk of memory and have your malloc()
and free() do the allocating from this chunk. (Just out of curiousity:
why do you need to do malloc() and free() inside an interrupt
handler? It may be that if you re-think the way you're doing things
you might be able to avoid this, for example by having the interrupt
handler set a flag and the main program do the allocation.)

>I have seen a program on terminator in the programming directory (memaddrs.arc
>- or something like that) that prints a list of allocated and free memory.
>I tried to disassemble it but it was written and C and it is difficult to
>follow.

The best way of printing a list of free memory is to have a loop that
does Malloc(-1L) to find the size of the largest free block and then
does Malloc(size) to allocate that block. The best way to print a list
of allocated memory is not to do it at all. (These methods will work
under MiNT, RTX, and any version of TOS; others may not.)

--Eric

2377. Re: TT Unix / TT TOS

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 16:03:46 UTC
From: news@cs.Helsinki.FI
Message-ID: <17622@hydra.Helsinki.FI>
Source record: 229205

>It seems that most UNIX developers add a IBM emulator product that allows
>UNIX users to access DOS on their UNIX machine. No one does a good job
>at it. I guess the best DOC emulation that I have seen is in IBM's AIX
>operating system on a PS/2. DOS running under AIX on an 80386 or 80486
>machine seem to work somewhat satisfactorily but not good. It is just to
>hard to make a full emulator under UNIX and get everything you want in
>that emulator. PLEASE don't not expect to be happy even if Atari does
>an outstanding job in a product offering TOS and UNIX at the same time.
>
>Mark Lehmann
>tamuts.tamu.edu!n160ao
From: luoto@cs.Helsinki.FI (Markku Luoto)
Path: kreeta!luoto

Outstanding would be defined as follows:

TT with a possibility to choose in bootup, between TOS & UNIX and then supplied
with the DOS emulator they promissed in original TT-spec.

and personally I don't mind wether it(the emu.) ran on top of unix or tos...
but what ever happend with this emu, what they described as " a fast 286"
???
and the wildest was that it would be submitted to TT purchasers afterwards ?!?

>>
>>>>>> " I'm completely operational & all my cicuits are functioning <<<<<<
>>>>>> correctly...correc...corr...co...-! " : HAl9000 <<<<<<
>>

2378. Pagestream Hebrew Font and/or font editor Wanted

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 16:17:20 UTC
From: jgj@ssd.csd.harris.com
Message-ID: <JGJ.91Sep3121720@rcx1.ssd.csd.harris.com>
Source record: 229206

Does there exist a Hebrew font for the ST for pagestream? PD or $$$.
Does there exist a font editing program so I can make my own if not?
A font editing program was promised years ago, but I've not seen
it in the store or recieved anything from the manufacturer about it.

Thanx in in advance
--
==========
Jeffrey Glen Jackson _|_Satan jeered, "You're dead meat Jesus, I'm gonna
jgj@ssd.csd.harris.com | bust you up tonight."
x5120 | Jesus said, "Go ahead, make my day."
~~~~~~~~~ -- Carman, "The Champion"
~~~~~~~~~

2379. Re: Re: ST memory allocation

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 17:21:48 UTC
From: wwhy@vax5.cit.cornell.edu
Message-ID: <1991Sep3.132149.7142@vax5.cit.cornell.edu>
Source record: 229207

The reason I need to call malloc and mfree inside an interrupt (trap #13 to be exact) is because I am writing a variable size ramdisk. i.e. grows when you need it and shrinks when you need it. So without being able to allocate memory on the fly the whole program is pretty usesless.

Bill

2380. Re: TT Unix / TT TOS

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 17:40:12 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1991Sep3.174012.8275@umbc3.umbc.edu>
Source record: 229208

In article <17622@hydra.Helsinki.FI> news@cs.Helsinki.FI (news) writes:

>Outstanding would be defined as follows:

>TT with a possibility to choose in bootup, between TOS & UNIX and then
>supplied with the DOS emulator they promissed in original TT-spec.

>and personally I don't mind wether it(the emu.) ran on top of unix or tos...
>but what ever happend with this emu, what they described as " a fast 286" ???
>and the wildest was that it would be submitted to TT purchasers afterwards ?!?

I realised a long time ago that anything a company promises they will ship to
you a later time will never be sent to you. Even if the product is made, they
will end up charging you what everyone else will pay for it.

[pure speculation follows]

Atari's original specs for the TT were more like a wish list. They got the
bosses together and said, "Hey huys! What do you want this sucker to do?"
Everyone yelled out what they thought would be great in that machine. They
then let this list leak out to the public to hear their reaction. Everyone
said "Great! We want it!" At this point, they gave the list of "specs" to
the designers, who in turn said, "What??? How in the heck am I supposed to
do that?" Management then said, "Do what you can. They'll buy whatever we
make anyway..." So, the TT is born! Unfortunately, its nothing like the
"sonograms" predicted... :-)

So, to make a long story short... (too late)

Like a child's christmas list for Santa, we got only a few of the items on
that list. Most likely, the IBM emulator is in a same file with the card
box, PromiseLAN, the Multitasking TOS, and the Tower TT/X.

[end note: Don't take me as an Atari basher. I still own two, but I also
realised the merits of other computers as well. And, to quote other users,
I like the computer, just not the company.]

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

2381. MX2 Multitasking Kernel

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 18:39:39 UTC
From: jmack@b11.ingr.com
Message-ID: <1991Sep3.183939.1107@b11.ingr.com>
Source record: 229211

I recently got a copy of MX2, the multitasking kernel, from the
Atari.archive. I am running Gulam as a shell with it. Some things work
kind of screwy, particularly the commands related to processes (status,
kill) or related to the rs232 port. The system always crashes when I
start the script that sets up a background shell that gets I/O to/from
the modem and then hit a few <returns> in rapid succession.
Is there a newer version of this software? Should I toss it and
spend the bucks to get Minix? Am I doing something wrong? Any
information on MX2 would be appreciated. Thanks.

<><>

2382. SLM804 driver for WordPlus

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 19:21:12 UTC
From: cordes@ac.dal.ca
Message-ID: <1991Sep3.162112.1220@ac.dal.ca>
Source record: 229214

I'm looking for a printer driver (.HEX) file for 1st WordPlus to print to the SLM804 using the LaserBrain emulator. Anybody happen to have such a beast that they'd be willing to share? or for the Diablo emulator, for that matter? I do have a very simple driver for the Diablo emulator, but it doesn't do most of the fancier stuff, like printing an .IMG file. Any pointers would be much appreciated. Thanks.

John Cordes
Physics Dept.
Dalhousie University
Halifax, N.S., Canada B3H 3J5
email: cordes@ac.dal.ca

2383. Re: Mail Order Companies

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 20:01:16 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <1991Sep3.200116.21893@m.cs.uiuc.edu>
Source record: 229213

In article <1991Sep2.203420.1@sissa.cineca.it>,
cotizelati@sissa.cineca.it writes:
> I would like to have some address (both e-mail and regular) of mail
> order companies where to buy software and hardware for Atari ST.
> Prices here in Italy seem to be much higher than in the States.

I would be interested in companies in the US selling software
for the Atari ST. I have trouble finding stores these days, now
that most Atari magazines seem to be out of production. I want
to find a store which has a catalog of games for the ST. Anyone
care to help me????

/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
totty@cs.uiuc.edu

2384. Re: TT Unix / TT TOS

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 20:39:34 UTC
From: dav@coos.dartmouth.edu
Message-ID: <1991Sep3.203934.29764@dartvax.dartmouth.edu>
Source record: 229218

n160ao@tamuts.tamu.edu (Mark Lehmann) writes:

>It seems that most UNIX developers add a IBM emulator product that allows
>UNIX users to access DOS on their UNIX machine. No one does a good job
>at it.

The IBM RS/6000 has a very good dos emulator. It emulates an XT at AT
speed (or at least thats what people say). I don't use dos so I can't
really judge the speed. It is faster than any XT I have used though.
(And I did get Battle chess to run on it.)

2385. PC Emulators- Worth the money?

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 20:40:51 UTC
From: longj@lonex.rl.af.mil
Message-ID: <1991Sep3.204051.8278@lonex.rl.af.mil>
Source record: 229216

I have been frustrated to discover that several software houses I used to buy from have discontinued carrying atari-st titles! I don't want to sell my STe, it does what I want it to with a minimum of hassles. But... I would like to get some of the more popular software titles, and since they all are for MS-DOS machines, I was considering an IBM Emulator.

Does anyone have comments on the relative merits of the available ones: PC-Speed, Supercharger (save the breath on PC-Ditto!) and others? Specifically, I am wondering about ease of use, compatibility and speed.

Thanks for any help you can offer!

Jeff

--

Capt Jeff Long Rome Laboratories, Griffiss AFB, NY
longj@lonex.radc.af.mil (preferred) Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

2386. Re: Tos 2.0x coming to an STf(m) near you... NOT!

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 20:51:52 UTC
From: jerry@connection.prospect.com
Message-ID: <1991Sep3.205152.22957@ctr.columbia.edu>
Source record: 229215

(Gregory Carter) writes:
>>
>>As far as I'm concerned, "I want to build hardware and write software for
>>it" if and only if "It is not based on any existing Intel processor".
>>
>Gosh and I thought I was the only one in the world that thought iNTEL
>was made up of a bunch of brain dead people?
>

Guys,

Is all this macho cynicism intended to make you seem intelligent? Grow up
and try again.
--
+-------------------+----------------------+---------------------------------+
JERRY J. SHEKHEL	POLYGEN CORPORATION	When I was young, I had to walk
Drummers do it...	Waltham, MA USA	to school and back every day --
... In rhythm!	(617) 890-2175	20 miles, uphill both ways.
+-------------------+----------------------+---------------------------------+
| ...! [princeton mit-eddie bu sunne] !polygen!jerry |
| jerry@polygen.com |
+---+

2387. Testing

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 21:22:04 UTC
From: jonellis@tharr.UUCP
Message-ID: <2602@tharr.UUCP>
Source record: 229221

Just a test. No sig yet.

2388. Re: How do I disable Control-C?

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 22:23:00 UTC
From: wolfgang@cs.sfu.ca
Message-ID: <1991Sep3.222300.12102@cs.sfu.ca>
Source record: 229230

>>In all of my programs that use text output functions, pressing control-C
>>during an output causes the entire program to terminate. THIS IS
>>ANNOYING! How do I prevent this from happening? The functions I use
>>are:
>>
>>getchar()
>>putc(character, file)
>>getc(file)
>>
>>These are the only three I used for input and output.
>>
>
>You can't. Of course I have never tried to do something like that so I qualify
>that with I never had a need to.
>
>But, if you don't like those routines, use the BIOS Bconin/Bconout commands
>and make replacement routines which do the same thing.
>
>write me if you need an example.

If you need redirection capability you should use all GEMDOS-FUNCTIONS
which will not echo the input. Ther are 2 of those avalable. And also
those are redirctable for GEMDOS. (they are of course a bit slower
than BIOS-CALLS)

2389. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1991-09-03 22:32:40 UTC
From: wright@hpcc01.corp.hp.com
Message-ID: <1540014@hpcc01.corp.hp.com>
Source record: 229232

> I received some ST software sight unseen from a buddy of mine. Mostly
> garbage but with one interesting program. It is called "Little Computer
> People", from Activision 1985/1986 on the original disk...
> I did not receive any documention with the
> disk whatsoever. I have figured out lots of stuff through experimentation,
> but would like to get the full docs.

I have this too (my wife picked it out). I haven't looked at it in awhile,
but as I recall the docs didn't explain everything. Sort of like an
adventure game where you not only have to solve the puzzle but you have to
learn the language, too.

--Jeff Wright HP IC Business Division--Palo Alto
wright@hpctgrd.hpl.hp.com (HPtelnet/415) 857-5351

2390. Re: English Docs For Turbo Assembler

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 00:00:00 UTC
From: wr@bara.uucp
Message-ID: <8774185@bara.uucp>
Source record: 229192

In article <1991Sep1.093923.1188@ac.dal.ca> cordes@ac.dal.ca writes:

> Markus_Fritz@hh2.maus.de. Can someone check if this is accurate

Try:
Markus_Fritze@hh2.maus.de
^
--

Bis dann, wa...
\/\/olfram

~~~~~~
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
Voice: +49 (241) 534596 ~~~~~~
~~~~~~

2391. Re: letemfly

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 00:07:12 UTC
From: wr@bara.uucp
Message-ID: <0485420@bara.uucp>
Source record: 229193

In article <LAHTINEN.91Sep2110146@gideon.gideon.fmi.fi> lahtinen@gideon.gideon.fmi.fi (Kimmo Lahtinen) writes:
(Sender was: usenet@nic.funet.fi)

(about LetEmFly)
> I tried to use this program, and it is very nice. The problem is that
> it does not work very long before it goes hanky panky. I have not have
> time to test is there an ACC which it did't like or what.
>
> Have someone tried this program?

I did. It works *great*, it's really an ingenious piece of software.
No, I don't have any problems with it, and never had.
You really should check your auto folder prgs and accs for collision,
and maybe send an email to the author if you found something.
The docs may give you a Maus net adress, it's easy to convert to Usenet:

Adam Atari @ ABC

becomes

Adam_Atari@abc.maus.de

Simply write an underscore between 1st and 2nd name and add '.maus.de' after
the city code. This should help with many german programs since the Maus
net is the most popular net in Germany.
--
Bis dann, wa...
\/\/olfram

~~~~~~
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
Voice: +49 (241) 534596 ~~~~~~
~~~~~~

2392. Re: Tos 2.0x coming to an STf(m) near you... NOT!

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 00:45:05 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1991Sep4.004505.20488@usenet.ins.cwru.edu>
Source record: 229219

In a previous article, jerry@connection.prospect.com (Jerry Shekhel) says:

>(Gregory Carter) writes:
>>>
>>>As far as I'm concerned, "I want to build hardware and write software for
>>>it" if and only if "It is not based on any existing Intel processor".
>>>
>>Gosh and I thought I was the only one in the world that thought iNTEL
>>was made up of a bunch of brain dead people?
>>
>
>Guys,
>
>Is all this macho cynicism intended to make you seem intelligent? Grow up
>and try again.

Well, let them have their own opinion.

But since my message started this conversation, I want to explain what
I was talking about.

I said that I'd like to see the TT or Mega STe with a PC emulator among
other things and then a few people said, "Oh, I'm not programming anything
with an Intel chip in it."

Then don't program on the Intel!

You can program on the Motorola and just let people run their IBM software
using Intel's chip.

Like it or not, I'd estimate that IBM and compatibles have 90% or more
of the personal computer market. A computer will have to be VERY good
in different areas that compatibles are not in order to at least stay in
competition.

While the ST finds that niche or niches, it can run IBM software.

>

--

2393. nesting traps

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 01:57:14 UTC
From: wwhy@vax5.cit.cornell.edu
Message-ID: <1991Sep3.215714.7147@vax5.cit.cornell.edu>
Source record: 229226

I know you can't nest trap calls, but is this because of TOS or because
of the 68000? If it is because of TOS is there any way to get around it?
Any help would be much apprecaited...
Bill

2394. Atari <--> IBM

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 02:26:41 UTC
From: defrain@ei.ecn.purdue.edu
Message-ID: <1991Sep4.022641.11939@noose.ecn.purdue.edu>
Source record: 229227

Regarding interchanging Atari ST disks with a PC,

Apparently, some users can use disks on either machine w/o any trouble.
However, the early TOS versions are not fully compatible. In such a
case there exist utilities to format a disk on the Atari for use with
a PC. Vise versa, a disk formatted on a PC in 720KB should work with the
ST -- not always however. If this fails for anyone then try configuring
MSDOS to recognize it's 3.5'' drive as a 720KB and do not flag the
format statement (i.e. one can use a 1.44MB drive to format a disk
to 720KB by flagging the format statement -- this did not work for myself).
This can be accomplished in some PC's by changing the CMOS settings at
bootup.

Now that I can transport files Atari <--> PC I've ran unto another
problem. The unarcing program available via FTP named ARC.TTP does
not function as I would expect. I run the program in the same folder
as the file to be unarced with the command line

xh (filename).ARC *.* or just x (filename).ARC *.*

and ARC.TTP appears to load w/o doing anything and then I am returned
to the open window environment -- no unarcing!!!

When using a program called UNARC Elite V2.0 I obtain data errors while
unarching *.ARC files and the resulting *.PRG files give bombs or TOS
errors. Anyone know what the problem is here?

thanks for continuing help,

Paul

2395. ST/STe & HDs

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 03:23:14 UTC
From: mlake@irscscm.UUCP
Message-ID: <1991Sep4.032314.16796@irscscm.UUCP>
Source record: 229013

I'm having a screwy problem.

I have a 520ST and a 1040STe. I also have 20 meg and 80 meg Supra HDs which I normally run daisychained. Everything works fine with the 520ST. But when I plug the HDs into the STe I can't boot, in fact I can't even power up. The busy light on the 80 HD (the first drive in the daisy chain) freezes on (the busy light also freezes on if I try to power up the 80 HD with the connector not plugged into either ST). If I connect the 20 HD directly to the STe then I can boot up but I can't access all the files on the drive. I get read errors with certain files.

Here's the screwy part ... if I boot everything with the 520ST, then unplug the HD and plug it into the STe, then boot the STe everything comes up fine and I can access all the files!! But I have to do a complete boot (bring up the desktop). If I only power up and then unplug the HD from the ST then the busy light will freeze on once I plug it into the STe. Why is all this happening?

Also, it seems I need a floppy disk in the internal drive of the STe even with autobooting turned on for the system to come up. Is this normal?

--
Marshall Lake
mlake@irscscm.UUCP
...!uunet!media!ka3ovk!irscscm!mlake

2396. Hard Disk Problems

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 03:44:23 UTC
From: ac365@cleveland.Freenet.Edu
Message-ID: <1991Sep4.034423.10665@usenet.ins.cwru.edu>
Source record: 229217

As some of you might recall, I was having some trival problems with my Toadfile 44(syquest555 with ICD board). Well, thanks to a couple of suggestions by you I was able to keep my system going without any serious catastrophes. I spent the summer woking at a research facility and I brought my computer with me. I have to admit, not a single HD problem for two months, except for one bad sector which was mapped out the first day. Well, now my computer is here with me at Penn, and I am noticing lots of large problems with the system. Lets see what we all can come up with once I tell you what its doing.....

Just to refresh, I'm running a 44 megabyte removable media harddrive with my Mega 4ST and a helpful application called DC Desktop in the Auto folder. Everything was going good for the first couple of days, and then little bombs appeared on the screen when it would do the startup routine loading the DC desktop programs. I erased the troublesome files and reinstalled them from the original floppy. Well, the bombs still appeared, yet in different places. I worke don this for some amount of time and life was not getting any bette. I made an emergency backup of the key stuff on my C drive and copied a few graphic files to the D: partition.

Life still didn't get any better as I worked with the system. I decided that it was time to zero the partition and reintall from scratch. It now booted nicely once I put the boot files back in. But everything that I tried to restore just wouldn't run. Flash and Wwriter which were reinstalled from the original source disks would bomb upon loading.

I called ICD today and talked to a helpful technician who took me through some other things to try, but no avail. I convinced him to send me another ICD program disk (i figure that since I configure my C partition from the floppy and that there are some major problems that maybe the source disk is corrupted.) The interesting thing is that D: and E: partitions just work like normal. Some files bomb on D: and E:, but not everything. I have been able to install Flash and Wwriter onto E: for now and this works (based on the ability to send this message out!). I can't put any programs into AUTO or any desk accessories without it bombing on bootup (annoying because I can't use TURBOST), but anyhow.....

H E L P !

ANy suggestions would be greatly apprciated!

Please email me at ac365@cleveland.freenet.edu with any ideas or if you just require clarifications of my ramblings.

Thank you immensely..

Also, if any one knows of Atari service in Philadephia, pls let me know!

ZZ
--
Todd Donovan: ac365@cleveland.freenet.edu
Wharton School of Business * School of Engineering & Applied Sciences
University of Pennsylvania in Philadelphia, Pennsylvania.

2397. Re: Epson 9 pins and GS

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 03:57:18 UTC
From: rosenkra@convex.com
Message-ID: <1991Sep04.035718.22010@convex.com>
Source record: 229220

first off, tim posted gs 2.2 rev 0 to atari.archive (only) so far as
i can tell. there were problems with the opson 24-pin driver as well.
however, these were cleared up with rev 1 which i got directly from
him. the 24-pin driver works as far as i can tell perfectly (thanx tim!)
and i hope whatever changes go in to the 9-pin driver do not damage
the 24-pin driver. probably not. since tim does not have an epson,
be very explicit when describing errors. even better, get the source
and fix it, sending him a patch.

make sure you are using the correct -sDEVICE=xxx option and the proper
-R switch as well. for my lq1000, these are -sDEVICE=epson -R180x180.
this might be -sDEVICE=epson9 for yours (check docs, my memory fails).
note that the pr.ttp program has an annoying deskjet reset at the end.
this is easily fixed if you have a compiler. otherwise, print one file
at a time and power cycle (the printer, of course) since the escape
sequence to page eject on the dj hoses the epson.

i have ported mgif to GNU c now and have added a .ps file dump. i can
take GIF images, dump a .ps version, crank it thru GS, and print on
my lq1000. it works great (except for a slight problem with aspect
ratio in the .ps file).

good luck. once you get it going, it should be fun, tho don't expect
miracles from a 9-pin...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2398. Re: Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 04:31:29 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <17274@ccncsu.ColoState.EDU>
Source record: 229222

In article <1991Sep4.103552.6856@csv.viccol.edu.au> gjocc@csv.viccol.edu.au writes:
>
> I am after some information on a device called a Super Charger 286.
> It is a 286 PC emulator that goes on the Atari DMA bus.
Yes, it is availible in US by Rio in Las Vegas also from Talon in Solana Beach
and it's to change SC into AT compatible.
>
> Can you put a Super VGA card and a Adlib or Sound Blaster card in the
> expansion slots for playing VGA PC games?
I might be wrong but from the memory of seeing the AD, the expansion slot
would accept AT type card as well, but you will need new case to hold it.
>
> Can the PC side access Atari hard drives?
Supercharge use the ST to address the hard drive, yes you can access the ST
partition also, just need to setup right in config and autoexec file.

> Who makes them and where would I get one from in Australia?
It's by Beta systems in Germany and Condor Trading LTD. in Alcermaston
6 Bacchus House
Calleva Park
(0734) 810066 is the telephone number there
>
>Greg o'Sullivan
>(gjocc@viccol.edu.au)

Some of the original questions deleted as I do know about those.
Tang
sytang@lamar.colostate.edu

2399. Re: PC Emulators- Worth the money?

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 07:35:23 UTC
From: revpk@cellar.UUCP
Message-ID: <o0Nq84w164w@cellar.UUCP>
Source record: 229233

longj@lonex.rl.af.mil (Jeffrey K. Long) writes:

> I have been frustrated to discover that several software houses I used to
> buy from have discontinued carrying atari-st titles! I don't want to
> sell my STe, it does what I want it to with a minimum of hassles.
> But... I would like to get some of the more popular software titles, and
> since they all are for MS-DOS machines, I was considering an IBM Emulator.
>
> Does anyone have comments on the relative merits of the available ones:
> PC-Speed, Supercharger (save the breath on PC-Ditto!) and others?
> Specifically, I am wondering about ease of use, compatibility and speed.
>
> Thanks for any help you can offer!
>
> Jeff
>
> --
> --
> Capt Jeff Long Rome Laboratories, Griffiss AFB, NY
> longj@lonex.radc.af.mil (preferred) Network Design Laboratory
> jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

I have the software version of PC Ditto, and got burned on the
hardare version.

Basically, my main reluctance to get one of the newer hardwar
emulators like PC Speed is this: I'm still tied to the emulator for
expansions and the like. If I bought a PC clone, I could upgrade using
off-the-shelf IBM replacement parts, upgrade boards, and the like, and the
prices within the IBM community are very competitive.

However, for me to get replacement or upgrade boards for the
currently-available ST based IBM emulators, I'm stuck with getting only THEIR
boards. Those companies might be as likely to fail as Avant-Garde did, and
their rices are higher to boot.

In short, if someone marketed an IBM emulator that used real
IBM-compatible PARTS-- like a super-VGA board, 386 accelerators, hard drive
controllers and the like-- I'd get it. But as for now, I'll have to save up
to buy a real PC clone.

"""
Brian Siano, Delaware Valley Skeptics
Rev. Philosopher-King of The First Church of the Divine Otis Redding
revpk@Cellar.UUCP "Ecrasez l'enfame!" - Voltaire
"""

2400. Machine Prices (was Re: ATW adon for ST's (was RE: CD-I))

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 10:55:41 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Sep4125541@orion.laas.fr>
Source record: 229231
Cross-posted to: comp.sys.atari.st,comp.sys.next

In article <1991Aug16.172116.2704@cunixf.cc.columbia.edu> cmm1@cunixb.cc.columbia.edu (Christopher M Mauritz) writes:
| In article <1991Aug12.203647.431@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:
| >
| >While talking about the ATW it is now available for 2500pounds with
| >educational discount. (Thats Half price!)
|
| So what? You can go out right now and buy a 21 MIP Sun SPARCstation
| ELC for the same price in the US (about US$5,000). Wouldn't it be
| better to own a SUPPORTED workstation that runs a real unix and that
| you could do real development work on?

Have any of you been debating between getting an Atari TT or a Next Station? It seems that the educational discount for a Next Station in the US is approx. 3,200 $US for 8 Megs and a 100 Meg disk plus gobs of software. Here in France a similarly configured TT/8 is in the same ball park 20,000 FF and the educational discount is only 10%.

| p.s. That $5K figure is LIST price, not educational discount. That is
| probably even much cheaper.

The Next Station already has Unix(tm)! Unfortunately, here in France you have to multiply the price by at least 2 in order to get a Next Station.

Wishfully thinking...
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

2401. Re: Tos 2.0x coming to an STf(m) near you... NOT!

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 11:30:06 UTC
From: mathew@mantis.co.uk
Message-ID: <V5yq810w164w@mantis.co.uk>
Source record: 229240

jerry@connection.prospect.com (Jerry Shekhel) writes:
> (Gregory Carter) writes:
> >I wrote:
> >>As far as I'm concerned, "I want to build hardware and write software for
> >>it" if and only if "It is not based on any existing Intel processor".
> >Gosh and I thought I was the only one in the world that thought iNTEL
> >was made up of a bunch of brain dead people?
>
> Is all this macho cynicism intended to make you seem intelligent? Grow up
> and try again.

Sorry if you're offended, but every Intel processor I've seen has been a complete pig's breakfast. Look at the 80x86 series. Even the new "flagship" i860 has some truly awful bugs in the instruction set.

Take it to alt.religion.computers if you feel like arguing.

mathew

2402. MSDOS emulator with 386

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 12:14:32 UTC
From: johnj@echo.philips.nl
Message-ID: <1991Sep4.121432.13996@echo.philips.nl>
Source record: 229242

Hi again,

I went to the Atari Messe in Dusseldorf. After that, I had holidays,
so I was not able to contribute/read the net earlier.

I read a few article about the messe, but there is only one big thing
I would like to add:

an MSDOS emulator using the 386 processor.
Fortunaltely/Unfortunality it worked with the MEGA STE only.

They had a special "Messe" price which was 695 DM (if I remember well).
Unfortunately I did not have enough money to buy it :-(

The Printed circuit board was very well done. And it occupies a nice
empty place within the MEGA STE. No soldering required as far as I can
remember.

Beside the sockets for the 68000 and the 80386, there was another
big socket (although left open). To me it looked ok for a co-processor.

It did work with MSDOS 5.0 and could uses some partitions of harddisks
which were not being used by TOS.

As the person spoke German very well, I think they produced it there...

I do not have more information with me right now, but if there is
enough interest I will bring the information with me and post it here.

--
John Janssen Email: johnj@echo.philips.nl
The Netherlands
Work: +31 40 756588 Atari Mega STE, MIDI, C-lab Notator and Unitor.
Home: +31 77 513177 Astro -Birth/Place/Date/Time you > you.doc
--

--
John Janssen Email: johnj@echo.philips.nl
The Netherlands

2403. Stacey Advice, please

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 12:49:07 UTC
From: ameij@vax.oxford.ac.uk
Message-ID: <1991Sep4.134907.1676@vax.oxford.ac.uk>
Source record: 229010

Hi chums,

My new employers have offered to buy me a computer. It's to use in work and at home, so I would like a (trans)portable, and as I have used and liked ST's at work and home for the last few years, my thoughts have turned to a Stacey.

There are just a few questions I have - I need to put my bid in to the equipment committee in ten days, so it's fairly urgent...

1) I will almost certainly have to run DOS programs occasionally. Can any of the internal DOS emulators (PC-Speed, AT-Once) be used in a Stacey? Does anyone have any experience of doing so?

2) Same question, re internal modems

3) Same question, re Atari 68881 coprocessor

Any other first hand views on the Stacey (particularly cf the Mac portable, which is probably the alternative) would be greatly appreciated.

Ian Johnston

ameij @ uk.ac.oxford.vax

2404. Re: Best PD BBS software for UUCP/Usenet

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 13:55:44 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0bb8hkw@pfunk.hanse.de>
Source record: 229017

In <A3200325410@thelake.mn.org>, Steve Yelvington writes:
>
>Correct me if I'm wrong, Michael, but this combination is not a BBS. It's
>capable only of providing you with personal access to the network. You can
>forward mail and Usenet messages to other sites if they're willing (and
>able) to run UUCP-compatible software, but Joe Average can't call your
>computer using Flash or Uniterm and read Usenet news over the phone line.
>I think that's what the original poster asked for.
>
Oh sh*t, looks like I didn't read the subject. You are right, my
configuration doesn't do things like that. A way could be to run
the remote-login delivered with HERMES and then automatically start
the nn ported by some guy from Kiel, Germany, which should be able
to redirect it's output to the serial port.

My host, malihh, was running as a UUCP-BBS on an ATARI, since the
sysop bought and installed his NeXT. You should ask him about his
software. He wrote a Newsreader and all other software and as I
remember, he was offering the whole system for some bucks. His
address is: clu@malihh.hanse.de

Bye.....Michael

--
/-----------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-----------------------------------/

2405. Re: PC Emulators- Worth the money?

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 14:08:01 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <3232@tamsun.TAMU.EDU>
Source record: 229234

In article <1991Sep3.204051.8278@lonex.rl.af.mil> longj@lonex.rl.af.mil (Jeffrey K. Long) writes:
>Does anyone have comments on the relative merits of the available ones:
>PC-Speed, Supercharger (save the breath on PC-Ditto!) and others?
>Specifically, I am wondering about ease of use, compatibility and speed.

I have PC-Speed and I like it fairly well. I like some other people have never been able to use a modem under DOS with PC-Speed but that is the only bad side effect. Another problem is that it is to fast. I purchased "Wheel of Fortune" for my mother who has an IBM. When I tried the game on PC-Speed I barely had a chance to enter a move before my time was up.

I have not have a compatibility problem ever. But, PC-Speed offers CGA graphics which is sometimes difficult to use if the software hase allot of color built into it.

The Speed in the PC-Tools "Info" Utility rates PC-Speed at "220%", an IBM PS/2 Model 25 at "80%", an IBM PS/2 Model 30 at "180%" and an NEC 80286 machine at "285%".

2406. Re: TT Unix / TT TOS

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 14:19:06 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <3233@tamsun.TAMU.EDU>
Source record: 229235

In article <1991Sep3.203934.29764@dartvax.dartmouth.edu> dav@coos.dartmouth.edu (William David Haas) writes:
>n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>
>>It seems that most UNIX developers add a IBM emulator product that allows
>>UNIX users to access DOS on their UNIX machine. No one does a good job
>>at it.
>
>The IBM RS/6000 has a very good dos emulator. It emulates an XT at AT
>speed (or at least thats what people say). I don't use dos so I can't
>really judge the speed. It is faster than any XT I have used though.
>(And I did get Battle chess to run on it.)

I work for IBM in a Co-op job doing technical support for all IBM's AIX products. I have used the PC Simulator on the Risc System/6000 (Tandy owns the word "RS/6000" and gets angry if IBMers use it) and DOS Merge for AIX PS/2. When more than 4 four are running DOS on the same machine at the same time, the PS/2 holds up better than the RISC System/6000. Also, the PS/2 actaully has an 8086 virtual mode which the RISC System/6000 doesn't. Since so many DOS programmers avoid using the BIOS and program to little quirks of the 8086 chip, the PC Simulator just can't figure out what to emulator sometimes and then fails. I would put the RISC System/6000 at third place behind LOCUS's PC Merge product.

My point is, even if Atari makes an emulator, it isn't going to satisfy us becuase the popular software on the ST also avoids the Operating System calls an directly accesses the hardware in a undocumented way. That is "taboo" in a multi-user multi-processing operating system.

Mark
tamuts.tamu.edu!n160ao

2407. Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 14:44:26 UTC
From: lph@INEL.GOV
Message-ID: <1991Sep4.144426.17580@inel.gov>
Source record: 229237

Does who has Little Computer People for the ST want to sell it? I've heard some good things about it, and I think my kid (and I) would enjoy it.

Randy Pacetti, Engineering Specialist, AI and Information Engineering
Idaho National Engineering Laboratory, PO Box 1625, Idaho Falls, ID 83415-2090
Internet: lph@inel.gov Office: (208) 525-5442 FAX: (208) 525-5996
Randy Pacetti, Engineering Specialist, AI and Information Engineering
Idaho National Engineering Laboratory, PO Box 1625, Idaho Falls, ID 83415-1206
Internet: lph@inel.gov Office: (208) 526-0136 FAX: (208) 526-1419 FTS: 583
========== long legal disclaimer follows, press n to skip ==========

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2408. STE Info Wanted

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 14:52:58 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750121@hpsad.HP.COM>
Source record: 229245

Hello all,

I'm thinking about buying a 1040STE and would like to know a few
things about it.

1) Does it still have the harddisk/dma bug? I have an old 20meg
Supra drive. Will it work with the STE?

2) How hard is it to add 1meg simms? Is the memory sockected or
soldered in.

3) What's the difference between a 520STE and a 1040STE? Is the
520 missing the sockets to go to 4meg?

4) Has the workmanship improved, ei pc-board quality? My old
520ST came with all kinds of wires butched on the board.

5) Any testimonials? Are you glad you got the STE or did you wish
you would've gotten a clone?

6) Finally, I live in the SF Bay area. Any recomendations on a
dealership that will give me a good deal and *good* support?

And now for a few things I would like to sell...

Old broken 520ST. I think it might just need a new mmu socket.
I'll also throw in (away?) a non-fuctioning Aerco memory board.
This ST is a hw hackers dream come true. I will even include
schematics! Other neat options include homemade detachable
keyboard. CPU has an aluminum cover that swings off for easy
troubleshooting. TOS 1.0 and RF modulator built in.
Also included in package...
SS external disk drive. Works fine.
Atari MOUSE. Good to have for a backup.
All power supplies included.

PRICE - $100 or b/o

STAR NX1000 RAINBOW color printer. Hardly used. Will include
driver and auto prg to do ALT/HELP screen dumps in color.
This is really not a bad little printer.

PRICE - $125 or b/o

Thanks,
Randy Hosler

2409. Bounced mail to Derk Haendel

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 14:59:35 UTC
From: wgg@hp-lsd.COS.HP.COM
Message-ID: <7460009@hp-lsd.COS.HP.COM>
Source record: 229246

My mail bounced, so I'm posting here, apologies to those who are not interested.

Derk,

You asked -

> You upgraded your printer? How did you do that? Do you know, how I can expand
> the memory of my Deskjet 500? I don't mean the memory for some download-fonts.
> I think of expanding the real printing-memory. Did you know, how to do that?

My upgrade consisted of giving my old Epson MX-80 to my parents, getting a DeskJet Plus. There isn't a supported way to expand the print buffer memory 8*(.

Grant Grovenburg
wgg@hp-lsd.cos.hp.com <- obsolete after 6 Sept 91
wgg@col.hp.com <- use after 6 Sept 91

2410. Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 15:35:52 UTC
From: gjocc@csv.viccol.edu.au
Message-ID: <1991Sep4.103552.6856@csv.viccol.edu.au>
Source record: 229225

I am after some information on a device called a Super Charger 286.
It is a 286 PC emulator that goes on the Atari DMA bus.

Any one out there have one of these?

Can you put a Super VGA card and a Adlib or Sound Blaster card in the
expansion slots for playing VGA PC games?

Can the Atari display via a graphics card in the Super Charger?

I have heard that there will be a 386 version of the Super Charger,
anyone know if this is true and when it will be released?
(this is the product I am really interested in)

How much memory can you put in the Super Charger without using
one of the expansion slots?

Can the PC side access Atari hard drives?
Can you use a PC hard drive with the Super Charger and can the
Atari access it?

Who makes them and where would I get one from in Australia?

Hmmm at lot of questions.....

Any information at all on the capabilities of the Super Charger would
be welcome.

Greg o'Sullivan
(gjocc@viccol.edu.au)

2411. Re: TT Unix / TT TOS

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 15:43:11 UTC
From: cmm1@cunixb.cc.columbia.edu
Message-ID: <1991Sep4.154311.2932@cunixf.cc.columbia.edu>
Source record: 229238

In article <3233@tamsun.TAMU.EDU> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>In article <1991Sep3.203934.29764@dartvax.dartmouth.edu> dav@coos.dartmouth.edu (William David Haas) writes:
>>n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
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>>>UNIX users to access DOS on their UNIX machine. No one does a good job
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>>speed (or at least thats what people say). I don't use dos so I can't
>>really judge the speed. It is faster than any XT I have used though.
>>(And I did get Battle chess to run on it.)
>
>I work for IBM in a Co-op job doing technical support for all IBM's AIX
>products. I have used the PC Simulator on the Risc System/6000 (Tandy owns
>the word "RS/6000" and gets angry if IBMers use it) and DOS Merge for AIX PS/2.
>When more than 4 four are running DOS on the same machine at the same time,
>the PS/2 holds up better than the RISC System/6000. Also, the PS/2 actaully
>has an 8086 virtual mode which the RISC System/6000 doesn't. Since so many
>DOS programmers avoid using the BIOS and program to little quirks of the
>8086 chip, the PC Simulator just can't figure out what to emulator sometimes
>and then fails. I would put the RISC System/6000 at third place behind
>LOCUS's PC Merge product.
>
>My point is, even if Atari makes an emulator, it isn't going to satisfy
>us becuase the popular software on the ST also avoids the Operating System
>calls an directly accesses the hardware in a undocumented way. That is
>"taboo" in a multi-user multi-processing operating system.

What about SoftPC? Doesn't this also run on Sun Workstations as well
as on the Mac? Why doesn't Atari just license a decent emulator and
charge users for it instead of just poking its head in the sand and
hoping the demand goes away (or shops somehwere else)?

BTW, has anyone actually SEEN Unix System V running on a TT and
used it? Trade shows don't count since it is easy to control what
people do to it under these circumstance to prevent any embarassing
crashes.

Also, have very many people BOUGHT these things anyway? I've seen notes
here from a few old timer/hackers from the ST community who got one,
but has the thing been selling to real people yet? Of course, there
are always going to be those fanatics for every brand of computer who
will buy the "latest and greatest" gadget just to have it, but what

about normal consumers who walk into a computer store to buy a
computer?

Cheers,

Chris
--------------+--
Chris Mauritz | Cuba's *superior* human rights record is only part of the
| answer; it's superior social conditions are another.
--------------| -Harel Barzilai-

2412. Laser Printer Problems!

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 15:45:05 UTC
From: a0067@rrz.uni-koeln.de
Message-ID: <1991Sep4.154505.124527@rrz.uni-koeln.de>
Source record: 229236

Hi there,

having too much money we bought some fancy laserprinters (not the
ATARI SLM) and now want to link them to our ATARIs.

First we got a CANON LBP-4.

This machine gives no reaction when connected to the ATARI parallel
port, but works fine when connected to any IBM clone.

Second we got a QMS PS-410. Wonderful machine with two ports and
Postscript capability.

And again we get no reaction when this QMS is connected to the ATARI
parallel port. Everything is OK when an IBM clone is used.

What is special about the ATARI parallel port?
What must be changed in the ATARI or the Laserprinters or the
connecting cable to make the ensemble work together?
Neither the parallel ports of an 1040ST, nor MEGA2 nor MEGA4
do work.

We would very much like to obtain some help or the investment
of several kDM is in vain.

Please Help

Kurt

PLEASE SEND YOUR ANSWERS VIA E-MAIL BECAUSE I HAVE NO ACCESS TO THIS
NEWSBOARD SYSTEM!!!

MY E-MAIL ADDRESS IS: stueber@vax.mpiz-koeln.mpg.dbp.de
~~~~~~
~~~~~~

2413. frustration

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 16:27:56 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <31641@know.pws.bull.com>
Source record: 229239

Everytime I try to back up the internal (Seagate ST157N) drive on my TT using an ICD FA.ST 155meg tape drive, my TT crashes. I shipped the tape drive to ICD in Rockford Illinois and ICD could not get the tape unit to fail.

The internal drive was formatted with the TT hard disk utilities and before doing a backup, I run the ICDBOOT.PRG code, version 5.3.0. The tape back up software is version 2.10 beta. When I do a backup, I have TT cache off and no desk accessories (except the CPX control panel). The tape drive is set to ID 3.

I have tried two (2) different drive cables and five (5) different tapes. Crashes still occur 100% of the time.

Does ANYONE have ANY idea what could be causing my system to crash?

I have had the tape drive for 6 months and just cannot use it to back up my TT. FRUSTRATION is an understatement!!!

2414. Re: Tos 2.0x coming to an STf(m) near you...

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 16:44:08 UTC
From: ken@isgtec.UUCP
Message-ID: <1354@isgtec.UUCP>
Source record: 229249

In article <1991Aug29.153541.1519@usenet.ins.cwru.edu>
aa399@cleveland.Freenet.Edu (Len Stys) writes:
> And will the upgrade board for the TOS only or will it allow you to
> get STereo sound, hardware scrolling, more colors, and a blitter?

Good grief, if you really want all that, buy a nice, integrated, CHEAP,
1040STe. You're talking about half the STe motherboard. (You forgot
memory upgradable with SIMMs, analog joystick ports).

- kn

2415. Re: Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 16:59:39 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <172536@unix.cis.pitt.edu>
Source record: 229243

I'm not very familiar with the "Supercharger 286", though I used to have a Supercharger (i.e. I sold it because of the $$$ it would take for the 286and AT slots expansion). Before you buy one, you might wish to see how much actual IBM systems can be got for (check mail order or used - you could find some killer prices). From what I understand though, the 286/expansion upgrade WILL letyou use any AT (or XT) card, thus including VGA, etc. However, unless what I've heard is wrong (someone join in!) you could be paying like $600-$800 for this in all (you can pick up a 16mhz 286 with a harddrive for this much).

Justsome fair warning - I originally went with the SC because of the expansion possibilities, but when I finally got a whiff of the price, I said "no thanks."

I'm personally waiting for a AT-Speed16 (16mhz 286 emulator with 287 slot, does Color CGA and Tandy1000, and MONO Hercules, EGA and VGA). It's twice as fast as the standard SC (not the 286), and costs ina similar price range to the standard SC...

Robert Anisko
rjast1@unix.cis.pitt.edu

2416. Re: MultiGEM Question!

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 17:01:08 UTC
From: dbsuthe@PacBell.COM
Message-ID: <23293@pbhya.PacBell.COM>
Source record: 229244

In article <uHu071w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>Hello. A friend of mine recently bought a new ST, and he discovered a
>program called MultiGEM. It was installed on his Hard Drive, so he tried
>to use it. He had a little success, in that he was able to have
>InterLink execute in the background.
[TEXT DELETED]
>The second question is for me, since I will consider purchasing the
>product if it is good. If you have any general information about the
>product, that would also be helpful. I hope someone can help him out
>(and me as well with the second question). Thanks for your time.

I purchased it against the advice of my local dealer, ATY computers in Oakland.
It did work on the mega2 in the shop, although only sometimes. I have not
successfully run it on my 1040STe at all.

It's a great concept, but it needs to mature a little still.

Dan

2417. Re: Best PD BBS software for UUCP/Usenet

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 17:12:55 UTC
From: danny@fiction.ms.sub.org
Message-ID: <rsm572@fiction>
Source record: 229047

steve@thelake.mn.org (Steve Yelvington) writes:

> So far as I know, the only currently available ST BBS that allows Usenet
> messages and UUCP/Internet email to be incorporated into the message base
> is STadel, a variant of Citadel.

Just my $ 0.02: I wrote a BBS program two years ago and ran a BBS with
uucp interface on my machine here about 1 1/2 years. The BBS program is
network independant - the message import/export and the uucp dialup have
to be done with external programs (I did it with the good :-) old
MailTruk..., but I'm relatively sure that you could use other uucp
packages such as Mercury).

The program is in the public domain.

Since I don't work on this program any more, take the source and be happy,
change whatever you want...

Daniel

2418. Re: Anyone hear what went on at the Atarimeese?

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 18:56:26 UTC
From: Jan.Willekens@p12.f202.n281.z2.fidonet.org
Message-ID: <fido_2_281/202.12_28c52d54@linn.fidonet.org>
Source record: 228960

In a message of <25 Aug 91 04:06:52>, aa399@cleveland.Freenet.Edu
(2:320/100.1) writes:

a> Any great things come out of the Atarimeese in Germany?

Well, the Messe was a bit of a letdown this year. The only new thing Atari
presented this year was a new MS Dos clone, the ABC 80386DXII containing a 40
Mhz 386DX, 2 Mb RAM, etc. Atari's stand was huge in size but small in the
amount of computers that were on the stand itself. Further there were lots of
VGA boards to be seen and the new Vortex 386SX Emulator for the Mega STE. Read
the next issue of the new STabloid disk magazine for further details.

Greetings... - Jan -

--- STabloid's Chief Editor... Prerelease out NOW!
Jan.Willekens@p12.f202.n281.z2.fidonet.org
or Jan.Willekens@p12.f202.n281.z2.linn.gna.tfd.com

2419. Conclusions: How do I stop Control-C?

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 19:16:01 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <ePkR82w164w@ersys.edmonton.ab.ca>
Source record: 229002
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

About a week ago, I posted a message asking how to prevent the ST from aborting a program while waiting for input or sending output if Control-C was pressed. I received a number of suggestions, and here are my conclusions:

1. Use BIOS functions. Bconin & Bconout work fine to get characters and send characters respectively. They also do not wait for the user to press return on input, which was useful. I found that when I read from the file, though, I had to manually convert '\n' characters into a CR, followed by an LF for the output to the screen to look correct.

2. Use getch() and putch() to do the input and output, and use cfg_ch() to modify the functions to use the BIOS calls mentioned above. This would be more portable than the above method, but I think it might be a tiny bit slower. I had problems getting this method to work for me, but I now realize that I would have also had to convert '\n' characters into a CR, followed by an LF for the output to the screen to look correct.

I would like to thank everyone who answered my questions to offer help.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

2420. help running oxyd

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 19:18:23 UTC
From: cscon105@uoft02.utoledo.edu
Message-ID: <1991Sep4.141823.4760@uoft02.utoledo.edu>
Source record: 229007

I downloaded and extracted oxyd from atari.archive.

There doesn't seem to be any docs, and I can't seem to get it to run.

Anybody else been successful??

Thanks...Bryan Kruzynski
cscon105@uoft02.utoledo.edu

2421. espredit passwords

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 19:20:38 UTC
From: cscon105@uoft02.utoledo.edu
Message-ID: <1991Sep4.142038.4761@uoft02.utoledo.edu>
Source record: 229021

How do I play previously saved levels on espredit??
Or is it just an editor??

Thanks...Bryan Kruzynski
cscon105@uoft02.utoledo.edu

2422. Sozobon C -- Mail?

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 19:22:53 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <u1kR83w164w@ersys.edmonton.ab.ca>
Source record: 229003

Hello. I heard that there will be a new version of Sozobon C released soon. Does anyone know the mailing address of the authors, and whether or not they will still ship the package out to people for the $10 mentioned in their documentation for version 1.0 of Sozobon C. The reason I am asking is that I don't have access to a Mail Server (like Bart) or comp.binaries.atari.st (although the second one might be fixed soon). I would like to get the newest version of Sozobon C that I can, and if this is the only way I can, I'm game. What I need to know:

1. Do they still send out the package if you mail them the $10?

2. The Address.

3. Has the price gone up?

If anyone has any information, please let me know. Thanks for your time.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>

<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

2423. Re: Tos 2.0x coming to an STf(m) near you!

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 19:32:54 UTC
From: Jan.Willekens@p12.f202.n281.z2.fidonet.org
Message-ID: <fido_2_281/202.12_28c534ff@linn.fidonet.org>
Source record: 228958

In a message of <20 Aug 91 11:38:33>, mike@abekrd.co.uk (Mike Quinn)
(2:320/100.1) writes:

m(> Picked up a copy of ST User (UK mag - mostly games, but going back to
m(> ST World
m(> style Real Soon Now(tm)), today and in the news snippets at the front
m(> they said that Tos 2.0 would be made available for owners of old Sts
m(> on 512K roms.

At the Messe a spokesperson from Atari Germany said that he had just heard
from Atari USA that they will become available for STE (!) users. These roms
can't be included in regular STs or Mega STs.

m(> They said that the roms would be available from September (I know
m(> don't ask _which_ September) and would cost around 50 pounds

Haven't heard a thing about that. The latest was the confirmation that it will
become available. Well, maybe they have inside information or they are just
hyping...

Greetings... - Jan -
--- STabloid's Chief Editor... Prerelease out NOW!
Jan.Willekens@p12.f202.n281.z2.fidonet.org
or Jan.Willekens@p12.f202.n281.z2.linn.gna.tfd.com

2424. Re: Tos 2.0x coming to an STf(m) near you... NOT!

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 19:37:28 UTC
From: Jan.Willekens@p12.f202.n281.z2.fidonet.org
Message-ID: <fido_2_281/202.12_28c5361e@linn.fidonet.org>
Source record: 228959

In a message of <24 Aug 91 17:05:58>, Rod.Fulk@f24.n228.z1.FidoNet.Org (1:228/24) writes:

R> Yes but if my figuring is right the to 2.x SHOULD be able to fit...

You are right, it does fit in STEs. Someone from Atari Germany confirmed this.

Greetings... - Jan -

--- STabloid's Chief Editor... Prerelease out NOW!
Jan.Willekens@p12.f202.n281.z2.fidonet.org
or Jan.Willekens@p12.f202.n281.z2.linn.gna.tfd.com

2425. message to *DOUG WHITE*

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 20:24:11 UTC
From: vovut@hpcvca.CV.HP.COM
Message-ID: <4450003@hpcvca.CV.HP.COM>
Source record: 229037

Doug White,

I've lost your email address. Please email me.

Thanks

vovut@prism.cs.orst.edu
vovut@hpcvcbf.cv.hp.com

2426. Re: ST memory allocation

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 20:43:25 UTC
From: apratt@atari.UUCP
Message-ID: <3056@atari.UUCP>
Source record: 229006

A variable-size RAMdisk basically Can't Be Done under TOS from outside GEMDOS, for exactly the reasons you've discovered: you can't go around allocating and freeing memory from inside a BIOS call or interrupt.

There's another problem: just allocating memory to your RAMdisk when somebody copies a file there and deleting memory when they remove it won't do the job, because this will fragment your RAM hopelessly and nothing will be able to run. You can ameliorate this by reshuffling memory to compact your RAMdisk when you can, but that is a lot of work. And you STILL can't do Malloc's from inside BIOS, so this complication is academic.

Writing your own Malloc and Mfree is not the answer, because GEMDOS calls its versions directly, not via trap #1, when it allocates memory for Pexec. You'd have to replace Pexec, too. If it sounds like you're going to have to replace bloody great chunks of OS to do what you want to do, it's time to think that maybe you should scrap the project and start another one.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2427. TOS problem in STE?

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 20:55:26 UTC
From: rwilson@ra.UVic.CA
Message-ID: <1991Sep4.205526.21325@sol.UVic.CA>
Source record: 229001

I'm posting this for a friend without net access. Please respond via email
to: mhorie@ra.uvic.ca

Your followups won't be seen by either of us, since he doen't have access,
and I don't have the time.

I have an interesting problem on my ATARI 1040STE. When I try to run a certain
program, TOS tells me that it can only be read (even though the program
has a .PRG extension). When I cancel this message, and try to run the
program again, everything works fine. This always happens, regardless what
disk I am using. However, if I change the name of the file
or folder that it is in, this will not happen. This did not happen
on my 1040STF. Is this just my computer, or is there a bug in TOS?

Michael Horie

Rich (rwilson@ra.uvic.ca)

2428. Fnordadel v1.32 uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 22:31:56 UTC
From: adrian@cs.UAlberta.CA
Message-ID: <adrian.684023516@steele-lk>
Source record: 229247

I have placed the binaries, documentation and source code for version 1.32
of an ST BBS package called "Fnordadel" on atari.archive.umich.edu. This
somewhat whimsically-named system is a derivative of Citadel; specifically,
it's a much-improved system based upon David Parsons' "STadel". It is
currently being run at a number of sites across North America.

The following is a brief excerpt from the binaries README:

-----snip snip-----

This, then, is Fnordadel. It's for running bulletin board systems. It is
of the Citadel flavour; in fact, it's linearly descended from the original
Citadel. It's for the Atari ST/TT series of computers; minimum setup is a
512K ST with one disk drive, but more of both RAM and disk space always helps.
Like all Citadels, it excels at running conversation BBSes, though there is
also substantial support for file transfers. It networks (using standard
Citadel networking). It's easy to run (self-maintaining). And, best of all,
it's FREE.

Fnordadel comes in two archives. The one you got this README from is the
main binaries archive, which contains everything you need to run Fnordadel.
It is named `fnXXXbin.zoo', where XXX represents the version number such as
`132' for version 1.32. The other archive is `fnXXXman.zoo', which contains
the ASCII version of the Reference Manual. It is quite large, which is why
it is packaged separately, but in our humble opinion it is quite worth
getting.

There is a third archive called `fnXXXsrc.zoo', which is a huge thing
containing the full C source code to all Fnordadel programs and the associated
sources for the documentation, including the nroff source for the man pages
and the Texinfo source for the Reference Manual.

-----snip snip-----

The specific files are named "fn132bin.zoo" (441k), "fn132man.zoo" (183k),
and "fn132src.zoo" (519k). The archives are packed with Zoo 2.1, so you'll
need that to extract them. I have also put "fn132-README" with the
archives, in case you want more info before grabbing the admittedly large
archives.

Mail me if you have comments or questions.

--adrian
--
Adrian Ashley internet: adrian@cs.ualberta.ca OR adrian@secret.uucp (home)
Edmonton, Canada citadel: elim@secret.alta (..!C-86 Test System!secret!elim)
"The nice thing about standards is that there are so

many of them to choose from." -- Andrew S. Tanenbaum

2429. Re: nesting traps

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 22:47:49 UTC
From: wolfgang@cs.sfu.ca
Message-ID: <1991Sep4.224749.20175@cs.sfu.ca>
Source record: 229015

In article <1991Sep3.215714.7147@vax5.cit.cornell.edu> wwhy@vax5.cit.cornell.edu writes:
>I know you can't nest trap calls, but is this because of TOS or because
>of the 68000? If it is because of TOS is there any way to get around it?
>Any help would be much apprecaited...

This is due to TOS it is not written for nesting TRAP calls, but the 68K is
capable of doing that, why not it just pushs the Programcounter, Systemregister
and something else onte the Supervisor-Stack, and this can happen as long as
you have stackspace available and are not overrunning other Data.I read once
something about nesting BIOS and XBIOS (calling therm to out of IRQ) Calls
several times should bes possible, though i never checked that.

Wolfgang

2430. Uniter Version, is there a newer on than 2.0e 011

Newsgroup: comp.sys.atari.st
Date: 1991-09-04 22:59:14 UTC
From: wolfgang@cs.sfu.ca
Message-ID: <1991Sep4.225914.20263@cs.sfu.ca>
Source record: 229022

Hi.

Is Uniterm version 2.0e 011 still the lates or is there a newer one,
which I want to have then. please mail me the answer too

Wolfgang
PS: mails to be sent after 25th of September shoulb be direkted to:
woju@mist.sub.org

2431. Re: MX2 Multitasking Kernel

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 01:08:34 UTC
From: tony@grafted.rn.com
Message-ID: <Z9XR81w161w@grafted.rn.com>
Source record: 229026

jmack@b11.ingr.com (Cery McCormick) writes:

> I recently got a copy of MX2, the multitasking kernel, from the
> Atari.archive. I am running Gulam as a shell with it. Some things work
> kind of screwy, particularly the commands related to processes (status,
> kill) or related to the rs232 port. The system always crashes when I
> start the script that sets up a background shell that gets I/O to/from
> the modem and then hit a few <returns> in rapid succession.
> Is there a newer version of this software? Should I toss it and
> spend the bucks to get Minix? Am I doing something wrong? Any
> information on MX2 would be appreciated. Thanks.
>
> <><><>

2432. Re: RAM disks for Mega4/ste??? Yes!

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 01:48:34 UTC
From: cordes@ac.dal.ca
Message-ID: <1991Sep4.224835.1235@ac.dal.ca>
Source record: 229248

In article <GAUDREAU.91Aug30151919@juggler.East.Sun.COM>, gaudreau@juggler.East.Sun.COM (Joe Gaudreau {Dances with PostScript}) writes:

> Are there any RAM disks that *work* on a Mega4/Ste? I've tried a
> couple, and they lock the machine up quite nicely!
>
> I remember something about the Mark Williams version being fixed to
> run properly but can't find the reference.
>
> Pointers to atari.archive would be welcome.
>
> Thanx.
>
> Joe
> -=-

The only ones (of the reset-resistant variety) I've found are the Codehead Ram Disk (on the Codehead Utilities Disk) and Keith Ledbetter's L-Ram, part of his LUTILS, in utilities/lutils.arc on Terminator.
The Codehead one is terrific, in that you can set it up at *and remove it* at any time without re-setting.

John Cordes
Dept. of Physics
Dalhousie University
Halifax, N.S., Canada B3H 3J5
email: cordes@ac.dal.ca

2433. Re: Re: ST memory allocation

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 02:40:57 UTC
From: ersmith@ria.ccs.uwo.ca
Message-ID: <4451@julian.uwo.ca>
Source record: 229250

In article <1991Sep3.132149.7142@vax5.cit.cornell.edu> wwhy@vax5.cit.cornell.edu writes:
>The reason I need to call malloc and mfree inside an interrupt (trap #13 to
>be exact) is because I am writing a variable size ramdisk. i.e. grows when
>you need it and shrinks when you need it. So without being able to allocate
>memory on the fly the whole program is pretty usesless.

Perhaps you're thinking about this the wrong way. The reason you can't call Malloc from inside trap #13 is that GEMDOS isn't re-entrant, i.e. if someone does Fwrite() to your ramdisk, and GEMDOS calls the BIOS to do your i/o, and your BIOS ramdisk routine calls Malloc, there's a crash.

So perhaps what you should do instead (and it's a *much* cleaner solution than fiddling with GEMDOS' allocated memory buffers) is to catch the ramdisk calls at a higher level, i.e. at the trap #1 level instead of trap #13. If the Fwrite/Fread/Fopen/whatever call is for your ramdisk, you deal with it (and you can at this stage call Malloc, since GEMDOS hasn't been entered yet; just be sure you set the GEMDOS _run variable (which is documented) to the basepage of your ramdisk program before calling it, and reset it to the old value after returning). If the GEMDOS call isn't for disk i/o, or isn't for your ramdisk, you pass it along.

--Eric

2434. Re: ST magazines

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 04:09:14 UTC
From: seitz@netcom.COM
Message-ID: <1991Sep05.040914.12497@netcom.COM>
Source record: 229028

In article <2226@babcock.cerc.wvu.wvnet.edu> ms@cerc.wvu.wvnet.edu (Mark Starvaggi) writes:
>Are there any good ST magazines still being published in the U.S., and if so
>does anyone have an address or phone number for them?

My current favorite is ST INFORMER. 12 Monthly issues cost $19.95. This is primarily a news and reviews newspaper, with some tutorials. They are usually the first magazine to carry news about new products. Their address:

SUBSCRIPTIONS
909 NW Starlite Place
Grants Pass, OR 97526

Another good one I subscribe to is CURRENT NOTES. This includes more columns and tutorials than ST INFORMER. The columns range from very good to very boring. It costs $27 for 1 year (10 issues, no issues in January or August). Their address:

CN Subscriptions
122 N Johnson Rd.
Sterling, VA 22170

--
Matthew Seitz
seitz@netcom.com

2435. Re: TT Unix / TT TOS

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 04:20:32 UTC
From: seitz@netcom.COM
Message-ID: <1991Sep05.042032.13118@netcom.COM>
Source record: 229009

In article <1991Sep3.174012.8275@umbc3.umbc.edu> chuck@umbc5.umbc.edu (Chuck Rickard; ACS (UGRAD)) writes:
>Most likely, the IBM emulator is in a same file with the card
>box, PromiseLAN, the Multitasking TOS, and the Tower TT/X.

Actually, PromiseLAN was released for the IBM PC, and then superseded by
ChosenLAN. The ST version of PromiseLAN never moved beyond the drawing
board.
--
Matthew Seitz
seitz@netcom.com

2436. Little Computer People booboo

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 04:36:46 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Sep5.043646.3355@mailer.cc.fsu.edu>
Source record: 229038

Sorry to waste bandwidth, but this is to the kind person who is now waiting
for me to send him something via snail mail. Kind person, could you please
resend your last email to me? It did not survive a system crash, and it
contained my only copy of your address. I do not even retain your email
address to ask you directly!! Thanks in advance.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-------------------------------------

2437. Gemini/Fonts

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 05:58:03 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <172870@unix.cis.pitt.edu>
Source record: 229033

Got a problem maybe someone can help me with:

I wish to add some other fonts to be used with Gemini (other than
the SYSTEM and 2 Gemini fonts), but for whatever reason cannot figure
out how to do so properly. Here's what I tried:
- copy all the new fonts to the same directory as the Gemini fonts
(C:\GEMSYS\FONTS\)
- edit the ASSIGN.SYS file, adding the name of the fonts to each
section (i.e. ST Low, etc)
-and reboot

But when I load up Gemini, it seems that only the original
3 fonts are there. Am I doing something blatantly wrong?
BTW am using the AMCLIGHT file found with Gemini)...

Any help would be appreciated...

Robert Anisko
rjast1@unix.cis.pitt.edu

2438. Trouble With New Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 09:30:33 UTC
From: rost@rgb.dec.com
Message-ID: <1991Sep5.133613.18541@ryn.mro4.dec.com>
Source record: 229049

The floppy in my 1040ST died, so I went out and got a Mitsubishi DSDD drive for $50 and threw it in last night. At first, nothing worked. OK, turn over the ribbon connector, that's better. Hmm, still not right, oh yeah, use the drive select jumper to select drive 0. Now it reads all my floppies. Try to format a blank floppy...nothing!! "Drive not responding...disk may be corrupted".

???I'm totally confused. I don't hear the head moving around when I try to write or format. The drive is brand new and was inspected by the dealer before shipping. I'm thinking there is some other stupid jumper or switch on it somewhere.

Brian Rost @rgb.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

2439. ARC.TTP (was Re: Atari <--> IBM)

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 09:59:53 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Sep5115953@orion.laas.fr>
Source record: 229024

Are you using ARC 6.02? This one requires more memory to run than the
older ARC 5.21.

[Bravo for your Followup-To: defrain@ecn.purdue.edu !! Makes things
difficult!! So let's try again.]

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

2440. Re: gnu emacs keybindings and 50 line mode

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 10:11:11 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Sep5121111@orion.laas.fr>
Source record: 229016

You normally need a termcap entry for your ST. Just modify it to
allow 50 lines: :li#50: or some such (I'm doing this from memory).

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

2441. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 10:25:08 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Sep5122508@orion.laas.fr>
Source record: 229034

Yeah! My kid would also be interested? Does it run on monochrome?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

2442. Re: maccel3.4

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 10:26:51 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Sep5122651@orion.laas.fr>
Source record: 229036

what's this? what's the difference from maccel 3.3?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

2443. Re: Spectre 256k ROM support (was: System 7 and Spectre GCR)

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 10:44:37 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Sep5124437@orion.laas.fr>
Source record: 229029

Just a simple question: does Spectre GCR work on the TT, and, if so,
in what modes?

Thanx,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

2444. Need questions answered

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 10:53:52 UTC
From: 72347.2767@CompuServe.COM
Message-ID: <910905105351_72347.2767_EHC43-2@CompuServe.COM>
Source record: 229011

I own a 1985 vintage 1040ST with the 3D Z-Ram (populated to 2 meg) and Rainbow TOS (6 chip set). I use my ST for writing (2-3 hours a day when I'm not teaching), programming (as much time as I can squeeze out), DTP (run a small national newsletter for writing teachers), and telecommunications (moderate the Computers and Composition Digest). I'm thinking of upgrading parts of my system. I've thought of a number of possible options but need some advice.

Upgrading the Monitor
=====================
One upgrade path involves the monitor. I like to use color because I can see it better. I currently have the SC1224 monitor (and like its crispness in spite of the lower resolution). I've thought of upgrading the monitor to one which could handle higher resolutions in color or monochrome. I suppose I'm talking about a multi-sync here. However, a colleague has a 386SX with a high res VGA (640x480?) color which to my eyes is not as crisp as my lowly 1224.
Question 1:
What type of monitor will work on an ST, providing high res mono, and medium or low res color with at least the same crispness as my lowly 1224?
Question 2:
Which monitors from question one will also work on an STE with its new resolutions or on a TT?
Question 3:
How do high res color monitors handle monochrome? Do they get fuzzy? Do they allow me to assign a given color for the background and another for the foreground (say grey and black respectively)?

The ST itself
=============
I'd really like to have an ST with more resolution choices. I'd also like a larger case (like those PC-AT machines) with a power supply capable of driving the ST with 4 megs of memory on the Z-Ram, one floppy, and my two Supra drives. One way to get some of this is an STE; another is the TT--a 68030 would be a treat for this old 68K hobbyist. I hesitate buying an all-new system because I already have two "stand-by" machines from the early 80s. It would bother me just to set the old ST aside.
Question 1:
What upgrade paths are there for making my ST act like an STE or TT?
Question 2:
Does Integrand (or some other company) make a box that can hold the ST main board, floppy, hard drives, &c.? How would I connect a keyboard to such a modified ST?

ST Software
==========
I have a gigantic hypertext capable program that supplies a CLI, a full text editor, disk management, C-like (byte-compiled) macros--the whole nine yards. My teacher colleagues have all been sucked into the PC world. They like my program, but it only runs on the ST. Much of it would port to another system. (I ported an early version to the ST from CP/M 68K in 1986.) But recently I've added user installable menus and all that nifty-keen GEM stuff (that I never use). I'd like to port this code over to the PC (and, dare I say, the Mac).
Question 1:
Are there any source-code translators that can convert GEM calls into source that a C compiler for MS-Windows (or for the Mac toolbox) will compile?
Question 2:
I mentioned the program does hypertext stuff. Are there any Spectre users familiar with StorySpace on the Mac? I'd like to write a conversion program that will convert the CONTEXT files and macros from my ST program into a form that StorySpace will recognize.
Question 3:
Are there any writer/programmers with 2meg or more systems interested in helping me beta-test this software before wide release. A version is available on CIS, but the ST user community on CIS is rather small. Very few have downloaded the 400K+ total files the program relies on.
Question 4:
What is the current ST development C compiler? I use Alcyon--I know everyone thinks it's a dog, but I've found it to be (with the proper cajoling) practically bomb proof--which I've used since the old CP/M-68K days. I also have a copy of GNU-C, but it requires so much memory, that large programs that Alcyon compiles just fine won't compile on my system (2.5 megs!) because it runs out of memory. I only use it when I'm verifying a program before porting it to a Vax--easier to develop on the ST and then just compile the code on the Vax.

If you've gotten this far, thanks so much for your time. If you can help me out with answers, you can reach me at the addresses in the signature or through the `comp.sys.atari.st.tech' newsgroup. While I am cross-posting this to the `comp.sys.atari.st' newsgroup, I don't have regular access to it.

Robert Royar
Department of English
New York Institute of Technology
Old Westbury, New York 11568

BITNET: R0MILL01@ULKYVX CIS: 72347,2767 Voice: (516) 686-7751
Internet: 72347.2767@CompuServe.Com

"Colorless green ideas sleep furiously."
Noam Chomsky
"Io venni in luogo d'ogni luce muto;"
Dante Alighieri

2445. Re: TeX troubles

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 10:54:31 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Sep5125431@orion.laas.fr>
Source record: 229012

In article <1991Aug20.111006.1@simvax.labmed.umn.edu> davidli@simvax.labmed.umn.edu writes:
|
| Perhaps Frank (or someone with a lot of disk space and memory) can upload an
| archive of newly generated format files using the new binaries on the
| atari.archive server?

I have discussed this with Frank and proposed to upload the .fmt files. He stated that anyone with a reasonable amount of memeory to run TeX would most probably be able to dump the .fmt files.

Now, if people with 2 Mb or 2.5 Mb still can't get their .fmt files, I can look into uploading them. I remember that when I tried to create a .lzh or .zoo file, it would not fit onto a standard floppy.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

2446. Re: Gemini/Fonts

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 11:37:35 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91248.132301ONM07@DMSWWU1A.BITNET>
Source record: 229005

In article <172870@unix.cis.pitt.edu>, rjast1@unix.cis.pitt.edu (Robert J Anisko) says:

> Got a problem maybe someone can help me with:
>
> I wish to add some other fonts to be used with Gemini (other than
>the SYSTEM and 2 Gemini fonts), but for whatever reason cannot figure
>out how to do so properly. Here's what I tried:
> - copy all the new fonts to the same directory as the Gemini fonts
> (C:\GEMSYS\FONTS\)
> - edit the ASSIGN.SYS file, adding the name of the fonts to each
> section (i.e. ST Low, etc)
> -and reboot
>
> But when I load up Gemini, it seems that only the original
>3 fonts are there. Am I doing something blatantly wrong?
>BTW am using the AMCLIGHT file found with Gemini)...
>
> Any help would be appreciated...
>
> Robert Anisko
> rjast1@unix.cis.pitt.edu

With the current version of Gemini, you can only use monospaced fonts.
All other fonts won't be displayed. Might this be your problem?

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

2447. Re: PC Emulators- Worth the money?

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 11:47:03 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Sep5.114703.5616@newcastle.ac.uk>
Source record: 229025

In article <o0Nq84w164w@cellar.UUCP>, revpk@cellar.UUCP (Brian 'Rev P-K' Siano) writes:
|>longj@lonex.rl.af.mil (Jeffrey K. Long) writes:
|>

[stuff deleted]

|> However, for me to get replacement or upgrade boards for the
|>currently-available ST based IBM emulators, I'm stuck with getting only THEIR
|>boards. Those companies might be as likely to fail as Avant-Garde did, and
|>their rices are higher to boot.
|>
|> In short, if someone marketed an IBM emulator that used real
|>IBM-compatible PARTS-- like a super-VGA board, 386 accelerators, hard drive
|>controllers and the like-- I'd get it. But as for now, I'll have to save up
|>to buy a real PC clone.
|>

Doesn't Supercharger SC do just that?

Dave.

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

2448. Re: How do I disable Control-C?

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 12:47:34 UTC
From: schlut@oski.toppoint.de
Message-ID: <38@oski.toppoint.de>
Source record: 229169

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

>In all of my programs that use text output functions, pressing control-C
>during an output causes the entire program to terminate. THIS IS
>ANNOYING! How do I prevent this from happening?

If a GEMDOS program is going to terminate, which may happen either
intentionally by calling Pterm(retcode) from the program (exit()
or finishing main() both result in a call to Pterm() finally)
or unintentionally (prior or during a call to a GEMDOS input/output function
CTRL-C has been pressed), a exception routine evt_term is called within
GEMDOS. This routine may be used to avoid termination of the program.
evt_term is the vector $102 and the routine executed by a call to
evt_term may be changed by the use of the XBios routine Setexc():

```
void (*pfv_old)();
extern void ctlc();

main()
{
pfv_old = Setexc(0x102,ctlc);
/* program */
Setexc(0x102,pfv_old);
}
```

ctlc may be the following routine, which needs to be written in assembler,
as manipulation of the stack pointer is necessary:

---cut here------cut here------cut here------cut here------cut here------cut here---

```
* CTRLC.S
*
* If ctlc is installed (by the use of Setexc()) as vector $102, programs
* are not longer terminated by pressing CTRL-C during output. In fact
* every call to Pterm(retcode) either from the active process or from
* GEMDOS will return without terminating the process. Therefore it
* is essential to remove ctlc from vector $102 if the process is
* going to finish (if your library has it, you may use atexit() for this
* purpose).
*
* WARNING: this hack is critical. It has been implemented on the basis
* of intimate knowledge of GEMDOS internals. Actually it has been tested
* with TOS 1.0, TOS 1.2 and TOS 1.4.
*
.xdef ctlc
*
```

```
* Stack on entry:
*
* (a7) return adress into Pterm
* 4(a7) adress of ctlc
* 8(a7) stackframe of Pterm
* 12(a7) return adress into caller of Pterm

.text
ctlc: ADDQ.L #8,A7 ; pop return adress and ctlc adress
UNLK A6 ; remove stackframe of Pterm
RTS ; IF PTERM USES REGISTER VARIABLES THIS WILL FAIL !

---cut here------cut here------cut here------cut here------cut here------cut here---
```

After all, that Ctrl-C is terminating programs, is not as bad as it looks on first sight. Only for interactive programs like editors or spreadsheets or the like you should use either this routine or BIOS I/O as recommended by other authors. A bprintf() routine may be easily implemented by the use of vsprintf() and Bconout().

2449. Re: Machine Prices (was Re: ATW adon for ST's (was RE: CD-I))

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 13:38:24 UTC
From: mathew@mantis.co.uk
Message-ID: <PqZs84w164w@mantis.co.uk>
Source record: 229023
Cross-posted to: comp.sys.atari.st,comp.sys.next

In article <1991Aug16.172116.2704@cunixf.cc.columbia.edu> cmm1@cunixb.cc.colu
| In article <1991Aug12.203647.431@newcastle.ac.uk> D.C.Halliday@newcastle.ac
| >
| >While talking about the ATW it is now available for 2500pounds with
| >educational discount. (Thats Half price!)
|
| So what? You can go out right now and buy a 21 MIP Sun SPARCstation
| ELC for the same price in the US (about US$5,000).

What you forget is that although the exchange rate is about $1.7 : £1,
generally computers cost about 1.5x or 2x as much over here as they do in
the USA.

For example, over here a SPARCstation is about £5000, not $5000.

mathew

2450. two bugs in PBMPLUS (ST-version)

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 14:12:15 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Sep5.141215.23888@informatik.uni-erlangen.de>
Source record: 229018

Hi folks,

I've downloaded the PBMPLUS package from atari.archive not
long ago and last night I've found two 'bugs':

I tried a
giftoppm foobar.gif > foobar.ppm
Worked well so far. The next try was
ppmtogif foobar.ppm > foobar2.gif
Now, here occured an error. I checked the output file - one byte
long. The error message was something like:
"Found junk were an integer should be".
Hmmm ...
Thank god I had the sources and did a 'grep' for the error line.
I've found it in libpbm2.c. And there located the problem.
All tools accept TAB, NEWLINE and SPACE as hard spaces this works
fine on UN*X systems (EOLN marker is one NEWLINE). But the ST
builds a EOLN by concatenation of two chars, CR *and* NEWLINE.

So obviously ppmtogif chokes on the additional '\r'. There are
two possibilities to fix this, if you don't have the sources.

- build a filter which converts the first two `\r` into
` ` (spaces).

- patch all ppmto***.ttp. Seek for the above error message.
Count to about 25 from the end of the string. Look for
the byte stream 20 0C 00 09, change to 20 C0 00 0D. Now
all tools accept CR instead of TAB.

The other bug is very mysterious. I tried doing a
ppmquant 256 foo.ppm | ppmtogif > foo.gif
The error message was:
"Too many colors. Try ppmquant 256."

'ppmquant' seems buggy ... 8-(

Any ideas, comments ?

Lars

+--+----------------------------------+
lsmichae@faui43.uni-erlangen.de				
Lars Michael			"Down with ATARI,
Graduate Student of Computer Science	/	\ Long live the ST !"
at University of Erlangen/Germany	/	\

```
+--------------------------------------+---------------------------------|
| Bones: "Damn it, Kirk, I'm a doctor, not a very good actor." |
+--------------------------------------------------------------------------+
```

2451. IBM <--> Atari summary

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 14:22:04 UTC
From: defrain@ei.ecn.purdue.edu
Message-ID: <1991Sep5.142204.27760@noose.ecn.purdue.edu>
Source record: 229019

The problem: Not being able to read IBM floppies from the ST

The solution: First, when possible format disks on the IBM rather then the Atari. Programs exist as well as TOS versions which can do this but why bother -- just format on the PC with the drive configured as a 720KB unit. Regarding FTPing -- use a binary mode for data transfer. Sometimes we all ignore the obvious... This will work.

thanks for all your help,

pdd

2452. Re: Gulam problems [was Re: long input lines under Gulam]

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 14:52:42 UTC
From: ken@isgtec.uucp
Message-ID: <1358@isgtec.UUCP>
Source record: 229168

> That was the reason that I posted my Arcticle in the First place,
> Atari will not state if TOS 1.62 needs Poolfix, I would like a clear
> statement from Atari on this..
> *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***

I asked Bob Brodie a similar question on Compuserve a while ago, coming at it from a different angle, and got a fairly clear reply. I asked what the differences were between TOS 1.60 and 1.62, and he stated that there were exactly two differences:

1) fix for the DESKTOP.INF/low-res boot problem (formerly fixed by STEFIX.PRG)
2) fix for the memory pool problem (formerly fixed by POOLFIX3.PRG)

- kn

2453. Re: Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 15:04:16 UTC
From: gjocc@csv.viccol.edu.au
Message-ID: <1991Sep5.100417.6859@csv.viccol.edu.au>
Source record: 229004

In article <172536@unix.cis.pitt.edu>, rjast1@unix.cis.pitt.edu (Robert J Anisko) writes:
>
> I'm not very familiar with the "Supercharger 286", though I used to
> have a Supercharger (i.e. I sold it because of the $$$ it would take
> for the 286and AT slots expansion). Before you buy one, you might
> wish to see how much actual IBM systems can be got for (check
> mail order or used - you could find some killer prices). From what
> I understand though, the 286/expansion upgrade WILL letyou use any
> AT (or XT) card, thus including VGA, etc. However, unless
> what I've heard is wrong (someone join in!) you could be paying
> like $600-$800 for this in all (you can pick up a 16mhz 286 with
> a harddrive for this much).

I don't want another full size computer cluttering up the place, I am prepared
to pay a premium for the ability to make my ST PC compatible.
Even if the ST is only acting as a glorified keyboard and floppy drive,
it will save me space, because I need to keep the ST anyway.

>
> Justsome fair warning - I originally went with the SC because of
> the expansion possibilities, but when I finally got a whiff of the
> price, I said "no thanks."
>
> I'm personally waiting for a AT-Speed16 (16mhz 286 emulator with
> 287 slot, does Color CGA and Tandy1000, and MONO Hercules, EGA
> and VGA). It's twice as fast as the standard SC (not the 286),
> and costs ina similar price range to the standard SC...

I don't want an internal mod, the ability to use a SVGA card and other PC
cards is important to me.

>
> Robert Anisko
> rjast1@unix.cis.pitt.edu

Greg o'Sullivan
(gjocc@viccol.edu.au)

2454. Atari Printer Setup

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 15:48:00 UTC
From: david@castle.ed.ac.uk
Message-ID: <12825@castle.ed.ac.uk>
Source record: 229020

Printer Problems
(Atari-Silver Reed)

I'm currently trying to link up a silver reed Daisy wheel
printer to my atari, through the parallel printer port.
However, there seems to be some confusion between the two regarding
line feeds i.e. I get about one line then rubbish.

The Atari seems to only offer a very simple set-up facility for
printers i.e. Install Printer, with no way to alter control characters.

If anyone out ther has overcome a similar problem I'd appreciate
their advice.

Thanks,
David.

2455. TeX Advice

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 16:27:52 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <3265@tamsun.TAMU.EDU>
Source record: 229032

What I'd like to here is a success story.

My prof got me interested back in TeX and LaTeX today. I want it for
my St. I have aboiut 9 Meg of space left on my hard disk and 1 Meg of
memory that I want to upgrade to 2.5 Meg. Should I do this.

I see so many complaints about TeX on the ST. Should
I even try?

Thanks.
Mark
tamuts.tamu.edu

Please respond on the new this time. I think others are interested in this one.
.

2456. Gplot - A scientific graphing program

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 17:28:22 UTC
From: dcrevier@jarthur.Claremont.EDU
Message-ID: <12555@jarthur.Claremont.EDU>
Source record: 229014

You may remember me attempting to post gplot earlier this summer. I went to Japan this summer and tried posting it before I left, but failed to get a good version out there. I'm back, and I think I have sent a good version to atari.archive.umich.edu. Try checking this file out, I think it can be very useful to students and people who need to do scientific graphing. I'd appreciate any comments about the program and I'm willing to do more work on it. Oh yeah, and please upload this program anywhere you can. I don't have access to GEnie or anything. What follows is the original message I posted about the program.

Dan (dcrevier@jarthur.claremont.edu)

I have sent a scientific graphing program to atari.archive in the file GPLOT.ARC. It is something that my father and I worked on for the last couple of years. I am a student at Harvey Mudd College, and have used it for many labs and homework assignments. My father is a physicist and has used it for many reports and briefings. We were planning to try to sell it commercially, but have decided to release it as shareware instead since we haven't had any luck finding someone to sell it, and it isn't completely bug free. It is very good for scientific graphing. It will graph sets of x-y data, functions, and differential equations. It has a powerful spreadsheet type editor for entering and manipulating data. It uses GDOS, so the graphs are printed at very high resolution to the printer and look very good. It will work on both color and monochrome monitors. I know that it works with 1040's and Mega's, but it may not work with a TT or a moniterm monitor. Also, I think it needs 1 meg (someone please post once they have tested it). The included documentation is not as thourough as I would like it to be, but it talks about all of the features of the program. It has no information about setting up GDOS. We are asking for a $15 shareware fee. Please distribute this program as much as possible, and send any comments to:

dcrevier@jarthur.claremont.edu

2457. Re: RAM disks for Mega4/ste??? Yes!

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 17:44:43 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <GAUDREAU.91Sep5134443@juggler.East.Sun.COM>
Source record: 229039

In article <1991Sep4.224835.1235@ac.dal.ca> cordes@ac.dal.ca writes:

(Joe Gaudreau {Dances with PostScript}) writes: Hey! that's me!
> Are there any RAM disks that *work* on a Mega4/Ste? I've tried a
The only ones (of the reset-resistant variety) I've found are the Codehead Ram Disk (on the Codehead Utilities Disk) and Keith Ledbetter's L-Ram, part of his LUTILS, in utilities/lutils.arc on Terminator.
The Codehead one is terrific, in that you can set it up at *and remove it* at any time without re-setting.

The Mark Williams rde_sty for the Ste works quite nicely on the Mega4/Ste. It has many nice variations but the one I like the best is being able to save the ram disk image as a .tos file, which can be loaded once with whatever you populated it with:

I have drive o: setup for Turbo-C development with 1.5 meg and it just barely fits all the compiler tools, libraries, includes, emacs, and gnu-make. It get's used with the 'Master' shell and it's purpose is essentially to be a 'rom' drive. There'a around 400k left for diddling or temp stuff. *but* the cool part is that I saved the configured and populated ram drive as a binary (900k-ish) - it's a built in feature of rde. Now, when I load the ram drive, everything is there. Compiles are *SO* fast, it's simply unbelievable - saves wear and tear on the HD too.

Gulam or some other shell (like Master) is highly recommended for talking to rde - it lets you do much much more than the gui it comes with.

Thanx to all.

Grins,

Joe
-=-

2458. Atari Computer for sale!

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 17:45:32 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1991Sep5.174532.27417@umbc3.umbc.edu>
Source record: 229041
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

FOR SALE:

Atari 1040 ST
1 meg main system memory
Internal 720K 3.5" disk drive
TOS 1.4 Operating System ROMs
Surreal Systems internal clock chip
Atari SC 1224 Color monitor
Original super-sharp JVC model
Semi-"Home-brew" hard drive
SH 204 case and power supply/fan
ICD Advantage Host Adapter (w/clock)
OMTI SCSI-to-MFM converter
Seagate ST-251 40 meg drive (flakey)
DMA cable
Atari standard mouse
WordPerfect for the Atari ST
Abacus Chartpak
Misc. system disks for the above system
...and any other misc. Atari formatted disks that I have

All this great stuff for just $750 or best offer!

I'd rather sell the system as a whole, but if I get offers
for most of the pieces, then I'll go that way.

Anyway, if you have an offer, then make it! The worst thing
that can happen is that I'll say "No way!"

I prefer email, but if you would rather call, you can reach
me at (301) 521-0015.

Thanks!

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

2459. Re: TeX Advice

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 18:01:40 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991Sep5.180140.2294@cs.yale.edu>
Source record: 229031

In article <3265@tamsun.TAMU.EDU> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>What I'd like to here is a success story.
>
>My prof got me interested back in TeX and LaTeX today. I want it for
>my St. I have aboiut 9 Meg of space left on my hard disk and 1 Meg of
>memory that I want to upgrade to 2.5 Meg. Should I do this.
>
>I see so many complaints about TeX on the ST. Should
>I even try?
>

Yes, TeX and LaTeX are viable on the ST. My wife is in the midst of producing a 550 page manuscript of a book using it. I use LaTeX for all of my own writing. One of the nice features is that I can freely move tex files back and forth between my Sun Sparcstation 1 at work and my Atari MegaST at home and compile them, preview them, or print them at either location. The only real noticable differences between the two systems are screen size and speed. The ST compiles roughly 10 pages/minute; the Sparc runs approximately 10 times faster.

Whether you should try to bring it up on your system is another matter. TeX and its associated programs and files comprise a large and complicated system. You will need the 2.5 Meg of memory. The 9 Meg of hard disk space you have available might be enough, but you won't have much left over after you install TeX and its fonts and related programs. Getting ahold of suitable fonts may not be so easy. Fonts files are generated using MetaFont for specific printers and resolutions and are quite large. Fonts generated for "write black" laser printers will work on the SLM 804, which is a "write white" printer, but they don't look as good as ones generated especially for a "write white" printer. I couldn't find a complete set of screen and printer fonts in the usual places, so I finally ended up generating one myself. This took several hours of time on a Sparc. I don't know whether it could have been done on the ST or not, but if so, it probably would have required 30 or 40 hours of CPU time or more.

Here are the components that I can recommend. All are available on atari.archive.umich.edu or on tex archives such as labrea.stanford.edu:

1. Basic TeX engine: tex version 3.1.

2. Latex macros.

3. Screen previewer: showdvi.

4. Laser printer driver: dviprint (packaged with showdvi).

Instead of 3 and 4, one can use dvips to convert .dvi files (produced by TeX) to PostScript files, which can then be printed or viewed using appropriate PostScript tools such as Ghostscript or Ultrascript.

Optional components:

5. Bibliography tool: bibtex.

6. Font generation: metafont.

In addition, you will need a good ascii text editor for preparing input files for TeX/LaTeX. TeX is not a "wordprocessor" in the usual sense and does not provide tools for data entry. I use either MicroGnuEmacs or Tempus, but any editor capable of reading and writing pure ascii files will work.

Hope this helps.
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

2460. 24 pin printer driver for Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 18:22:47 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <31642@know.pws.bull.com>
Source record: 229008

Where can I get a 24 pin printer driver (for a Roland Raven) to use with MacWare under Spectre?

For the user asking about LDW, it's compatible with LOTUS 2.1. Latest version of LDW that I have is 2.0. Hope this helps.

2461. Re: Sozobon C -- Mail?

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 18:42:30 UTC
From: steve@thelake.mn.org
Message-ID: <A1833899813@thelake.mn.org>
Source record: 229030

[In article <u1kR83w164w@ersys.edmonton.ab.ca>,
mforget@ersys.edmonton.ab.ca (Michel Forget) writes ...]

> Hello. I heard that there will be a new version of Sozobon C released
> soon. Does anyone know the mailing address of the authors, and whether
> or not they will still ship the package out to people for the $10
> mentioned in their documentation for version 1.0 of Sozobon C. The
> reason I am asking is that I don't have access to a Mail Server (like
> Bart) or comp.binaries.atari.st (although the second one might be fixed
> soon). I would like to get the newest version of Sozobon C that I can,
> and if this is the only way I can, I'm game.

The new version that I've been looking at was not prepared by the original Sozobon team. It was put together by Ian Lepore, the guy who wrote the GEMFAST bindings. I don't know whether Ian wants to get into the disk-shipping racket, and at any rate I don't have his mailing address.

But as soon as 1.62i is released, I'm sure I can persuade the Minnesota Atari ST user group to package it as a Disk of the Month. MAST DOMs are available to nonmembers as well as members and are priced at $4 (US) each, plus postage. If you're outside the USA, better add a couple of dollars. Probably the best way to send funds in this small amount is to purchase International Reply Coupons at your local post office; MAST can convert them to U.S. stamps, which are always useful.

I'll post an announcement here as soon as 1.62i is released.

Meanwhile, if you want to get a jump on the mails, you could send a letter and a check or IRCs to:

MAST
P.O. Box 120016
New Brighton, MN 55112 USA

Include in your note that you want Sozobon C 1.62i (or better). You don't want 1.61i, which was on last month's DOMs, since it has some problems (all apparently fixed in the new version).

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org
Member, Burned Out Newspapercreatures Guild

2462. COMPATABILITY

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 19:44:08 UTC
From: chuj@horton.colorado.edu
Message-ID: <1991Sep5.194408.9402@colorado.edu>
Source record: 229040

I plan on purchasing a multisync monitor for the ATARI ST.
I was wondering would the following monitors work with the
Omniswitch(?) in both monochrome and color modes.

SONY 1304 HG (the one I own now)

Panasync 1391
Samsung Syncmaster 3
suggestions?
or any others (below $350 cost).

If the Sony 1304 will work then that would be great!
I don't wish to purchase anything over $350.00 cause the ACER
that was offered to me was for $340.00 which will do both modes
right?

Thanks in Advance,
Jeff

EMAIL: chuj@horton.colorado.edu

2463. Re: Machine Prices (was Re: ATW adon for ST's (was RE: CD-I))

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 20:09:40 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1991Sep5.200940.3410@cunixf.cc.columbia.edu>
Source record: 229027
Cross-posted to: comp.sys.atari.st,comp.sys.next

In article <PqZs84w164w@mantis.co.uk> mathew@mantis.co.uk (Kernel Mustered) writes:
>In article <1991Aug16.172116.2704@cunixf.cc.columbia.edu> cmm1@cunixb.cc.colu
>| In article <1991Aug12.203647.431@newcastle.ac.uk> D.C.Halliday@newcastle.ac
>| >
>| >While talking about the ATW it is now available for 2500pounds with
>| >educational discount. (Thats Half price!)
>|
>| So what? You can go out right now and buy a 21 MIP Sun SPARCstation
>| ELC for the same price in the US (about US$5,000).
>
>What you forget is that although the exchange rate is about $1.7 : #1,
>generally computers cost about 1.5x or 2x as much over here as they do in
>the USA.
>
>For example, over here a SPARCstation is about #5000, not $5000.

Well, if you're going to spend 5K pounds anyway, why not just take the
Concorde over to NY and buy a SPARCstation ELC and take the Concorde
back to merry ol' England. At least this way you can travel and have
a few beers while you're at it. :-)

I'm amazed at European prices. You can get a 486-33mhz system here for
less than US$3,000 also. Perhaps, that is why Atari machines don't
sell very well here. According to J&R Music World's latest pricing,
a monochrome Mega-2 STe will cost you US$1400+. Most people would
probably prefer to get a low end Mac or medium-end PC clone for that
amount of money (unless they want a MIDI machine...and the Mac is
making inroads in that market as well).

Cheers,

Chris
--------------+--
Chris Mauritz | Cuba's *superior* human rights record is only part of the
| answer; it's superior social conditions are another.
--------------| -Harel Barzilai-

2464. Re: Conclusions: How do I stop Control-C?

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 21:15:31 UTC
From: apratt@atari.UUCP
Message-ID: <3057@atari.UUCP>
Source record: 229153
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>2. Use getch() and putch() to do the input and output, and use cfg_ch()
>to modify the functions to use the BIOS calls mentioned above. This
>would be more portable than the above method, ...

I disagree. It assumes that everybody else who uses your source code has the same library that you have. Even if it's popular & widespread (like MWC or something) it's still not portable.

There's a third alternative: use Crawio(c) for output and Crawcin() for input. These are GEMDOS functions, not BIOS functions, and as such are redirectable and other stuff. The redirection doesn't actually work before TOS 1.4 for some of the single-character I/O calls, but that's Yet Another Good Reason To Upgrade.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2465. Re: ST memory allocation

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 21:24:20 UTC
From: apratt@atari.UUCP
Message-ID: <3058@atari.UUCP>
Source record: 229152

ersmith@ria.ccs.uwo.ca (Eric Smith) writes:
>So perhaps what you should do instead (and it's a *much* cleaner
>solution than fiddling with GEMDOS' allocated memory buffers) is to
>catch the ramdisk calls at a higher level, i.e. at the trap #1 level
>instead of trap #13.

You call that cleaner?! Eric, I'll assume you had some bad drugs this morning and forgive you; you don't usually make howlers like this.

It is VERY hard to tell if a GEMDOS call is destined for a given filesystem. You have to keep track of all handles to decide which ones are open on files of yours, including stdin and stdout because of redirection. This is a COMPLETE non-solution as far as this guy's ramdisk is concerned.

Furthermore and most obviously, DON'T MUCK WITH GEMDOS. It's almost ALWAYS a bad idea. If you have to steal Trap #1 then you've probably got some serious organizational problems with your program, or else you're just doing something Evil and Wrong. The only things that steal trap #1 that I can approve of are OSes in themselves: MiNT and MetaDOS and the like. And they HAVE to.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2466. Re: help running oxyd

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 21:36:34 UTC
From: wolfgang@cs.sfu.ca
Message-ID: <1991Sep5.213634.3486@cs.sfu.ca>
Source record: 229157

In article <1991Sep4.141823.4760@uoft02.utoledo.edu> cscon105@uoft02.utoledo.edu writes:
>
>I downloaded and extracted oxyd from atari.archive.
>
>There doesn't seem to be any docs, and I can't seem to get it to run.
>
>Anybody else been successful??
>

Actually OXYD is something called DONGLEWARE which just means, that you have
to buy the OXYD Book (price about 50 DM form Aplication Systems Heidelberg)
You should be able to play the first 10 Levels after loading.
Put everthing onto a Floppydisk the .prg file into an AUTO-Folder.
Turn Off your ST & HD. Turn back on the ST and WAITWAIT WAIT till the
music starts ringing your ears. The rest should be easy (OXYD says the rest)

Wolfgang

2467. GCC1.40

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 21:48:04 UTC
From: wolfgang@cs.sfu.ca
Message-ID: <1991Sep5.214804.3554@cs.sfu.ca>
Source record: 229155

I want to use gcc 1.40 but I don't know what i need and where to
find all the nesscesary stuff.
I will need gcc itself, but i also need some other stuff
like gas (which version I will need would be nice which Where to get it)
and also the Libraries.

Please mail me..

Wolfgang
PS: If you want to mnail me after 25th of Septeber use woj@mist.sub.org as
the address.

2468. Zoo 2.1

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 21:52:35 UTC
From: wolfgang@cs.sfu.ca
Message-ID: <1991Sep5.215235.3642@cs.sfu.ca>
Source record: 229156

Where can i find (with names) the corect Version of zoo 2.1
There was recently (ca 1 month ago) several versions off this archiver
around, but only ONE was fully functional, so could one of send me
where I can find it..

Thanx

Wolfgang
PS: If you need to send me mail after the 25th of September please mail to:
woju@mist.sub.org

2469. Re: Current status of Autoswitch Overscan

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 22:13:23 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <4760@trick.cs.tu-berlin.de>
Source record: 229035

Hello Gerald,

>Chuck, Rio Computers was going to be the US distributor of
>A-O, last I heard. I called them a few times in August to
>find out about it, but it seemed that it was always destined
>to be there about a week after my call. Now that the academic

RIO has got 10 AS-Overscans at the 20.8, befor the ATARI fair in Duesseldorf
started. Since Richard was at the fair, the first date to buy a AS-OverScan
in the US was around 28'th of august.

Greetings, Karsten

2470. GEMDOS and AES questions

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 22:45:00 UTC
From: Martin_Gaeckler@m.maus.de
Message-ID: <A12398@m.maus.de>
Source record: 229189

Hi Annius,

Here are some answers:

> It seems to me that all OTHER text editors load files about
> twice as fast as my program. I use one straight Fread(). Do

1. The fastest way loading a file is a straight forward Fread. You also might use Bios-calls to load a file *BUT* then you have to care about the file system and your program will fail if there is another file system instal-led (e.g. Network). Perhaps Your disk ist verey heavily fragmentated, this increases the time to load a file very seriously.

> Does the ATARI AES send ANY WM_NEWTOP messages? I never seem to

2. The WM_NEWTOP message is sent to your program when *YOUR* window is new toped. You won't get a message when another window is opened or topped. Therefore you have to wait for a time event an look whether *YOUR* window is top or not.

Hope this helps.

2471. Re: Railroad Tycoon

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 22:53:20 UTC
From: as903@cleveland.Freenet.Edu
Message-ID: <1991Sep5.225320.10803@usenet.ins.cwru.edu>
Source record: 229050

If you have a GCR and can't wait. get the MAC version...it works just fine..

2472. Re: Falcon Disks

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 23:08:24 UTC
From: as903@cleveland.Freenet.Edu
Message-ID: <1991Sep5.230824.12229@usenet.ins.cwru.edu>
Source record: 229046

You can order the mission disks right from SH.. I recommend mission disk II

2473. Star NX-1000 driver for 1st World Plus

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 23:16:03 UTC
From: trag@pnet01.cts.com
Message-ID: <1991Sep05.231603.202@crash.cts.com>
Source record: 229045

Anyone have a hex file for 1st WordPlus for the Star NX-1000 printer? I tried the Epson files, but I can't get bold NLQ and when I corrected the hex codes within the Epson file to correspond to Star nlq bold, I started getting quadruple line feeds when I used italics. (although I didn't touch the italics or linefeed coding. Very weird).

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!trag
ARPA: crash!pnet01!trag@nosc.mil
INET: trag@pnet01.cts.com

2474. Re: COMPATABILITY

Newsgroup: comp.sys.atari.st
Date: 1991-09-05 23:55:53 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1991Sep5.235553.17459@usenet.ins.cwru.edu>
Source record: 229048

In a previous article, chuj@horton.colorado.edu (CHU JEFFREY) says:

>I plan on purchasing a multisync monitor for the ATARI ST.
>I was wondering would the following monitors work with the
>Omniswitch(?) in both monochrome and color modes.
>
> SONY 1304 HG (the one I own now)
>
> Panasync 1391
> Samsung Syncmaster 3
> suggestions?
> or any others (below $350 cost).
>
>If the Sony 1304 will work then that would be great!
>I don't wish to purchase anything over $350.00 cause the ACER
>that was offered to me was for $340.00 which will do both modes
>right?
>
> Thanks in Advance,
> Jeff
>
>
>EMAIL: chuj@horton.colorado.edu
>
>
>

In addition to this, I'd like to know if I buy a multisynch monitor,
can I later connect it to an IBM clone and display VGA graphics with it?

Thanks.

--

2475. Re: Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-06 00:54:36 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <46588@cup.portal.com>
Source record: 229044

Anyone who wants an IBM emulator for specific applications
such as games, and for graphics capabilities such as VGA,
and for expansion options, should buy the only REAL PC emulator,
an actual IBM style system.

A used turbo XT system will probably cost less than an ST
emulator, will run ANY pc program, and will be expandable to
use just about ANY peripheral you could ever want.

An ST emulator should only be for someone who doesn care about
expansion, and who doesn't have any serious applications in
mind.

As good as they are, the ST pc emulators will never match even
the most basic true PC...

BobR

2476. Re: Stacey Advice, please

Newsgroup: comp.sys.atari.st
Date: 1991-09-06 01:41:54 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <173354@unix.cis.pitt.edu>
Source record: 229042

On the IBM emulator, I have heard of I THINK PC-Speeds being
put inside a STacy - you might want to talk to a STacy owner or
possibly a dealer about that...

On the MAC side, just get Spectre GCR and the MAC ROMS, and you have
a PORTABLE MAC for a WHOLE LOT LESS than an actual MAC portable...

Robert Anisko
rjast1@unix.cis.pitt.edu

2477. Re: Gemini/Fonts

Newsgroup: comp.sys.atari.st
Date: 1991-09-06 01:44:19 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <173355@unix.cis.pitt.edu>
Source record: 229043

Okay, you are saying that Gemini can only use Monospaced fonts.
Now how can I tell the difference...

Robert Anisko
rjast1@unix.cis.pitt.edu

2478. Object Orientated languages

Newsgroup: comp.sys.atari.st
Date: 1991-09-06 03:24:05 UTC
From: arktik@ersys.edmonton.ab.ca
Message-ID: <uy2T82w164w@ersys.edmonton.ab.ca>
Source record: 229165

Where/how (I don't have FTP access) can I pick up some varieties of object orientated languages...

I spent the night on LambdaMOO (open 13.2.116.36,8888
) and am now addicted to the MOO language used there.. anything like it around for the ST?

Ilu Iluvatar en kare eldain a firimoin ar antarota mannar valion :
numessier. Toi aina, mana, meldielto -- enga morion : talantie.

The father made the world for elves and mortals and he gave it into
the hands of the Lords in the West. They are blessed, holy and loved,
except the black one. He has fallen.

2479. Re: Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-06 03:38:48 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <173381@unix.cis.pitt.edu>
Source record: 229151

In article <46588@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Anyone who wants an IBM emulator for specific applications
>such as games, and for graphics capabilities such as VGA,
>and for expansion options, should buy the only REAL PC emulator,
>an actual IBM style system.

If you have the $$$ and space (see below)...

>A used turbo XT system will probably cost less than an ST
>emulator, will run ANY pc program, and will be expandable to
>use just about ANY peripheral you could ever want.

The expansion is a definite. But can you get a comparable system for
the same price (in terms of software capabilities, not expansion/cards)
Besides, who wants an XT anyways? (if I wanted one, I would have
bought a laptop for a good price) -- for me gotta go AT for
compatibility...

>An ST emulator should only be for someone who doesn care about
>expansion, and who doesn't have any serious applications in
>mind.

I agree on the first part, and disagree on the second. I used/will use
IBM emulators for programming (TurboC, Smalltalk/V) among other things.
They worked well with Supercharger (regular flavor) and should
work well with an ATSpeed. For that matter, they work on the
software PC-DITTO of all things!

>
>As good as they are, the ST pc emulators will never match even
>the most basic true PC...
>
>BobR

(referencing ATSpeed16): But for someone like me who only needs to
run basic software (i.e. anything not tied to an expansion card), then
something like the ATSpeed16 is ideal - gives CGA/Tandy color,
Herc/EGA/VGA mono (the various resolutions allow for compatibility
with many programs which are resolution-dependent; 286 (and optional
287) give compatibility to programs that use these chips specifically.
If I wanted a killer-PC system, I'd buy one - but as I have
my ST and have NO intention of getting rid of it, I don't need
2 COMPLETE systems cluttering up my already cluttered area.
I just want to be able to run software as needed, and no more.
An emulator will get one through college courses, anyways...

Robert Anisko
rjast1@unix.cis.pitt.edu

"get some suntan oil - I feel some flames coming this way :-)"

2480. Re: Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-06 06:09:47 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <46621@cup.portal.com>
Source record: 229154

>Besides, who wants an XT anyways? (if I wanted one, I would have
>bought a laptop for a good price) -- for me gotta go AT for
>compatibility...

OK, take a used XT, add a $79 '286 motherboard, and you've got an AT...

Suddenly you've got a "pc emulator" that runs 12 times faster..

PLUS... you can add 1.2 Meg 5.25 drives, AND 1.44 Meg drives for about
$49 each.. ST..?? No can do...

An Atari ST + an IBM emulator = an expensive, but limited alternative to
the real thing. If those limitations fit into your needs, great..!

But... don't expect to be able to run ALL pc applications, or ALL pc
peripherials...

BobR

2481. ZOO Version 2.1 wanted

Newsgroup: comp.sys.atari.st
Date: 1991-09-06 08:28:13 UTC
From: ralph@prosun.first.gmd.de
Message-ID: <984@bigfoot.first.gmd.de>
Source record: 229158

Hi folks,
where can I get ZOO 2.1 ?
Tell archive ftp site?

Thanks

2482. Re: COMPATABILITY

Newsgroup: comp.sys.atari.st
Date: 1991-09-06 10:44:27 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep06.104427.566@actrix.gen.nz>
Source record: 229159

In article <1991Sep5.194408.9402@colorado.edu> chuj@horton.colorado.edu (CHU JEFFREY) writes:
> I plan on purchasing a multisync monitor for the ATARI ST.
> I was wondering would the following monitors work with the
> Omniswitch(?) in both monochrome and color modes.
>
> SONY 1304 HG (the one I own now)
>
> Panasync 1391
> Samsung Syncmaster 3
> suggestions?
> or any others (below $350 cost).
>
> If the Sony 1304 will work then that would be great!
> I don't wish to purchase anything over $350.00 cause the ACER
> that was offered to me was for $340.00 which will do both modes
> right?
>
> Jeff
>> EMAIL: chuj@horton.colorado.edu

From what I have read the Best is a NEC 3D, most of the otheres you have to adjust them when to go from Colour to Mono, also have a look at the Dot Pitch, go for one thats 0.28 mm

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2483. Re: GEMDOS and AES questions

Newsgroup: comp.sys.atari.st
Date: 1991-09-06 10:46:15 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1991Sep06.104615.18159@cs.ruu.nl>
Source record: 229160

In <1991Sep3.031420.2173@daffy.cs.wisc.edu> gcarter@cat13.cs.wisc.edu (Gregory Carter) writes:

>In article <3044@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>>avgroeni@cs.ruu.nl (Annius Groenink) writes:
>>
>>|1. It seems to me that all OTHER text editors load files about
>>| twice as fast as my program. I use one straight Fread().
>>
>>One straight Fread() is the fastest way you can load a file.
>>It is possible that the slowdown you see is due to buffer
>>setup you might be doing after you have read the file.
>>
>>|2. Does the ATARI AES send ANY WM_NEWTOP messages?
>>
>>No.
>>--
>> ||| Ken Badertscher (ames!atari!kbad)
>> ||| Atari Corp. System Software Engine
>> / | \ #include <disclaimer>
>
>Not really, you could try getc, which is very fast and part of the C
>stdlib.
>
>--Greg

NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO

I was (we were) talking about ---F---read not ---f---read.
Fread() is a GEMDOS function, that has no buffers of its
own. It just loads a file right into a user buffer!
We're talking ATARI not UNIX, especially when it concerns
a desk accessory!

Despite the fact that I had SOME useful replies, I wish
that I hadn't posted those questions...

Annius
--

Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

2484. Internal Clock

Newsgroup: comp.sys.atari.st
Date: 1991-09-06 11:03:29 UTC
From: jas@oasis.icl.co.uk
Message-ID: <67@oasis.icl.co.uk>
Source record: 229161
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone recommend a good internal clock for an STe? I've seen the external Forget-Me-Clock II which is quite nice, but I'd prefer something a little less intrusive.
Any opinions/ideas gratefully accepted, and prices (pref.UK) would be appreciated.

Thanks in advance,
Jason Morris.

2485. Thanks re:Frustration

Newsgroup: comp.sys.atari.st
Date: 1991-09-06 12:41:07 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <31645@know.pws.bull.com>
Source record: 229162

Thanks to netters who replied to my posintg about my TT/ICD tape drive problem. My E-mail out keeps bouncing; do not know why! BTW, the tape drive works like a charm on a 4 meg 1040ST to back up an external MF 30 hard disk.

I asked to borrow a SCSI cable from a Mac user and will try the back up thru the SCSI rather than the DMA. That way, I may be able to isolate the problem to a flakey DMA.

2486. Re: Stacey Advice, please

Newsgroup: comp.sys.atari.st
Date: 1991-09-06 13:23:23 UTC
From: cmm1@cunixb.cc.columbia.edu
Message-ID: <1991Sep6.132323.16028@cunixf.cc.columbia.edu>
Source record: 229163

In article <173354@unix.cis.pitt.edu> rjast1@unix.cis.pitt.edu (Robert J Anisko) writes:
>
> On the IBM emulator, I have heard of I THINK PC-Speeds being
>put inside a STacy - you might want to talk to a STacy owner or
>possibly a dealer about that...

Do you really think it would fit? I never opened a STacy up, but judging
by the outside dimensions the space must be tight inside.

> On the MAC side, just get Spectre GCR and the MAC ROMS, and you have
>a PORTABLE MAC for a WHOLE LOT LESS than an actual MAC portable...

This is probably the BIGGEST selling point of the STacy. I'm surprised
that Atari hasn't exploited this in their advertizing (advertizing? hehe).
BTW, did the STacy ever get its FCC class B certification?

Cheers,

Chris
--------------+---
Chris Mauritz | Cuba's *superior* human rights record is only part of the
| answer; it's superior social conditions are another.
--------------| -Harel Barzilai-

2487. Re: ST memory allocation

Newsgroup: comp.sys.atari.st
Date: 1991-09-06 14:18:17 UTC
From: ersmith@julian.uwo.ca
Message-ID: <4483@julian.uwo.ca>
Source record: 229164

In article <3058@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>ersmith@ria.ccs.uwo.ca (Eric Smith) writes:
>>So perhaps what you should do instead (and it's a *much* cleaner
>>solution than fiddling with GEMDOS' allocated memory buffers) is to
>>catch the ramdisk calls at a higher level, i.e. at the trap #1 level
>>instead of trap #13.
>
>You call that cleaner?! Eric, I'll assume you had some bad drugs this
>morning and forgive you; you don't usually make howlers like this.

Well, I did say "cleaner" and not "easier"... (:-))

>It is VERY hard to tell if a GEMDOS call is destined for a given
>filesystem. You have to keep track of all handles to decide which ones are
>open on files of yours, including stdin and stdout because of redirection.
>This is a COMPLETE non-solution as far as this guy's ramdisk is concerned.

You're right; mea culpa. I've been working with MiNT for so long that
I forgot what a pain trying to do this from scratch would be.

To return to the original poster's request: wait for a month or so and
MiNT 0.9 will provide you with the tools you need to do a dynamically
resizable ramdisk (namely, user writable and installable file
systems). I have to agree with Allan (of course) that trying to do
this under TOS is a Bad Idea. (Actually, as he points out, memory
fragmentation may make it a Bad Idea regardless!)

Eric Smith
ersmith@julian.uwo.ca

2488. Yet Another Dead Mouse!

Newsgroup: comp.sys.atari.st
Date: 1991-09-06 14:41:16 UTC
From: mingliu@athena.mit.edu
Message-ID: <1991Sep6.144116.25925@athena.mit.edu>
Source record: 229166

Hi,

My mouse just died this morning. (Well not totally, but there is no
vertical movements anymore, even after cleaning the mouse inside out.)

Anyway, the point of this post is that I am fed up with Atari-made mouse
and am looking any suggestions on other third-party mouse.

Many thanx in advance.

- Minghsun Liu
<mingliu@athena.mit.edu>

2489. Atari Monitor Problem...

Newsgroup: comp.sys.atari.st
Date: 1991-09-06 15:30:38 UTC
From: U43610@uicvm.uic.edu
Message-ID: <91249.103038U43610@uicvm.uic.edu>
Source record: 229104

I recently purchased an Atari ST with a monochrom monitor.. All seems well 70% of the time, the other part of the time, the display does not get sent to the C RT... I would turn on the system and the screen will remain blank. Sound is se nt to the monitor, yet as said, no display.. Any ideas.. By the way, I need t o hit the unit a couple times for the display to come back on...
-
In addition, Can anyone reccomend a good PD/Shareware Term program for the ST (512K) that does a good VT100.. My unix box likes VT100, and all I have is the b asic VT52 and an ADM31a -- Piss poor.
-
Thanks for any help...
-
Ken.
U43610@uicvm.uic.edu

2490. Ultrascript

Newsgroup: comp.sys.atari.st
Date: 1991-09-06 16:34:21 UTC
From: dcrevier@jarthur.Claremont.EDU
Message-ID: <12562@jarthur.Claremont.EDU>
Source record: 229167

I just got a SLM804 Atari Laser Printer from my dad, and I got ghostscript and got stuff to print that I created from the mac, but it doesn't look very good. The fonts aren't very good. So, I want to get Ultrascript. Does anyone want to sell their old copy that has been sitting on the shelf to me? If not, does anyone know of a good place to get it?

Thanks

Dan

dcrevier@jarthur.claremont.edu

2491. where is GDT

Newsgroup: comp.sys.atari.st
Date: 1991-09-06 18:03:12 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <31646@know.pws.bull.com>
Source record: 229179

Does anyone have the address and phone number for GDT Softworks, in Washington DC?

2492. Re: two bugs in PBMPLUS (ST-version)

Newsgroup: comp.sys.atari.st
Date: 1991-09-06 21:02:53 UTC
From: rosenkra@convex.com
Message-ID: <1991Sep06.210253.11861@convex.com>
Source record: 229170

In article <1991Sep5.141215.23888@informatik.uni-erlangen.de>
lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael) writes:
>Hi folks,

yo...

[error using PBMplus giftoppm and ppmtogif]
>Now, here occured an error. I checked the output file - one byte
>long. The error message was something like:
>"Found junk were an integer should be".

> - build a filter which converts the first two `\r` into
> ` ` (spaces).

this is what i ended up doing. however, you may actually run across
real data 0x0d,0x0a in which case a search could kill the giffing.
i think you want to filter the data and convert 0x0d,0x0a to 0x0a.
read from binary file (not stdin!) and write to binary file (not
stdout!).

i think the original port was done
on a system with a unix-like environment, i.e. no distinction between
text and binary files. if there are diffs available (are there?)
you might try adding a "-o output_file" rather than using stdout.
make sure you open this "wb" in the ppmtogif code.
most shells cannot/do not make stdout binary mode.

> - patch all ppmto***.ttp. Seek for the above error message.

if you manage this, consider an upload to atari.archive.

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2493. Re: Conclusions: How do I stop Control-C?

Newsgroup: comp.sys.atari.st
Date: 1991-09-06 21:39:13 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <3NgV82w164w@ersys.edmonton.ab.ca>
Source record: 229172
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

apratt@atari.UUCP (Allan Pratt) writes:

> I disagree. It assumes that everybody else who uses your source code has
> the same library that you have. Even if it's popular & widespread (like
> MWC or something) it's still not portable.
>
> There's a third alternative: use Crawio(c) for output and Crawcin() for
> input. These are GEMDOS functions, not BIOS functions, and as such are
> redirectable and other stuff. The redirection doesn't actually work before
> TOS 1.4 for some of the single-character I/O calls, but that's Yet Another
> Good Reason To Upgrade.
>
> ==
> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

You are correct. I was assuming that cfg_ch was available to all C
libraries. Getch() and Putch() are commonly available it seems, but I
only heard about cfg_ch in this newsgroup. In general though, I still
think that the second method would be more compatible than the first,
since it doesn't access the system directly by skipping over the library.

Thanks for the comments...

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>

<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

2494. Re: Stacey Advice, please

Newsgroup: comp.sys.atari.st
Date: 1991-09-06 22:12:04 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <Iclzoo200VE6A1mlUV@andrew.cmu.edu>
Source record: 229174

Hi:
As far as the STacy is concerned:
The LCD display bites. The backlight is too low and the screen has a really bad ghosting problem. Also there is a big problem with hatching on the screen when diplaying large dark areas.

The trackball is O.K., but sticks now and then, and the buttons are in a very inconvenient place, making the ball thumb oriented, not index finger based, which is difficult to controll, as well as bad for your hand.

The keyboard is O.K., but the numberpad and functionkeys are too small, which is unacceptable when you see all the extra space on the keyboard.

It weighs over 15 pounds, which makes it as a real pain in the ass to transport.

THERE IS NO INTERNAL BATTERY, AND NO FACILITIES TO INCORPORATE ONE. TOTALLY UNACCEPTALBE!!!!!!!!!!!!!!!!!!

The case design is shoddy, and some of the things that are touted as features are really just a pain in the ass, such as the port cover on the back. It is supposed to operate as a stand when open, but always slams shut while you are typing, and everyone I know who has one has just taken it off entirely.

No blitter, not even a socket.

Well, my suggestion is to skiop the STacy and the Mac luggable, and go with the ST Book, or the new Mac PowerBook, which will be out in October. At least these have a battery!!!!!!!!!!!!

mark

2495. X-CONTROL WANTED

Newsgroup: comp.sys.atari.st
Date: 1991-09-06 23:18:06 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <VsqV81w164w@sys6626.bison.mb.ca>
Source record: 229173

I heard a fair bit about Atari's new control panel, XCONTROL. I've even come accros some programs that require it (eg. DC MouseMeter). However, I haven't been able to find it; if any one either knows where I can get it, or could mail me a uuencoded archive I would very much appreciate it. Thanks in advance.

Please reply via E-mail to the address listed below, as I do not have access to this newsgroup.

+---+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+---+

2496. Re: COMPATABILITY

Newsgroup: comp.sys.atari.st
Date: 1991-09-07 00:14:24 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1991Sep7.001424.11117@colorado.edu>
Source record: 229171

In article <1991Sep06.104427.566@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <1991Sep5.194408.9402@colorado.edu> chuj@horton.colorado.edu (CHU JEFFREY) writes:
>
>From what I have read the Best is a NEC 3D, most of the otheres you
>have to adjust them when to go from Colour to Mono, also have a look at
>the Dot Pitch, go for one thats 0.28 mm

I would love to purchase the NEC 3D, but the monitor is $550.00, I just don't wish to spend that much on a monitor that is interlaced at 1024x768.
I wonder what would .28mm do? the SONY 1304 HG is .25mm, if it only works with a simple adjustment, I wouldn't mind as much, but just needed to know if it is going to run with it.
TO HOWARD CHU, didn't you have a Panasync 1391? Did this monitor work for both modes? (.31 mm I believe.)

Thanks,
Jeff

2497. Recent KA9q or other slfp tcp/ip wanted

Newsgroup: comp.sys.atari.st
Date: 1991-09-07 01:04:22 UTC
From: soderg@wsu-eng.eng.wayne.edu
Message-ID: <1991Sep7.010422.10461@cs.wayne.edu>
Source record: 229194

I have a ver. of ka9q that supports slfp from '87; does anyone know of
a more recent ver. of ka9q or other tcp/ip software for the ST that
supports slfp?

-jason sodergren, soderg@ss0.eng.wayne.edu
.sig.sig.sig

--
/--\
| soderg@ss0.eng.wayne.edu (Jason Sodergren) voice:313-972-5932 |
| 'word falling- photo falling- calling partisans of all nations- |
____breakthrough in grey room - towers, open fire' -w.s.burroughs________/

2498. Atari Israeli factory, bankruptcy?

Newsgroup: comp.sys.atari.st
Date: 1991-09-07 01:33:11 UTC
From: bill@mwca.UUCP
Message-ID: <1908@mwca.UUCP>
Source record: 229182

I thought this might be of some general interest (don't kill the messenger!):

Northern California Jewish Bulletin, 9/6/91, page 16:

"Israel finally OKs Atari deal, waiting for Tramiel"

"After months of haggling and intrigue, Atari and Israel have cleared what may be the final hurdle allowing the computer company to set up a plant in Israel - but snags and wild rumors still persist.
"The Israeli Cabinet gave its OK Sunday to the final phase of a deal for Atari to build a $150 million computer-parts plant there."

The article continues giving the troubled history of the deal, detailing the specifics of the factory and associated investment company, and various accusations of foot-dragging on both sides.

Continuing:

"Meanwhile, a new twist further casts the deal in doubt - a rumor that Atari will file for bankruptcy.
"[Israeli] Treasury officials said Sunday that an investigation by the accountant-general showed the computer giant is close to bankruptcy - placing doubt on whether the government will receive any returns from its generous package of grants and tax breaks to the factory."
...
"Investment analysts in the Bay Area who follow Atari stock were entirely unaware of the Israeli Treasury report that Atari may go belly-up; Lee Isgur, an analyst at Volte and Welty and Co. laughed at the possibility - which he considered absurd - of Atari folding.
"'If it were true, then their financial statement [released in early August] would be fallacious and they would be in jail,' said Isgur."
--

Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201

########## Opinions expressed are my own and usually wrong ##########

2499. Re: Where Okami English Docs?

Newsgroup: comp.sys.atari.st
Date: 1991-09-07 01:41:20 UTC
From: wr@bara.uucp
Message-ID: <6223433@bara.uucp>
Source record: 229195

In article <35668@hydra.gatech.EDU> iadt3tb@prism.gatech.EDU
(T. Terrell Banks) writes:

> I want to use the Okami shell for a while. I can't figure out from
> guessing at the German documentation and the English help file how to
> establish an alias. The format that I use on the unix boxes at work
> doesn't seem to work.
> Therefore: 1. Did the English documentation for Okami ever get
> created? If so, where can I find it; I've missed
> it if this got mentioned on the network.
> 2. Can I set up an alias in the Okami shell? If so,
> how?

Hi,

I have begun writing an English documentation but I haven't completed
it yet. It's just too much... there is a doc file explaining some
principal stuff like setting up, variables, functions and some commands.
If you're interested, send me a mail.
The problem about aliases is that Okami resembles the Bourne Shell
which does not have an alias system like the C shell. So, in Okami
you must simulate an alias by an appropriate shell function. If, say,
you want lc to become an alias for "ls -C", type

```
lc()
{
!ls -C $*
}
```

This can be done by the build-in alias command which does just the same
thing, so you could as well say:

```
alias lc ls -C
```

When redefining internal commands be sure to use the "!":

```
alias ls ls -C
```

will recurse infinitely (since the shell function always calls itself),

```
alias ls !ls -C
```

will do the job (!ls always calls the internal ls regardless of shell
functions).
Remember that the alias command simply initialises a simple shell function
and has nothing to do with the csh alias.

If you wish to arrange a name for an executable file not on the PATH,
better use the hash command, so:

hash nn c:/uucp/bin/nn.prg

will call c:/uucp/bin/nn.prg whenever nn is typed, even if c:/uucp/bin
is not in the PATH. This has (almost) the same effect as

alias nn c:/uucp/bin/nn.prg

but runs faster (since no shell function needs to be called).

By the way, the next Okami version will be out soon, having a real line
editor (hooray) and being compiled with TurboC, so the ttp is 40 KB
shorter.
--
Bis dann, wa...
\/\/olfram

~~~~~~
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
Voice: +49 (241) 534596 ~~~~~~
~~~~~~

2500. Another weekly post by DCS

Newsgroup: comp.sys.atari.st
Date: 1991-09-07 02:19:50 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Sep7.021950.9747@menudo.uh.edu>
Source record: 229175
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just got done sending the latest Program of the week to the terminator site (atari.archive.umich.edu) where you can ftp all of our freeware programs, just do a: cd atari/dc
and viola!

I also just sent the latest program to the moderated newsgroup. You should see the file this year... :-)

DC Drop DTR will drop the computer's RS232 DTR line for one second, then reassert the line. This should hangup any modem which is connected. Program suggested by James Faircloth.

100% assembly. ST, STe and TT compatible. Program of the week.

- mike vederman / double click software

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

2501. Memory Map

Newsgroup: comp.sys.atari.st
Date: 1991-09-07 02:50:55 UTC
From: monsoon@cats.ucsc.edu
Message-ID: <20526@darkstar.ucsc.edu>
Source record: 229176
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Anyone know where I can get a complete memory map for the 1040ST, or
a good 68000 machine language book for that matter? Am willing to buy...

2502. Stuck floppy drive

Newsgroup: comp.sys.atari.st
Date: 1991-09-07 02:54:20 UTC
From: monsoon@cats.ucsc.edu
Message-ID: <20527@darkstar.ucsc.edu>
Source record: 229177
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My internal floppy drive on my stock 1040 seems to slow down and stop when trying to read some disks (3M brand always) and does fine on other disks (Sony). Any suggestions? I did open up the case and tried to clean out the spindle - are there any safe/recommended ways to lubricate it?

2503. Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-07 03:09:15 UTC
From: einstein@maple.circa.ufl.edu
Message-ID: <30955@uflorida.cis.ufl.EDU>
Source record: 229178

Hello out in ST-netland! I own a 1040 ST, and just purchased a modem, but I don't have any term software. Can anyone

a) tell me what kind of commercial software is the best, or
b) tell me an ftp site where I can obtain some software.

I'm looking for something that can emulate VT200 or better, and ANSI emulation. Maybe even Zmodem. 8) If anyone has ANY information, please E-mail it to me! A thousand thanks...

--Jeffery

```
+-------------------------------------------------------------------+
| VAX/VMS: EINSTEIN@maple.circa.ufl.edu | Jeffery K. Eddings |
| Unix (Sun-OS): jke@math.ufl.edu | University of Florida |
+-------------------------------------------------------------------+
| "Fate -- Protects fools, little children, and ships named |
| Enterprise." --Cmdr. William Riker, "Contagion" |
+-------------------------------------------------------------------+
```

2504. Re: Yet Another Dead Mouse!

Newsgroup: comp.sys.atari.st
Date: 1991-09-07 05:44:51 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Sep7.054451.9796@mailer.cc.fsu.edu>
Source record: 229180

In article <1991Sep6.144116.25925@athena.mit.edu>, mingliu@athena.mit.edu (Minghsun Liu) writes:
>Hi,
>
>My mouse just died this morning. (Well not totally, but there is no
>vertical movements anymore, even after cleaning the mouse inside out.)
>
>Anyway, the point of this post is that I am fed up with Atari-made mouse
>and am looking any suggestions on other third-party mouse.

I have a new model Atari mouse (identified by a circular ball door and large teflon sleeves on the rollers) that has withstood 3 years of hard use without a problem. I agree that the previous mouse designs sucked (those with the bare metal bars). All after-market mice that I have seen for the ST have a DPI rating that makes it very easy to overload the ST mouse scanning hardware (that is, the DPI is too high). Others have disagreed with this in a previous thread, just MHO.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-----------------------------------

2505. Re: Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-07 05:48:31 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Sep7.054831.9958@mailer.cc.fsu.edu>
Source record: 229181

In article <30955@uflorida.cis.ufl.EDU>, EINSTEIN%oak.decnet@pine.circa.ufl.edu writes:
>Hello out in ST-netland! I own a 1040 ST, and just purchased a modem, but I
>don't have any term software. Can anyone
>
>a) tell me what kind of commercial software is the best, or
>b) tell me an ftp site where I can obtain some software.
>

The most powerful package is Uniterm, available free from
atari.archive.umich.edu. The easiest to use is Flash 1.6, from Antic (~$15).
I use both. There is also STalker, which has seen some good reviews here on
the net (I have not seen/used this one). I really like the user interface
that Flash provides, but it does not include Kermit. For those occasions
when I need this capability, I use Uniterm.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-------------------------------------

2506. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1991-09-07 08:48:20 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1991Sep7.084820.8901@terminator.cc.umich.edu>
Source record: 229183

```
drwxrwxr-x jon 512 Aug 31 11:52 ./magazines
drwxrwxr-x daemon 1024 Sep 1 16:57 .
-rw-r--r-- weiner 10780 Sep 1 16:54 ./utilities/Index
drwxrwxr-x weiner 1024 Sep 1 16:54 ./utilities/desktop
-rw-r--r-- weiner 69504 Sep 1 16:53 ./utilities/desktop/gogost42.arc
drwxrwxr-x jon 2560 Sep 1 16:42 ./magazines/streport
-rw-rw-r-- weiner 48122 Sep 1 07:13 ./magazines/streport/str735.txt.Z
drwxrwxr-x jon 2048 Sep 1 16:42 ./magazines/znet
-rw-r--r-- weiner 33960 Sep 1 16:42 ./magazines/znet/znet9136.txt.Z
-rw-rw-r-- weiner 108399 Sep 1 16:55 ./Index
-rw-r--r-- weiner 79035 Sep 1 16:57 ./ls-lR.Z
-rw-rw-r-- weiner 50484 Sep 1 16:55 ./CompInd.Z
drwxr-xr-x weiner 1536 Sep 2 18:03 ./dc
-rw-r--r-- weiner 3840 Sep 2 18:03 ./dc/dclitoff.arc
-rw-r--r-- weiner 6528 Sep 2 18:03 ./dc/dcmometr.arc
-rw-r--r-- weiner 4864 Sep 2 18:03 ./dc/dcrunrez.arc
drwxrwxr-x daemon 1024 Sep 3 19:05 .
drwxrwxr-x jon 4608 Sep 3 19:03 ./games
-rw-rw-r-- weiner 9059 Sep 3 19:04 ./games/Index
-rw-r--r-- weiner 454160 Sep 3 19:03 ./games/oxyd.lzh
-rw-rw-r-- weiner 108463 Sep 3 19:05 ./Index
-rw-rw-r-- weiner 50542 Sep 3 19:05 ./CompInd.Z
drwxrwxr-x jon 2560 Sep 4 09:11 ./gnustuff/tos
drwxrwxr-x gray 512 Sep 4 09:14 ./gnustuff/tos/updates
-rw-rw-rw- gray 145633 Sep 4 09:14 ./gnustuff/tos/updates/update12.zoo
drwxrwxr-x gray 512 Sep 4 09:00 ./gnustuff/tos/lib/bin
drwxrwxr-x gray 8192 Sep 4 09:09 ./gnustuff/tos/lib/build
drwxrwxr-x daemon 1024 Sep 5 07:47 .
drwxrwxr-x jon 2048 Sep 5 07:31 ./telecomm
-rw-r--r-- weiner 3033 Sep 5 07:43 ./telecomm/Index
drwxrwxr-x weiner 512 Sep 5 07:31 ./telecomm/fnordadel
-rw-rw-r-- weiner 5276 Sep 5 07:31 ./telecomm/fnordadel/fn132-README
-rw-rw-r-- weiner 452220 Sep 5 07:31 ./telecomm/fnordadel/fn132bin.zoo
-rw-rw-r-- weiner 187604 Sep 5 07:31 ./telecomm/fnordadel/fn132man.zoo
-rw-rw-r-- weiner 532262 Sep 5 07:32 ./telecomm/fnordadel/fn132src.zoo
-rw-rw-r-- weiner 108678 Sep 5 07:43 ./Index
-rw-r--r-- weiner 79421 Sep 5 07:46 ./ls-lR.Z
-rw-rw-r-- weiner 50651 Sep 5 07:43 ./CompInd.Z
drwxrwxr-x daemon 1024 Sep 6 12:27 .
drwxrwxr-x jon 4608 Sep 6 08:19 ./games
-rw-rw-r-- weiner 108678 Sep 6 12:27 ./Index
-rw-rw-r-- weiner 50651 Sep 6 12:27 ./CompInd.Z
```

2507. Re: Internal Clock

Newsgroup: comp.sys.atari.st
Date: 1991-09-07 12:16:04 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep07.121604.1337@actrix.gen.nz>
Source record: 229187
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <67@oasis.icl.co.uk> jas@oasis.icl.co.uk (Jason Morris) writes:
>
> Can anyone recommend a good internal clock for an STe? I've seen the external
> Forget-Me-Clock II which is quite nice, but I'd prefer something a little less
> intrusive.
> Any opinions/ideas gratefully accepted, and prices (pref.UK) would be
> appreciated.
>
> Thanks in advance,
> Jason Morris.

Well I would like to get one of those Datel , Key Board ones, 24 Pounds,
at least that don't use up the Cartridge Port and can be used when you are not
runing your hard drive, Plus they don't need software to drive it..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2508. Re: COMPATABILITY

Newsgroup: comp.sys.atari.st
Date: 1991-09-07 12:39:59 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep07.123959.1680@actrix.gen.nz>
Source record: 229188

In article <1991Sep7.001424.11117@colorado.edu> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
> In article <1991Sep06.104427.566@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> >In article <1991Sep5.194408.9402@colorado.edu> chuj@horton.colorado.edu (CHU JEFFREY) writes:
> >
> >From what I have read the Best is a NEC 3D, most of the otheres you
> >have to adjust them when to go from Colour to Mono, also have a look at
> >the Dot Pitch, go for one thats 0.28 mm
>
> I would love to purchase the NEC 3D, but the monitor is $550.00, I just don't
> wish to spend that much on a monitor that is interlaced at 1024x768.
> I wonder what would .28mm do? the SONY 1304 HG is .25mm, if it only works
> with a simple adjustment, I wouldn't mind as much, but just needed to know
> if it is going to run with it.
> TO HOWARD CHU, didn't you have a Panasync 1391? Did this monitor work
> for both modes? (.31 mm I believe.)
>> Thanks,
> Jeff

Well if the Dot pitch is better than 0.28 it could be OK in mono mode.

Don't forget a lot of MutiScan type Monitors will not work down to
the ST Colour mode as these are mainly VGA type monitors.

I seen a lot of chaps complaining about the poor results of a lot
of MutiSync monitors in the Mono Mode, not as sharp, and the need to
fiddle each time when changing to mono.

From what I have read you can have Sync problem with Sony monitors,
but they can be fixed and the Acer was one of the worse for mono use.

With the NEC 3D you can store your mono settings , so the next time you
use it in mono mode there will be no adjustments, also all of the
users of this monitor seem to rave about it when used with a ST..

I use a cheap TVM 11, I have to udjust the sceen each time, and it has
only a 0.31 mm dot pitch, not that great for a lot of mono use..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2509. Re: Another weekly post by DCS

Newsgroup: comp.sys.atari.st
Date: 1991-09-07 15:28:39 UTC
From: ripley@cs.tu-berlin.de
Message-ID: <RIPLEY.91Sep7172839@morgen.cs.tu-berlin.de>
Source record: 229184
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Sep7.021950.9747@menudo.uh.edu> uace0@menudo.uh.edu (ATARI Computer Enthusiasts) writes:

DC Drop DTR will drop the computer's RS232 DTR line for one second,
then reassert the line. This should hangup any modem which is
connected. Program suggested by James Faircloth.

Well, that definately depends on the Modem's settings.

Mine is configured to go into command-mode w/o hanging up, just
as I prefer. I hate it having to redial, only because some
programm hung up the machine.

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)
Attention: My phone-# is changing 01-Jan-1991 ! s/246292/2186292/

2510. Re: Gemini/Fonts

Newsgroup: comp.sys.atari.st
Date: 1991-09-07 17:35:13 UTC
From: wessel@fuhainf2.fernuni-hagen.de
Message-ID: <7105@fuhainf.fernuni-hagen.de>
Source record: 229190

rjast1@unix.cis.pitt.edu (Robert J Anisko) writes:
>
> Okay, you are saying that Gemini can only use Monospaced fonts.
> Now how can I tell the difference...
>
> Robert Anisko
> rjast1@unix.cis.pitt.edu

There is a Bit in the Fontheader, telling VDI, that a Font is
Monospaced.
It is Bit 3 in Byte 66-67 from start:

Byte Number Description:

66-67 flags

Bit 0 set if default system font
Bit 1 set if hor. offset tables used
Bit 2 byte-swap flag
Bit 3 set if mono-spaced font.

On a monospaced Font, all Characters are equal extent and there is no pointer
to character offset table.

Horst.

2511. Re: DOs and DON'Ts about desk

Newsgroup: comp.sys.atari.st
Date: 1991-09-07 17:58:00 UTC
From: Hayo_Schmidt@hh.maus.de
Message-ID: <A6011@hh.maus.de>
Source record: 229200

Steve Yelvington steve @ thelake.mn.org (Do, 29.08.91 19:31) answered

SY>[In article <1991Aug29.094514.16169@newcastle.ac.uk>,
SY> D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes ...]
SY>
SY> > Could some please give me an list of the dos and don'ts of writing
SY> > desktop accs, in order that I can start writing interesting acc without
SY> > having to go through all the hassle of learning the very basics the hard
SY> > way
...
SY>.. Additions are welcomed.

So...

DO
-- Use wind_update()-sequences (carefully), when drawing on the screen.

DON'T:
-- Close or delete windows, after getting the AC_CLOSE message.

-- If you 'must' allocate memory dynamically, assume that it is gone after
receiving AC_CLOSE. But don't forget to Mfree() it - on the other hand,
you must also assume, that it is not gone. You'll never know... :-(

-- Change ("steal") vectors. When there is a resolution change, the ACC is
gone but the changed vector is still there.

-- Accessories should not install cookies (but may use already installed...)

| Hayo Schmidt Grotiusweg 1 D-2000 Hamburg 55 (Germany) |
| E-Mail (MausNet): Hayo_Schmidt@hh.maus.de |

2512. Re: Zoo (Was: TeX -- uhhg!)

Newsgroup: comp.sys.atari.st
Date: 1991-09-07 20:36:56 UTC
From: jls@dynasoft.mn.org
Message-ID: <A1956386599@dynasoft.mn.org>
Source record: 228976

[In article <A1110841117@thelake.mn.org>,
steve@thelake.mn.org (Steve Yelvington) writes ...]

> Note that ZOO is case sensitive, so you can't run it from pre-TOS 1.4
> Desktop. If you run it from a command shell, be sure the shell doesn't
> muck around with the slashes (you may have to quote the arguments).

Almost right Steve... The ST versions of Zoo that I've seen CAN be
used on machines running TOS versions earlier than 1.4 using the novice
commands.. The "x//" can easily be used on any TOS by substituting
"-RESTORE" or -restore" (which are both equivalent to "x//"). While not
as powerful or flexable as the regular commands, it's misleading to tell
people "you can't run it from pre-TOS 1.4 desktop"....

... JLS

John L. Stanley <jls@dynasoft.mn.org>
Software Development Consultant / Dynasoft Systems

2513. Re: Gemini/Fonts

Newsgroup: comp.sys.atari.st
Date: 1991-09-07 21:09:48 UTC
From: fred@fredw.UUCP
Message-ID: <4466330@fredw.UUCP>
Source record: 229122

In article <172870@unix.cis.pitt.edu> rjast1@unix.cis.pitt.edu
(Robert J Anisko) writes:
>
> Got a problem maybe someone can help me with:
>
> I wish to add some other fonts to be used with Gemini (other than
> the SYSTEM and 2 Gemini fonts), but for whatever reason cannot figure
> out how to do so properly. Here's what I tried:
> - copy all the new fonts to the same directory as the Gemini fonts
> (C:\GEMSYS\FONTS\)
> - edit the ASSIGN.SYS file, adding the name of the fonts to each
> section (i.e. ST Low, etc)
> -and reboot
>
> But when I load up Gemini, it seems that only the original
> 3 fonts are there. Am I doing something blatantly wrong?
> BTW am using the AMCLIGHT file found with Gemini)...

I had the same problem. Basically, the problem was that Gemini apparently
can ONLY USE PROPORTIONALLY SPACED FONTS. I wanted to use a smaller font that
would allow me to legibly use 24 lines in the Console Window that didn't
extend off of the screen in medium res (wanted to use vi). Using a font
editor, it was apparent that all of the fonts I was trying to use weren't
proportional. Gemini wouldn't even recognize any font that wasn't. I
think that the docs stated that somewhere. I seem to remember reading that
afterwards. Anyway, I finally gave up and went back to using Gulam. Hope
this is helpful.

--

Fred Wells uunet!opel!ss2!fredw!fred
Atari ST System

2514. Re: Yet Another Dead Mouse!

Newsgroup: comp.sys.atari.st
Date: 1991-09-07 22:53:26 UTC
From: techno@lime.in-berlin.de
Message-ID: <7AIUD1W@lime.in-berlin.de>
Source record: 229185

mingliu@athena.mit.edu (Minghsun Liu) writes:

[...]

>Anyway, the point of this post is that I am fed up with Atari-made mouse
>and am looking any suggestions on other third-party mouse.

>Many thanx in advance.

Try Logitech's Pilot Mouse. Works great.

Techno
--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

2515. Triangle Hard Disk Problem

Newsgroup: comp.sys.atari.st
Date: 1991-09-07 23:28:38 UTC
From: M.A.Rahin@lut.ac.uk
Message-ID: <1991Sep07.232838.6170@lut.ac.uk>
Source record: 229186
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This article though distributed worldwide is primarily for the UK readers. Apology to those who are offended/annoyed.

My friend bought a used Mega 2 that came with a mono monitor & a Triangle 40 MB Soft Innovation Hard disk. This is a autobooting type harddisk. On bootup the following sign-on messages appear.

Traingle turbo drive PCML Ltd.
Ver 1.2Er Room Boot RGH 12/9/88.

* (This is a British made product)

The drive works ok in ST mode. Next, my friend tried to install Spectre/128 system (V 1.9 Copyright 1988)that he bought quite long time when it was first introduced in the UK. He made five partitions. The first three are ST & the rest 2 are Spectre partitions. However, the Spectre program fails to recognise the hard disk & could not find any partitions at all. The main problem we have is that we could not find any manual for the hard rive. However, the diskutility programs are there.

The Harddisk utility & also a read.me file says that the drive is set at SCSI physical device no 7. Under Spectre we tried all possible SCSI device nos. with no result.

We seek help. If any reader of this newsgroup have any experience with this hard drive or this particular problem, please send e-mail to

Y.C.Wong@uk.ac.lut -> from within UK.
Y.C.Wong@lut.ac.uk -> from outside UK.

- Rahin

N.B. What is the latest version of the Spectre software that goes with Spectre/128 ?

2516. Re: Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-08 10:13:51 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep08.101351.29749@actrix.gen.nz>
Source record: 229191

In article <1991Sep7.054831.9958@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
> In article <30955@uflorida.cis.ufl.EDU>, EINSTEIN%oak.decnet@pine.circa.ufl.edu writes:
> >Hello out in ST-netland! I own a 1040 ST, and just purchased a modem, but I
> >don't have any term software. Can anyone
> >
> >a) tell me what kind of commercial software is the best, or
> >b) tell me an ftp site where I can obtain some software.
> >
>
> The most powerful package is Uniterm, available free from
> atari.archive.umich.edu. The easiest to use is Flash 1.6, from Antic (~$15).
> I use both. There is also STalker, which has seen some good reviews here on
> the net (I have not seen/used this one). I really like the user interface
> that Flash provides, but it does not include Kermit. For those occasions
> when I need this capability, I use Uniterm.
>> Mickey R. Boyd | "Kirk to Enterprise. All clear
> FSU Computer Science | down here. Beam down
> Technical Support Group | yeoman Rand and a six-pack . ."
> email: boyd@nu.cs.fsu.edu |
> ---------------------------------+-----------------------------------

Antic use to advertise a Kermit Option for Flash, but I don't know
if its posible to still get it ..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2517. TOS 2.0X into old STs: can it

Newsgroup: comp.sys.atari.st
Date: 1991-09-08 17:46:00 UTC
From: Laurenz_Pruessner@hh.maus.de
Message-ID: <A6028@hh.maus.de>
Source record: 229123

Graham Thomas grahamt%syma.sussex.ac.uk @ SUB write on 08/22/91 09:48:

>What Laurenz means, I think, is that you can get a version of 2.0x to
>work in an old ST, as long as you also put in various other
>modifications. I don't know what these might be, or even how much has
>to be changed in hardware. I'd bet you have to know the ST pretty well
>to install the modifications, though.

No, that's right. What you need is a hardware-modification and a fitting
TOS. As it seems Atari is going to support their users.

/---\
I Laurenz Pruessner I - for rent - I
I Cynics-Dev I I
I Hamburg / Germany I---I
I "Dee Eff Y PODA " I Laurenz_Pruessner@hh.maus.de I
\---/

2518. Re: Program wanted to define k

Newsgroup: comp.sys.atari.st
Date: 1991-09-08 17:46:00 UTC
From: Laurenz_Pruessner@hh.maus.de
Message-ID: <A6029@hh.maus.de>
Source record: 229124

Ken Badertscher kbad @ atari.UUCP wrote 08/29.91 18:05:

>I heartily encourage anyone who's looking for such a program to
>buy CodeKeys from your local dealer, or directly from CodeHead Software.

??? CodeHead usually uses a terrible programming style (such as stealing
vectors in accessories, using Line-A, not using wind_update(), installing
housemade BIOS-ops (!!!) in accessories (!!! II), allowing zero-vdi-handles
and so on).

CodeKeys uses Line-A for its outputs. That certainly won't work on various
graphic-boards, and it had serious problems with OverScan, allthough this board
supports Line-A.

/---\
I Laurenz Pruessner I - for rent - I
I Cynics-Dev I I
I Hamburg / Germany I---I
I "Dee Eff Y PODA " I Laurenz_Pruessner@hh.maus.de I
\---/

2519. Re: Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-08 18:18:50 UTC
From: at731@cleveland.Freenet.Edu
Message-ID: <1991Sep8.181850.26494@usenet.ins.cwru.edu>
Source record: 229196

In a previous article, Roger.Sheppard@actrix.gen.nz (Roger Sheppard) says:
>Antic use to advertise a Kermit Option for Flash, but I don't know
>if its posible to still get it ..

Using Flash's 'execute' function, you can run any .TOS, .TTP or .PRG
that isn't mouse driven. (For some reason it likes to block out the
mouse.) Anyway, it is very easy to use with external protocols. For
example, I have a macro setup that will auto-zmodem to a download folder
on my H:\ partition.

--
Troy L. Nothnagel
at731@cleveland.Freenet.Edu
"And for a gorilla, his English wasn't half bad." - Den of Earth
"No, now go away or I shall taunt you a second time-a!" - Guard, MP&tHG

2520. Re: COMPATABILITY

Newsgroup: comp.sys.atari.st
Date: 1991-09-08 19:32:46 UTC
From: seitz@netcom.COM
Message-ID: <1991Sep08.193246.2305@netcom.COM>
Source record: 229199

I've been very happy with my Acer 7015 Multiscan and the IB Computers Multi-Switch. It took me very little time (< 30 minutes) to set the monitor up so it looks fine in color and monochrome. The mono is not as sharp as the SM124, but definitely good enough for me.

--

Matthew Seitz
seitz@netcom.com

2521. 128K Mac ROMs for sale!

Newsgroup: comp.sys.atari.st
Date: 1991-09-08 21:15:46 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1991Sep8.211546.19772@umbc3.umbc.edu>
Source record: 229197

I have a few sets of 128K Mac ROMs that I am selling for $175
each set. These work great in your Spectre 128/GCR carts!
If interested, please contact me at the address below.

Thanks!

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

2522. Re: Recent KA9q or other slfp tcp/ip wanted

Newsgroup: comp.sys.atari.st
Date: 1991-09-08 21:18:55 UTC
From: mjo@mtu.edu
Message-ID: <N&YF5BC@geolabserver.geo.mtu.edu>
Source record: 229198

In article <1991Sep7.010422.10461@cs.wayne.edu>
soderg@wsu-eng.eng.wayne.edu (Jason Sodergren) writes:

:I have a ver. of ka9q that supports slfp from '87; does anyone know of
:a more recent ver. of ka9q or other tcp/ip software for the ST that
:supports slfp?

Along with a lot of ST stuff, a newer version of KA9Q can be found at
atari.archive.umich.edu for anonymous ftp.

If you're calling using the Merit network, note that you can use the
PPP protocol rather than SLFP and get a significant speed increase due
to the header compression of PPP.

Mike O'Connor | "THE END IS NIGH"
NIC Database: MJO17 |
Internet: mjo@mtu.edu | -The Watchmen
UUCP: ...!ttardis!mjo |

2523. dead sc1224 monitor

Newsgroup: comp.sys.atari.st
Date: 1991-09-08 23:43:10 UTC
From: soderg@wsu-eng.eng.wayne.edu
Message-ID: <1991Sep8.234310.20656@cs.wayne.edu>
Source record: 229101

I recently acquired a dead sc1224; the B+ voltage in this thing is around 55V, and the 12v and 24v supplies are around 6 and 8v respectively. Can anyone
tell me the correct B+ voltage? Also, has anyone got a service manual they'd
like to part with?

--
/--\
| soderg@ss0.eng.wayne.edu (Jason Sodergren) voice:313-972-5932 |
| 'word falling- photo falling- calling partisans of all nations- |
____breakthrough in grey room - towers, open fire' -w.s.burroughs________/

2524. Re: Atari Israeli factory, bankruptcy?

Newsgroup: comp.sys.atari.st
Date: 1991-09-09 01:06:40 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Sep9.010640.2710@chinet.chi.il.us>
Source record: 229103

In article <1908@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>I thought this might be of some general interest (don't kill the messenger!):
>
>
>"Meanwhile, a new twist further casts the deal in doubt - a rumor that Atari
>will file for bankruptcy.
>"[Israeli] Treasury officials said Sunday that an investigation by the
>accountant-general showed the computer giant is close to bankruptcy - placing
>doubt on whether the government will receive any returns from its generous
>package of grants and tax breaks to the factory."
>...
>"Investment analysts in the Bay Area who follow Atari stock were entirely
>unaware of the Israeli Treasury report that Atari may go belly-up; Lee Isgur,
>an analyst at Volte and Welty and Co. laughed at the possibility - which he
>considered absurd - of Atari folding.
>"'If it were true, then their financial statement [released in early August]
>would be fallacious and they would be in jail,' said Isgur."

There are some interesting points here which are worth kicking around. The
first is that Lee Isgur was an unfortunate choice as an expert, since he's
an old Atari fan, and I believe he is or was a fairly big stockholder. The
next is that while Atari is clearly sick, the assets (on paper) are so
much greater than the liabilities (on paper) that bankruptcy seems out of
the question. Basically, after the Federated deal collapsed, Atari was
financially a burnt-out shell. Now that it's generally back on its feet
(although a lot smaller), it would be silly to ask for court protection.
But there's a VERY interesting complication: Atari's second-biggest stock-
holder, and a major creditor, is Warner Communications (or Time-Warner...it
can get confusing keeping up with company names sometimes), a company that's
in VERY SERIOUS trouble. That probably has a lot to do with Atari's bond
repurchases in the last year: Warner needed cash now, rather than more cash
later. If Warner's position in Atari was turned over to trustees, interesting
(and not necessarily pleasant) things might happen.
Were Atari to file for bankruptcy any time soon, not only would the
recent financial statement look like fraud, the bond repurchases would look
like looting of the assets by insiders. The courts frown on that, too.
So given that the really nasty work of the last couple years is over, and
that a bankruptcy would invite multiple legal problems, I think we'll have
Atari to kick around for a couple more years, at least.
Steve saj@chinet.chi.il.us

2525. Re: Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-09 01:49:10 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1991Sep9.014910.9602@oz.plymouth.edu>
Source record: 229102

In article <1991Sep08.101351.29749@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>
>Antic use to advertise a Kermit Option for Flash, but I don't know
>if its posible to still get it ..
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***

I bought a copy of it BEFORE I found out about Uniterm. It's an ACC & also can act as a sort of mini-BBS. I wasn't too impressed with the kermit end & never tried the other. It's kermit wasn't very reliable when talking to a Vax. And since Flash could only be a vt52.... I MUCH prefer Uniterm.

-Andy-

--
"The Snark WAS a Boojum, you see!"	Good : acs@kepler.unh.edu
"Reality !?! Isn't that something	Better : ANDYS@psc.plymouth.edu
you sprinkle on ice ??"	Best : oddjob@oz.plymouth.edu
This is a banana),This is your brain on bananas ^>^, Get the picture?

2526. Re: GEMDOS and AES questions

Newsgroup: comp.sys.atari.st
Date: 1991-09-09 06:36:16 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Sep9.063616.17405@rhrk.uni-kl.de>
Source record: 228786

Martin_Gaeckler@m.maus.de (Martin Gaeckler) writes:

>Hi Annius,

>Here are some answers:

stuff deleted

>> Does the ATARI AES send ANY WM_NEWTOP messages? I never seem to

>2. The WM_NEWTOP message is sent to your program when *YOUR* window is new
> toped. You won't get a message when another window is opened or topped.
> Therefore you have to wait for a time event an look whether *YOUR* window
> is top or not.

Do you really speak of WM_NEWTOP? I have never received a WM_NEWTOP. At least
on the ST/TT you only get the WM_TOPPED message. On the ST WM_NEWTOP is not
supported.
Correct me if I'm wrong.

```
*******************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

2527. Re: Internal Clock

Newsgroup: comp.sys.atari.st
Date: 1991-09-09 11:16:23 UTC
From: tmp@doc.ic.ac.uk
Message-ID: <1991Sep9.111623.3871@doc.ic.ac.uk>
Source record: 229105
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Sep07.121604.1337@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <67@oasis.icl.co.uk> jas@oasis.icl.co.uk (Jason Morris) writes:
>>
>> Can anyone recommend a good internal clock for an STe? I've seen the external
>> Forget-Me-Clock II which is quite nice, but I'd prefer something a little less
>> intrusive.
>> Any opinions/ideas gratefully accepted, and prices (pref.UK) would be
>> appreciated.
>>
>> Thanks in advance,
>> Jason Morris.
>
>Well I would like to get one of those Datel , Key Board ones, 24 Pounds,
>at least that don't use up the Cartridge Port and can be used when you are not
>runing your hard drive, Plus they don't need software to drive it..
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

I purchased one of these keyboard clocks, although it was not made by Datel,
and found that all it does is to keep the keyboard processor in standby
mode while the ST is powered down.

This would be fine, except that in my case, the batteries gave out after
about a week or so without the ST being powered up for much time.

I would suggest that you enquire about the length of time that the clock
will run without the ST being powered up before buying one of these.

In the end, I bought a Dallas Semiconductor DS1216E smartwatch which consists
of a socket which fits between one of the ROMs and its socket. Once this is
in place you can forget it - all it needs is a small auto folder program to
fetch the time from the smartwatch and set the system clock.

One warning though, there is very little room between the ROMs and PSU in
some models of the ST, so fitting it may be a problem (I got around this
when I blew my PSU up and had to fit an external one 8^)

The program and some installation details are held at atari.archive.umich.edu
in the file atari/utilities/smrtwtch.lzh

Cheers, Trev..

--
Trevor Peacock, Comms Officer, Dept of Computing, Imperial College,| Affix
180 Queen's Gate, London SW7 2BZ. Telephone: 071-589-5111 ext 5052.| stamp
JANET:tmp@uk.ac.ic.doc UUCP:tmp@icdoc.UUCP or ..!ukc!icdoc!tmp | here
DARPA:tmp@doc.ic.ac.uk or tmp%uk.ac.ic.doc@nsfnet-relay.ac.uk |

2528. LZH files

Newsgroup: comp.sys.atari.st
Date: 1991-09-09 13:29:14 UTC
From: peterw@spider.co.uk
Message-ID: <1991Sep9.132914.24260@spider.co.uk>
Source record: 229108

After looking at the binaries avaiable in comp.binaries.atari.static,
can someone please enlighten me about the 'lzh' files. What do I do with
these files?

Peter Woodhouse

PS. Apologies if this is a daft question!

--
Spider Systems Limited E-mail: peterw@spider.co.uk
Spider Park, Stanwell Street Phone : +44 31 554 9424
Edinburgh, Scotland

2529. Re: Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-09 13:38:25 UTC
From: cmm1@cunixb.cc.columbia.edu
Message-ID: <1991Sep9.133825.4703@cunixf.cc.columbia.edu>
Source record: 229106

In article <30955@uflorida.cis.ufl.EDU> EINSTEIN%oak.decnet@pine.circa.ufl.edu writes:
>Hello out in ST-netland! I own a 1040 ST, and just purchased a modem, but I
>don't have any term software. Can anyone
>
>a) tell me what kind of commercial software is the best, or
>b) tell me an ftp site where I can obtain some software.
>
>I'm looking for something that can emulate VT200 or better, and ANSI emulation.
>Maybe even Zmodem. 8) If anyone has ANY information, please E-mail it to me!
>A thousand thanks...
>

Uniterm is definitely the best term program for the ST, bar none.

Cheers,

Chris
--------------+---
Chris Mauritz | Cuba's *superior* human rights record is only part of the
| answer; it's superior social conditions are another.
--------------| -Harel Barzilai-

2530. Vault 3.0 gives me 2 bombs

Newsgroup: comp.sys.atari.st
Date: 1991-09-09 14:44:33 UTC
From: johnr@cged.co.uk
Message-ID: <1991Sep9.144433.24268@cged.co.uk>
Source record: 229111

I found a problem with Vault 3.0 a couple of days ago. I was backing up a partition on to a total of six floppies. I wandered off while each disk was being formatted and written to do other things. When I left it on one occasion I returned to find Vault had crashed with two bombs. It had finished writing the floppy in the drive and was waiting for me to put a new one in.

I restarted the full backup from scratch. Again I left it for about five minutes at one stage and it crashed again in the same way.

I tried again, but stayed close to the machine. This time I managed to complete the backup.

It seems it crashed if I left it waiting for a new disk for a few minutes. Has anyone else noticed this, or is something else going on here?

System details: Mega 4 ST running TOS1.4, blitter and ICD hard disk.
--
John Richards

2531. AT-ONCE 386sx

Newsgroup: comp.sys.atari.st
Date: 1991-09-09 15:48:13 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.684431293.larserio@kvart.ifi.uio.no>
Source record: 229107
Body handling: HTML body converted to readable text

From: johnj@echo.philips.nl (John Janssen)
Subject: Re: MSDOS emulator with 386

I got quit some request so I brought the brochure with me.
It is in German, and I *try* to translate it (note that I am
not German myself).
Words between double quotes ("xxxx") are left in GErman.
Words between single quotes ('xxxx') are quoted in the brochure aswell.
v386 will stand for vortex ATonce-386SX.

The text of the brochhure follows:
.....

Vortex ATonce-386SX
386 emulation for the Atari Mega STE

- 32 bit CMOS 80386SX 16MHz CPU
- NORTON SI of 15.6 with vortex FAST-RAM (without: SI=12.3)
- Windows 3.0 runs in "erweiterten" 386-mode
- ATonce-386SX uses the Cache Ram of the MEGA STE
- Optional place for 512kB vortex FAST RAM.
- Optional place for 80387SX-16 co-processor.

v386 presents with 1 MB RAM up to 704 kB DOS basic memory and
dependent on the memory of the computer upto 3 MB memory available
as extended/expanded memory.

The (optional) 512kB vortex FAST-RAM are 4 RAMs 514256-70ns (sockets
available on the printed circuit board).
Norton SI factor 12.3 -15.6 (MIPS-Test 148% - 184%).

Grafic modes: EGA/VGA monochrome-graphic (as far as the mega STE
supports) or CGA, Hercules, Olivetti and Toshiba T3100.
Nice DOS-Font editor vortex Fontmaster and accesory vortex Hyperswitch.
Handles hard/removable disk, 360kB/720kB/1.44MB floppy drives.
Supports serial, parallel interface, Mouse and clock.
Emulates Atari laserprinter, sound and the CMOS ram.

No soldering required, fits in the 68000 socket (VMEsocket remains free).
The package contains systemdisk with emulation- and installation sw.
Standard configuration: without 80387,68000,vortex FASTram (empty
sockets are available on the printed circuit board).

.....

so far the brochure:
As I recall, it did run MSDOS 5.0
It did fit on a nice spot within the MEGA STE.
Special price on the "Messe" was 695 DM (if I remember correctly).

The address:
VORTEX COMPUTERSYSTEME GMBH
Falterstrasse 51-53
D-7101 Flein
Germany

Telephone from within Germany: 07131 - 59 72-0
Outside germany add international numbers and skip first zero.

pfff, that's it.

Disclaimer: I can have made typo errors or misinterprete things.
--
John Janssen Email: johnj@echo.philips.nl
The Netherlands
Work: +31 40 756588 Atari Mega STE, MIDI, C-lab Notator and Unitor.
Home: +31 77 513177 Astro -Birth/Place/Date/Time you > you.doc

2532. More bugs in The Vault 3.00

Newsgroup: comp.sys.atari.st
Date: 1991-09-09 16:18:01 UTC
From: fischer-robert@CS.YALE.EDU
Message-ID: <1991Sep9.161801.15098@cs.yale.edu>
Source record: 229109

I have found some more bugs in The Vault 3.00 which I distributed:

* The release date reads "June 14, 1991", and it should read "July 14,
1991".

* More serious, the bell which rings periodically when The Vault is
waiting for a new disk is not being called quite correctly. Every
call of the bell-ringing code can potentially crash the system.
Thanks to Michael Fischer, we have eliminated this bug in a Beta
version. Until the release version comes out, set the "Ring Interval"
to 0 in order to prevent the bell from ringing and thus the bug.

--- Bob
--
fischer-robert@cs.yale.edu (Bob Fischer)

2533. Re: LZH files

Newsgroup: comp.sys.atari.st
Date: 1991-09-09 16:25:49 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <174457@unix.cis.pitt.edu>
Source record: 229110

In article <1991Sep9.132914.24260@spider.co.uk> peterw@spider.co.uk (Peter Woodhouse) writes:
>After looking at the binaries avaiable in comp.binaries.atari.static,
>can someone please enlighten me about the 'lzh' files. What do I do with
>these files?
>
>Peter Woodhouse
>
>PS. Apologies if this is a daft question!
>
Daft? (drat, where's my dictionary? :-)

Anyways, LZH files are similar to ARC files in that they are merely
compressed files. To uncompress them, I would advise getting at least
2 programs: LZH11321 and UnLZH172 (these may in fact be LZH'ed -
look for a program called LHARC.TTP or similar filename).
The reason for recommending two files os that there are at least
2 variations of LZH which sometimes are not compatible with the other one
(there is a program called LHARC120D or something similiar - I forget
the filename) that I think can uncompress just about any of them
(I thinkl LZH11321 can as well if I'm not mistaken)).

Anyways, once you get one of the LHARC programs, it works basically
the same way as ARC. So to uncompress a file from GEM,
double click on LHARC.TTP (or whatever) and at the command line
enter "X filename [files]" where "filename" is the LZH file and
optionally [files] are which files you want to see. Also,
to view a LZH file, at the command line type "L filename".
If you are working from a CLI (command line interface, kinda like a
DOS prompt, you can type directly "LHARC X filename [files]" to
extract and "LHARC L filename" to view. Or just hit return at the
command line to see options available...

Hope this makes sense...

Robert Anisko
rjast1@unix.cis.pitt.edu

2534. Re: Vault 3.0 gives me 2 bombs

Newsgroup: comp.sys.atari.st
Date: 1991-09-09 18:45:55 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991Sep9.184555.16675@cs.yale.edu>
Source record: 229113

In article <1991Sep9.144433.24268@cged.co.uk> johnr@cged.co.uk (John Richards) writes:
>I found a problem with Vault 3.0 a couple of days ago....
>
>It seems it crashed if I left it waiting for a new disk for a few minutes.
>Has anyone else noticed this, or is something else going on here?

This is the bug that we just tracked down and that Robert Fischer was
referring to in his recent posting. It is caused by an error in the
bell-ringing code. A new version that fixes this bug will be posted
shortly (after some testing). In the meantime, you can avoid the bug
by shutting off the bell. You do this by setting the bell repeat
interval to 0.

Sorry for the problem. It's quite annoying to have a crash in the
middle of a long backup. I know---it's hit me a couple of times, too.
Thanks to you and others for reporting the problem and giving us
enough information to find the cause.
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

2535. I want to view PIC files!!

Newsgroup: comp.sys.atari.st
Date: 1991-09-09 18:57:07 UTC
From: longj@lonex.rl.af.mil
Message-ID: <1991Sep9.185707.20978@lonex.rl.af.mil>
Source record: 229114

I have several pc-dos based graphics files with a .pic extension on them
and I can't find a viewer to see them on my ST :-(

I have just grabbed the PBM+ stuff from a.a. and that didn't appear to have
anything that will do it. I have also tried: viewgif, picswitch, deskpic2
and just about every other thing that evenly remotely sounded like it would
do the job!

Anyone know where I can find such a beast?? (i.e. a xxxx.pic > mono-st
display)?

--

Capt Jeff Long Rome Laboratories, Griffiss AFB, NY
longj@lonex.rl.af.mil (preferred) Network Design Laboratory
jlong@cassiopeia.rl.af.mil (315)330-7751 or (DSN)587-7751

2536. Help setting up Sozobon

Newsgroup: comp.sys.atari.st
Date: 1991-09-09 19:11:22 UTC
From: pdel@ADS.COM
Message-ID: <umxr01pwua@ads.com>
Source record: 229115

I just tried to get Sozobon set up and seem to have gotten myself in
a bit of a mess.

First off, when I un-zoo'd Sozobon1 and Sozobon2, I kept getting prompts
about what looked like duplicate makefiles, because the un-zooer asked
whether to yes/no/all to the file. I assume this is yes-overwrite, no-
leave, all-overwrite all the time.

That was the first glitch.

Then, after getting it all un-zoo'd, I tried compiling some of the
.c files, and I kept getting an error, 'couldn't find dstart.o',
yet there was a dstart.o in the same directory (I put EVERYTHING
in the same directory). Do I need to make separate directories for
some of these files? The manual seemed to indicate everything could
be in the same directory.

Let me give you some background on myself: I know nothing about setting
up C compilers; I'm taking a beginning C course and just want to have
something to do simple (at least right now) excercises and such. The class
uses C on a Unix platform (as does my work, which is where I do my homework),
so I'm hoping that the source code will work on my ST with not too much
editing

Thanks, Peter D.

--

login name: L1-A
In real life: Peter Delevoryas
In any other life: a cheap imitation

2537. SC1224 Color Monitor & Software for sale

Newsgroup: comp.sys.atari.st
Date: 1991-09-09 19:15:32 UTC
From: grigsby@occs.comp
Message-ID: <GRIGSBY.91Sep9141532@occs.comp>
Source record: 229112

The Mega 2 has been sold but the following are still available:
SC1224 Atari Color Monitor, works fine, undamaged, no surprises.
$200/bo.
WordUp, Fontz!, Dungeon Master, Weird Dreams, Captain Blood, Tanglewood,
Turbo, and a few other games maybe. All include documentation. Best offer.
-- grigsby@occs.cs.oberlin.edu

2538. Poolfix not needed for TOS 1.62 [was Re: Gulam problems]

Newsgroup: comp.sys.atari.st
Date: 1991-09-09 19:17:58 UTC
From: apratt@atari.UUCP
Message-ID: <3061@atari.UUCP>
Source record: 229120

Roger W. Sheppard, Roger.Sheppard@bbs.actrix.gen.nz writes:
>> That was the reason that I posted my Arcticle in the First place,
>> Atari will not state if TOS 1.62 needs Poolfix, I would like a clear
>> statement from Atari on this..

ken@isgtec.uucp (Ken Newman) writes:
>I asked Bob Brodie a similar question on Compuserve a while ago, coming
>at it from a different angle, and got a fairly clear reply. I asked what
>the differences were between TOS 1.60 and 1.62, and he stated that there
>were exactly two differences:
>
> 1) fix for the DESKTOP.INF/low-res boot problem (formerly fixed
> by STEFIX.PRG)
> 2) fix for the memory pool problem (formerly fixed by POOLFIX3.PRG)

This is correct.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2539. Kermit for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-09-09 19:19:05 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <31649@know.pws.bull.com>
Source record: 229116

Until I got my TT, I had always used UNITERM and found its implementation of KERMIT to be the best of any program I had ever used. But, since UNITERM does not take advantage of my 19" TTM195 monitor, I use STalker for telecomm. Since STalker does not include KERMIT, I use a PD desk accessory called GEM-KERMIT. While there are a few minor glitches, such as using the FINISH command, GEM-KERM

2540. ST OBJECT/EXE FORMATS

Newsgroup: comp.sys.atari.st
Date: 1991-09-09 22:00:23 UTC
From: dave@csis.dit.csiro.au
Message-ID: <1991Sep9.220023.25385@csis.dit.csiro.au>
Source record: 229119
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can somebody please forward to me some information (as detailed as possible)
about Atari ST object and executable file formats including information on:

- The header
- Relocs
- Symbol flags

I cannot find ANY books on the subject & nobody at the user group seems to
know either.

Thanks mate.

-- dave@csis.dit.csiro.au
--
dave campbell

2541. Re: help running oxyd

Newsgroup: comp.sys.atari.st
Date: 1991-09-09 22:52:40 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3552@uqcspe.cs.uq.oz.au>
Source record: 229118

wolfgang@cs.sfu.ca (Wolfgang Jung) writes:
>cscon105@uoft02.utoledo.edu writes:
>>
>>I downloaded and extracted oxyd from atari.archive.
>>
>>There doesn't seem to be any docs, and I can't seem to get it to run.
>>
>>Anybody else been successful??
>>

>Actually OXYD is something called DONGLEWARE which just means, that you have
>to buy the OXYD Book (price about 50 DM form Aplication Systems Heidelberg)
>You should be able to play the first 10 Levels after loading.
>Put everthing onto a Floppydisk the .prg file into an AUTO-Folder.
>Turn Off your ST & HD. Turn back on the ST and WAITWAIT WAIT till the
>music starts ringing your ears. The rest should be easy (OXYD says the rest)

From my experience,

1. It doesn't work from the auto folder
2. It says the rest - in German (though this is fair enough)
3. There are NO docs readable from outside an Atari system
4. It doesn't work at all (the first Landscape is set at
impossible difficulty: every wall kills you, there
is a flying object that kills, the floor falls out
from beneath your feet, and there are no exits.

Also, I think `DongleWare' is a bit beyond the realms of what I'd like to
see at atari.archive. After downloading 450K at 2400 baud I was, to be blunt,
pissed off. It may be that the levels data is corrupted and this would not
be the author's fault. In fact, as OXYD loaded up and I saw the name

Meinolf Schneider

appear, I thought, ``Great! This guy writes in Modula-2, this is bound to
be a cool program''. And it is - or at least would be if it was playable.

Warwick
PS. A version of STrabble with support for TT-Medium resolution will appear
soon. I was so glad to see that STrabble ran without a hitch on my friend's
new TT. The TT screen will be almost IDENTICAL to an artist's impression of
a photograph of an IdentiKit make-up of a side-long glance by a blind
octagenarian wearing sunglasses in the middle of the night at a board game
someone once mentioned while under hypnosis recalling a Scrabble tournament
they played in a previous life. If you get my drift.

Ciao!
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

2542. Re: SC1224 Color Monitor & Software for sale

Newsgroup: comp.sys.atari.st
Date: 1991-09-09 23:07:03 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <1991Sep9.180433.29150@news.cs.indiana.edu>
Source record: 229117

I may be interested, but a reply to your message does not appear to go through.

2543. Re: help running oxyd

Newsgroup: comp.sys.atari.st
Date: 1991-09-10 03:00:33 UTC
From: wolfgang@cs.sfu.ca
Message-ID: <1991Sep10.030033.27447@cs.sfu.ca>
Source record: 229125

In article <3552@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>wolfgang@cs.sfu.ca (Wolfgang Jung) writes:
>>Actually OXYD is something called DONGLEWARE which just means, that you have
>>to buy the OXYD Book (price about 50 DM form Aplication Systems Heidelberg)
>>You should be able to play the first 10 Levels after loading.
>>Put everthing onto a Floppydisk the .prg file into an AUTO-Folder.
>>Turn Off your ST & HD. Turn back on the ST and WAITWAIT WAIT till the
>>music starts ringing your ears. The rest should be easy (OXYD says the rest)
>
>From my experience,
>
> 1. It doesn't work from the auto folder

Hmm my version does (Which is not from a.a)

> 2. It says the rest - in German (though this is fair enough)

Hmm, (my last play was 6 Month ago) I was thinking it had a switch
for the language. Could you hear the SOUND ?
> 3. There are NO docs readable from outside an Atari system

There are none, that's why you need the book.

> 4. It doesn't work at all (the first Landscape is set at
> impossible difficulty: every wall kills you, there
> is a flying object that kills, the floor falls out
> from beneath your feet, and there are no exits.

This looks like a corupted Database (I once mangeld with this and got the
same reslut)
>Also, I think `DongleWare' is a bit beyond the realms of what I'd like to
>see at atari.archive. After downloading 450K at 2400 baud I was, to be blunt,

Anyway you can ONLY play till Level 10 on Level 11 there are special
Pieces in your Way which need to be removed by a keysequence, which itself
can only be retrieved from the above mentioned book. (I think the company
called it dongleware.)
>pissed off. It may be that the levels data is corrupted and this would not
>be the author's fault. In fact, as OXYD loaded up and I saw the name
>

--
Note: Please Use woju@cs.sfu.ca as Address after Monday the 9th Sept
After 25th Sept mail to woju@mist.sub.org

2544. Wanted: various Abacus ST books.

Newsgroup: comp.sys.atari.st
Date: 1991-09-10 04:02:58 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91253.000258JJL101@psuvm.psu.edu>
Source record: 229121

If any has any of these they would be willing to part with, please let me know! Thanks!

```
**************************************************************************
* * John J. Lehett * JJL101@PSUVM *
* J.J. * Penn State * *
* * Center for Academic Computing * JJL101@PSUVM.PSU.EDU *
**************************************************************************
* Games, Puzzles, Cryptos, Diplomacy, Synths, Midi, Atari ST's! *
**************************************************************************
```

2545. Re: Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-10 05:10:45 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <mkL281w164w@ersys.edmonton.ab.ca>
Source record: 229126

cmm1@cunixb.cc.columbia.edu (Christopher M Mauritz) writes:

> Uniterm is definitely the best term program for the ST, bar none.
>
> --------------+---
> Chris Mauritz | Cuba's *superior* human rights record is only part of the
> | answer; it's superior social conditions are another.
> --------------| -Harel Barzilai-

I'm a little confused by your last statement. What makes Uniterm so good? I have it, but I have had several problems getting it to do the following things:

1. ANSI (with graphic characters) emulation.

2. Dialing properly. It seems that when I tell it to dial, it will dial once, and then WAIT until I press a key to dial again. This seems strange, since redialingis used mainly so that you don't have to hover over the keyboard.

Interlink does do ANSI emulation, and the dialer is simple. Everyone says UniTerm is good, but *WHY*? (Surely not because it does Kermit? There is an external Kermit utility in the public domain, which could be used just as easily.)

Also, what is the latest version? I've been using 2.0e, which is the newest I've seen or heard about.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

2546. Re: GCC1.40

Newsgroup: comp.sys.atari.st
Date: 1991-09-10 11:13:43 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Sep10121343@ghiggins.hpl.hp.com>
Source record: 229129

> I want to use gcc 1.40 but I don't know what i need and where to
> find all the nesscesary stuff.

For anyone else looking at the ST GNU suite, ++jrb has kindly agreed to mail a cart tape with his GNU suite to A.A. There are rather too many mismatches at the moment for me to sort out the archive properly. ++jrb is working on an update at the moment, so it might be worth hanging fire a wee while.

--
Graham Higgins
<< My opinions above are exactly that: my own, and opinions. >>

2547. Re: Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-10 11:31:47 UTC
From: ty@ais.org
Message-ID: <QLZFF2@irie.ais.org>
Source record: 229127

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

>cmm1@cunixb.cc.columbia.edu (Christopher M Mauritz) writes:
>
>> Uniterm is definitely the best term program for the ST, bar none.
>>
>> --------------+---
>> Chris Mauritz | Cuba's *superior* human rights record is only part of the
>> | answer; it's superior social conditions are another.
>> --------------| -Harel Barzilai-

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>good? I have it, but I have had several problems getting it to do the
>following things:

>1. ANSI (with graphic characters) emulation.

>2. Dialing properly. It seems that when I tell it to dial, it will dial
>once, and then WAIT until I press a key to dial again. This seems
>strange, since redialingis used mainly so that you don't have to hover
>over the keyboard.

>Interlink does do ANSI emulation, and the dialer is simple. Everyone
>says UniTerm is good, but *WHY*? (Surely not because it does Kermit?
>There is an external Kermit utility in the public domain, which could be
>used just as easily.)

>Also, what is the latest version? I've been using 2.0e, which is the
>newest I've seen or heard about.

><< ---------------------------------- >>
><< ersys!mforget@nro.cs.athabascau.ca >>
><< mforget@ersys.edmonton.ab.ca >>
><< Michel Forget >>
><< "He's dead, Jim..." - Bones >>
><< ---------------------------------- >>

You need to reset the dialer timeout delay. It's on the Dialer menu. That
should speed things up for you.

Uniterm is good mainly because it does almost every kind of terminal
emulation you can think of. It also has (imho) a very good kermit
implementation too. Maybe you don't have the docs that come along with
it? btw 2.0e is the latest version

--

"You might be a king or you might be a street sweeper, but sooner or later, you'll all dance with the Reaper." - Grim Reaper - Bill and Ted's Bogus Journey.

2548. Re: Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-10 11:31:47 UTC
From: ty@ais.org
Message-ID: <ty.684502307@ais.org>
Source record: 229128

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

>cmm1@cunixb.cc.columbia.edu (Christopher M Mauritz) writes:
>
>> Uniterm is definitely the best term program for the ST, bar none.
>>
>> --------------+---
>> Chris Mauritz | Cuba's *superior* human rights record is only part of the
>> | answer; it's superior social conditions are another.
>> --------------| -Harel Barzilai-

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>following things:

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>2. Dialing properly. It seems that when I tell it to dial, it will dial
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>strange, since redialingis used mainly so that you don't have to hover
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>says UniTerm is good, but *WHY*? (Surely not because it does Kermit?
>There is an external Kermit utility in the public domain, which could be
>used just as easily.)

>Also, what is the latest version? I've been using 2.0e, which is the
>newest I've seen or heard about.

><< ---------------------------------- >>
><< ersys!mforget@nro.cs.athabascau.ca >>
><< mforget@ersys.edmonton.ab.ca >>
><< Michel Forget >>
><< "He's dead, Jim..." - Bones >>
><< ---------------------------------- >>

You need to reset the dialer timeout delay. It's on the Dialer menu. That
should speed things up for you.

Uniterm is good mainly because it does almost every kind of terminal
emulation you can think of. It also has (imho) a very good kermit
implementation too. Maybe you don't have the docs that come along with
it? btw 2.0e is the latest version

--

"You might be a king or you might be a street sweeper, but sooner or later, you'll all dance with the Reaper." - Grim Reaper - Bill and Ted's Bogus Journey.

2549. Re: ST memory allocation

Newsgroup: comp.sys.atari.st
Date: 1991-09-10 13:07:14 UTC
From: slammy@admiral.uucp
Message-ID: <Rm8281w164w@admiral.uucp>
Source record: 229138

Then how does NeoDesk's Clipboard work? It's not truly a ramdisk, but
it's not a physical disk either...

admiral!slammy@uunet.uu.net (Dave Litchman) <uunet!areyes!admiral!slammy>
The Admiral's Public UNIX - Greenwich, CT - System Administrator: Doug Fields
(HST/V32) 203-661-1279 - (PEP/V32) -2873 - (V32) -0450 - (V29/MNP6) -2967

2550. Re: Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-10 13:24:35 UTC
From: cmm1@cunixb.cc.columbia.edu
Message-ID: <1991Sep10.132435.3521@cunixf.cc.columbia.edu>
Source record: 229131

In article <mkL281w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>cmm1@cunixb.cc.columbia.edu (Christopher M Mauritz) writes:
>
>> Uniterm is definitely the best term program for the ST, bar none.
>>
>I'm a little confused by your last statement. What makes Uniterm so
>good? I have it, but I have had several problems getting it to do the
>following things:
>
>1. ANSI (with graphic characters) emulation.
>
>2. Dialing properly. It seems that when I tell it to dial, it will dial
>once, and then WAIT until I press a key to dial again. This seems
>strange, since redialingis used mainly so that you don't have to hover
>over the keyboard.
>
>Interlink does do ANSI emulation, and the dialer is simple. Everyone
>says UniTerm is good, but *WHY*? (Surely not because it does Kermit?
>There is an external Kermit utility in the public domain, which could be
>used just as easily.)
>
>Also, what is the latest version? I've been using 2.0e, which is the
>newest I've seen or heard about.

Well, I think UniTerm is better than Interlink in the same manner that I think unix is better than TOS...one is a lot more powerful, but a little unwieldy to use. If you do a lot of communication with mainframes, you will find the features/configurability (is this a word? :)) indispensable. However, if you just want to jump onto your local BBS once in a while to download a file or play nethack, it might not be worth dealing with its little quirks.

BTW, last I heard UniTerm v2.0e edit 14 was the newest version, but I think Howard Chu (was it Howard?) has a version which he updated himself to sort out some of the well-known eccentricities of the program.

Also, UniTerm has the best version of Kermit I have seen on any terminal emulation package for the ST.

Cheers,

Chris

--------------+--
Chris Mauritz |Homebrewing: The only hobby perfectly tailored for

```
| anal retentive alcoholics. :-)
--------------| (ripped off from someone on the net...)
```

2551. kermit for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-09-10 13:46:03 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <31650@know.pws.bull.com>
Source record: 229130

Until I got my TT, I always used UNITERM and found its implementation of KERMIT to be the best of any program I had ever used. But, since UNITERM does not take advantage of my 19" TTM195 monitor, I now use STalker for telecommunications. STalker does not include KERMIT so I use a desk accessory called GEM KERMIT. While GEM KERMIT has a few bugs, such as its FINISH command, it works quite well. GEM KERMIT is PD, anyone want me to post it on the net?

2552. Re: AT-ONCE 386sx

Newsgroup: comp.sys.atari.st
Date: 1991-09-10 13:52:00 UTC
From: carsten@seki.toppoint.sub.org
Message-ID: <A0bbjfvb@seki.toppoint.sub.org>
Source record: 229136
Body handling: HTML body converted to readable text

larserio@IFI.UIO.NO (LarsErikOsterud) writes:

>

>From: johnj@echo.philips.nl (John Janssen)
>Subject: Re: MSDOS emulator with 386
>Vortex ATonce-386SX

Today I installed a Mega Ste-4 / ATonce-386sx- System.
Windows lookes very nice on it in VGA-Monochrome(hercules not so fine!).
The system had 512Kb-fast-RAM installed.
The only disadvantage is,that you have to scroll the screen up and down
via HELP and UNDO-key. The speed of redrawing the screen is ok,I think.

But the big question is,if you need such a system,if you have a Atari St...

Greetings,Carsten

>--
>John Janssen Email: johnj@echo.philips.nl
>The Netherlands
>Work: +31 40 756588 Atari Mega STE, MIDI, C-lab Notator and Unitor.
>Home: +31 77 513177 Astro -Birth/Place/Date/Time you > you.doc
--
Carsten Setje-Eilers 2300 Kiel Aschauweg 18a Germany
uucp:carsten@seki.toppoint.sub.org zer:carsten@kbbs

2553. Sale

Newsgroup: comp.sys.atari.st
Date: 1991-09-10 14:21:07 UTC
From: fer9483@tesla.njit.edu
Message-ID: <1991Sep10.102107.1@tesla.njit.edu>
Source record: 229133

For Sale:

Atari 520 ST (512k)
Atari SC1224 (?) Color Monitor
Atari SH204 20 Megabyte HD

Comes with Mouse, Some software, and an EXTERNAL DS drive..

$300 for the whole thing.. Make offers on components if you want..

Frank

2554. WANTED Z80 ASSEMBLER/DISSASSEMBLER FOR Atari st

Newsgroup: comp.sys.atari.st
Date: 1991-09-10 14:30:38 UTC
From: t821431@minyos.xx.rmit.oz.au
Message-ID: <1991Sep10.143038.5856@minyos.xx.rmit.oz.au>
Source record: 229068

I am chasing a Z80 assembler dissassemble for the Z80 that will run on
the atari environment!

Has anyone else found this program that does this and does it exist?

I have a projuect comming up which involes alot of Z80 coding /decoding
and all i have is the atari 1040 st?

Any help of suggestionns greatly appreciated

Richard Clarkson t821431@minyos.xx.rmit.oz.au

.
x

2555. Re: Gemini/Fonts

Newsgroup: comp.sys.atari.st
Date: 1991-09-10 14:56:13 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91253.164231ONM07@DMSWWU1A.BITNET>
Source record: 229132

In article <4466330@fredw.UUCP>, fred@fredw.UUCP (Fred Wells) says:
>I had the same problem. Basically, the problem was that Gemini apparently
>can ONLY USE PROPORTIONALLY SPACED FONTS. I wanted to use a smaller font that
>would allow me to legibly use 24 lines in the Console Window that didn't
>extend off of the screen in medium res (wanted to use vi). Using a font
>editor, it was apparent that all of the fonts I was trying to use weren't
>proportional. Gemini wouldn't even recognize any font that wasn't. I
>think that the docs stated that somewhere. I seem to remember reading that
>afterwards. Anyway, I finally gave up and went back to using Gulam. Hope
>this is helpful.
>
>--
No, it isn't :-)

Gemini uses all those fonts, where all existing characters have the same
witdh.

>---
>Fred Wells uunet!opel!ss2!fredw!fred
>Atari ST System
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

2556. Re: Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-10 16:37:32 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <175056@unix.cis.pitt.edu>
Source record: 229135

re: Uniterm

Besides, it's kinda nice setting up function keys to run external
programs - I'd say have F1 run XYZSHELL, and thus have Zmodem right there.
And the reason it doesn't have ANSI is because the author quit awhile ago.
But he left a very powerful program nonetheless...

Robert Anisko
rjast1@unix.cis.pitt.edu

2557. TeX help - what files?

Newsgroup: comp.sys.atari.st
Date: 1991-09-10 16:44:53 UTC
From: D.B.Barratt@newcastle.ac.uk
Message-ID: <1991Sep10.164453.27855@newcastle.ac.uk>
Source record: 229134

Could someone please mail me details of what TeX files I need, and where
I can get them from, in order to get it up and running on a 1 Meg ST
and Epson compatible dot matrix printer.

Cheers,

Dave

****

Dave Barratt JANET: D.B.Barratt@uk.ac.newcastle
Computing Laboratory
University of Newcastle upon Tyne
UK

" A spacers not a spacer till his trod vac "

2558. TT disk drive in GCR?

Newsgroup: comp.sys.atari.st
Date: 1991-09-10 18:18:54 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <wcnEmC_00VpOM1Blch@andrew.cmu.edu>
Source record: 229137

A friend of mine with a TT is having problems with the internal floppy drive. It works fine in Tos mode, but fails to read Mac disks while in GCR mode. It also flakes out with the superCharger. Atari claims there is no problem with the TT, and Gadgets claims that most of the time the TT should work, but there are some TT's with problems, which Atari denies. Anybody have any suggestions?

thanks,
mark

2559. Re: TT Unix / TT TOS

Newsgroup: comp.sys.atari.st
Date: 1991-09-10 19:13:04 UTC
From: adamd@rhi.hi.is
Message-ID: <3582@krafla.rhi.hi.is>
Source record: 229145
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3160@tamsun.TAMU.EDU> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:

>In article <3541@krafla.rhi.hi.is> adamd@rhi.hi.is (Adam David) writes:
>>
>>Is it possible yet in TT unix to set up a virtual ST machine.
>>Wouldn't this be something for Atari to support?
>>I really don't like the idea of the TT being either TOS or Unix but not
>>both together.
>>
>It seems that most UNIX developers add a IBM emulator product that allows
>UNIX users to access DOS on their UNIX machine. No one does a good job
>at it.

Since ST programs do not make use of the 68030 MMU, it is really easy to
let the ST emulation run in an area of memory allocated through the MMU.
The only tricky part is controlling hardware access. Obviously, if all
hardware registers are shared between TOS and Unix, chaos would result
from allowing both to access them freely. Therefore the TOS must either
provide new bios routines for the emulation under Unix, or some form
of mutual exclusion and/or value-storage must be performed on groups of
hardware registers.

In practice a combination of these two methods would probably make the
best solution. IMHO there is little point in a machine which can run
either TOS or Unix but not both together. How about it Atari?
Or maybe our German friends will get there first.

--
Adam David.
(adamd@rhi.hi.is)

2560. Re: Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-10 19:29:01 UTC
From: wolfgang@cs.sfu.ca
Message-ID: <1991Sep10.192901.2510@cs.sfu.ca>
Source record: 229148

In article <1991Sep10.132435.3521@cunixf.cc.columbia.edu> cmm1@cunixb.cc.columbia.edu (Christopher M Mauritz) writes:
>
>BTW, last I heard UniTerm v2.0e edit 14 was the newest version, but
>I think Howard Chu (was it Howard?) has a version which he updated
>himself to sort out some of the well-known eccentricities of the
>program.

Where can I get this Version ??

--
Note: Please Use woju@cs.sfu.ca as Address after Monday the 9th Sept
After 25th Sept mail to woju@mist.sub.org

2561. Re: TT disk drive in GCR?

Newsgroup: comp.sys.atari.st
Date: 1991-09-10 20:21:30 UTC
From: cmm1@cunixb.cc.columbia.edu
Message-ID: <1991Sep10.202130.901@cunixf.cc.columbia.edu>
Source record: 229142

In article <wcnEmC_00VpOM1Blch@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:
>
> A friend of mine with a TT is having problems with the internal floppy
>drive. It works fine in Tos mode, but fails to read Mac disks while in
>GCR mode. It also flakes out with the superCharger. Atari claims there
>is no problem with the TT, and Gadgets claims that most of the time the
>TT should work, but there are some TT's with problems, which Atari
>denies. Anybody have any suggestions?

Well, Atari also denied that there were problems with DMA chips
on some STe's which resulted in spurious disk errors.

The bottom line is that they very often design products that are
using components that are just barely in spec. When you cut
down your margin of error too much, you get a lot of annoying
problems like this. Why not take the machine in to a service
center (is it still within the 90 day warranty?) and have it
checked out?

Cheers,

Chris

```
--------------+------------------------------------------------------------
Chris Mauritz |Homebrewing: The only hobby perfectly tailored for
| anal retentive alcoholics. :-)
--------------| (ripped off from someone on the net...)
```

2562. tools for manipulating postscript files

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 00:03:34 UTC
From: peter@geog.ubc.ca
Message-ID: <1991Sep10.170334@geog.ubc.ca>
Source record: 229144

Hello, does anyone know of any tools available which can be used to manipulate postscript figures? What I need to be able to do is read postscript plots and drawings created by a number of other packages, and to move and delete objects, combine images, scale and resize images, and anotate images with text (including greek symbols) and drawing.
The program would have to be able to do this without losing resolution and would need to output another (encapsulated) postscript file which could subsequently be printed.

Something which can run on an Atari ST would be great, but if anyone knows of anything which can do this on other platforms (PC, Sun sparcstation, SGI, Mac) it would be useful to me as well.

I have tried packages on the sparcstation (Island Draw, Xfig and others), but they all had difficulty correctly reading complex postscript plots.

If I am emailed responses, I would be pleased to post a summary.
Thanks.
--
==
Peter L. Jackson | peter@geog.ubc.ca
Atmospheric Science/Geography | usermeso@ubcmtsg.bitnet
University of British Columbia | ph:(604)822-2269 fax:(604)822-6150

2563. Re: TT disk drive in GCR?

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 01:32:51 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep11.013251.11612@actrix.gen.nz>
Source record: 229140

In article <wcnEmC_00VpOM1Blch@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:
>
> A friend of mine with a TT is having problems with the internal floppy
> drive. It works fine in Tos mode, but fails to read Mac disks while in
> GCR mode. It also flakes out with the superCharger. Atari claims there
> is no problem with the TT, and Gadgets claims that most of the time the
> TT should work, but there are some TT's with problems, which Atari
> denies. Anybody have any suggestions?
> thanks,
> mark

Well a friend here found the same, so he Faxed Dave Small and was told
that the it does Not work on the 'TT', and also found that the
internal 'TT' hard Drive would not work..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2564. Re: AT-ONCE 386sx

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 02:12:16 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1991Sep11.021216.27871@usenet.ins.cwru.edu>
Source record: 229139
Body handling: HTML body converted to readable text

In a previous article, carsten@seki.toppoint.sub.org (Carsten Setje-Eilers) says:

>larserio@IFI.UIO.NO (LarsErikOsterud) writes:
>
>>
>
>>From: johnj@echo.philips.nl (John Janssen)
>>Subject: Re: MSDOS emulator with 386
>>Vortex ATonce-386SX
>
>Today I installed a Mega Ste-4 / ATonce-386sx- System.
>Windows lookes very nice on it in VGA-Monochrome(hercules not so fine!).
>The system had 512Kb-fast-RAM installed.
>The only disadvantage is,that you have to scroll the screen up and down
>via HELP and UNDO-key. The speed of redrawing the screen is ok,I think.
>
>
>But the big question is,if you need such a system,if you have a Atari St...

What do you mean you have to scroll the screen up and down?

For what?

>
>Carsten Setje-Eilers 2300 Kiel Aschauweg 18a Germany
>uucp:carsten@seki.toppoint.sub.org zer:carsten@kbbs
>

--

2565. Re: ST memory allocation

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 03:20:43 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <175404@unix.cis.pitt.edu>
Source record: 229143

In article <Rm8281w164w@admiral.uucp> slammy@admiral.uucp (Dave Litchman) writes:
>Then how does NeoDesk's Clipboard work? It's not truly a ramdisk, but
>it's not a physical disk either...
>

Hmm, I don't have Neodesk, but in playing with GEMINI, Gemini
actually has a directory somewhere where files for the CLipboard go
(along with the trashcan (NOT the thrashcan))...

Robert Anisko
rjast1@unix.cis.pitt.edu

2566. Printer

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 05:09:00 UTC
From: v053qhyx@ubvmsb.cc.buffalo.edu
Message-ID: <1991Sep11.050916.15959@acsu.buffalo.edu>
Source record: 229146

Hi...
I have a quick question.. My panasonic printer has finally died on me..
I loved the panasonic Kxp1091 but it was slow and noisy.. I'm trying
to decide which printer to buy instead. I've been told that cannons ink jet
printers are as good as/better than HP's.. Considering the fact that I can
get one of the portable Cannons for 350. I'm wondering If I should do it..
does anyone have any info on these printers or can anyone suggest another
printer? I need it for writing papers and desktop publishing. I honestly
feel that in the next year or so my ST will be "gotten rid of " to make way
for an IBM.. so I need the printer to also work with the IBM.. well ... Thanx
alot! Please E-mail me...
Jeremy

2567. Re: help running oxyd

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 06:08:32 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3593@uqcspe.cs.uq.oz.au>
Source record: 229147

In <1991Sep10.030033.27447@cs.sfu.ca> wolfgang@cs.sfu.ca (Wolfgang Jung) writes:
>In article <3552@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>wolfgang@cs.sfu.ca (Wolfgang Jung) writes:
>>
>> 1. It doesn't work from the auto folder

>Hmm my version does (Which is not from a.a)

>> 2. It says the rest - in German (though this is fair enough)

>Hmm, (my last play was 6 Month ago) I was thinking it had a switch
>for the language. Could you hear the SOUND ?

>Anyway you can ONLY play till Level 10 on Level 11 there are special
>Pieces in your Way which need to be removed by a keysequence, which itself
>can only be retrieved from the above mentioned book. (I think the company
>called it dongleware.)

Well, that sounds fair enough. Would someone with a working copy upload it
to atari.archive, or someone who retrieved a working copy form a.a please
step forward.

Eager,
Thanks
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

2568. Re: two bugs in PBMPLUS (ST-version)

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 07:21:32 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.684573692@mi.el.utwente.nl>
Source record: 229149

In <1991Sep5.141215.23888@informatik.uni-erlangen.de>
lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael) writes:

>All tools accept TAB, NEWLINE and SPACE as hard spaces this works
>fine on UN*X systems (EOLN marker is one NEWLINE). But the ST
>builds a EOLN by concatenation of two chars, CR *and* NEWLINE.

Oops! Proper fix overhere is opening your (binary) files with file modes
"rb" and "wb" instead of "r" and "w". This does the ST prevent from
making \n from \r\n.

Klamer
--
Klamer Schutte Tel: +31-53-892786 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

2569. Re: TT disk drive in GCR?

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 11:08:28 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0bbkgq4@jonh.wimsey.bc.ca>
Source record: 229054

In <1991Sep11.013251.11612@actrix.gen.nz>, Roger Sheppard writes:
>In article <wcnEmC_00VpOM1Blch@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:
>>
>> A friend of mine with a TT is having problems with the internal floppy
>> drive. It works fine in Tos mode, but fails to read Mac disks while in
>> GCR mode. It also flakes out with the superCharger. Atari claims there
>> is no problem with the TT, and Gadgets claims that most of the time the
>> TT should work, but there are some TT's with problems, which Atari
>> denies. Anybody have any suggestions?
>> thanks,
>> mark
>
>Well a friend here found the same, so he Faxed Dave Small and was told
>that the it does Not work on the 'TT', and also found that the
>internal 'TT' hard Drive would not work..

Jim Allen has posted on GEnie that a second 7406 driver chip,
piggybacked onto the existing one in the TT's disk circuitry has
fixed this problem in many cases he's dealt with. It also appearantly
works with Mega STe's and Mega ST's with problem disk drives.
I don't have a TT or a GCR, and don't know much electronics, but
I'm posting this in hopes that it will help people hwo can make use
of the info, so don't ask me for any details.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

2570. TT-RAM card

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 11:51:16 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1991Sep11.115116.19084@ugle.unit.no>
Source record: 229070

Are there anyone out there which have any technical information
aboat the TT-ram card sold by GE-Soft in germany.

Stig Vidar Hovland - stigvi@lise.unit.no

2571. Labels etc.

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 12:56:27 UTC
From: data3d@aahs.no
Message-ID: <"675*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 229150

Does anybody know how to relabel a disk (e.g. old label: 'OLDLABEL' -> new label: 'THISISAD.ISK'). I haven't tried really hard, so I may be making a fool of myself now (it's dead easy?). Anyway, does anyone know?

Karl Anders Oygard - Karl A Oygard <data3d@aahs.no>

2572. CALAMUS SL

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 13:12:01 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Sep11.131201.4616@magnus.acs.ohio-state.edu>
Source record: 229053

I just downloaded the CALAMUS SL DEMO a few days back, and it looks great! It is slightly slower than the original version, but still about twice as fast as PageStream 2.1. It will load and display a .GIF file IN COLOR in about 1/10th. the time PageStream will load and display it in monochrome (I have the ISAC card for color, and both programs seem to work fine in color mode, but PageStream will still not display pictures in color). If this is any indication of how good the release version, then the Atari world is in for a big surprise. The demo version is so crippled that it is hard to see how well some features work (like color seperations, they are disabled). Wouldn't a simple "No Save Feature" demo be sufficient?

Anyway, does anyone know how to get in contact with ISD via Internet? Is it possible? Their GEnie address is ISD, is there anyway to get to GEnie from internet?

Anyone with the original Calamus should get this demo, it will blow your mind. The upgrade cost is rumored to be extremely high, but not nearly as high as buing it new ($1200????).

|| || || - David Butler (dhbutler@magnus.acs.ohio-state.edu)
|| || ||
|| || || H H RRRR [High Resolution DTP]
|| || || HHHH R R [1996 Summit St. Apt. B]
|| || || H High RRRR [Columbus, Ohio 43201]
||| || ||| R Resolution [voice: (614)-297-7967]
|||| || |||| R R [BUSINESS CALLS ONLY]
- Desktop Publishing

-[For Free ST consulting]- -(Just a little plug for my company)-
-[the Columbus Ohio area]-
-[call Academic Computing]-
-[Services, 9am - 5pm]-
-[Monday - Friday at:]-
-[(614)-292-2919]-

2573. Re: AT-ONCE 386sx

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 13:37:37 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <eP4481w164w@ersys.edmonton.ab.ca>
Source record: 229055
Body handling: HTML body converted to readable text

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>
> In a previous article, carsten@seki.toppoint.sub.org (Carsten Setje-Eilers) s
>
> >larserio@IFI.UIO.NO (LarsErikOsterud) writes:
> >
> >>
> >
> >>From: johnj@echo.philips.nl (John Janssen)
> >>Subject: Re: MSDOS emulator with 386
> >>Vortex ATonce-386SX
> >
> >Today I installed a Mega Ste-4 / ATonce-386sx- System.
> >Windows lookes very nice on it in VGA-Monochrome(hercules not so fine!).
> >The system had 512Kb-fast-RAM installed.
> >The only disadvantage is,that you have to scroll the screen up and down
> >via HELP and UNDO-key. The speed of redrawing the screen is ok,I think.
> >
> >
> >But the big question is,if you need such a system,if you have a Atari St...
>
>
>
> What do you mean you have to scroll the screen up and down?
>
> For what?
>
> >
> >Carsten Setje-Eilers 2300 Kiel Aschauweg 18a Germany
> >uucp:carsten@seki.toppoint.sub.org zer:carsten@kbbs
> >
>
> --
>

Does anybody know if you can install this in a 520STfm that has 1 meg of
RAM? Could you give me the number once more, as I may want to get ahold
of them? BTW, does anybody there speak English?

Greg Granger

< InterNet: ggranger@ersys.edmonton.ab.ca > "Gimme the strongest
< BitNet : S3106%naitvm.bitnet@acs.ucalgary.ca > thing you've got."

< FoReMNet: Greg Granger @ 532 or Dark Knight @ 595 >
< Mail Adr: 5906-188 St. Edmonton, AB Canada T6M-2A9 >
< Phone : +1 403 481-0803 or +1 403 481-5110 > - Lt. Frank Drebin

2574. ATARI 520ST

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 14:22:55 UTC
From: chan@dg.dg.com
Message-ID: <1413@dg.dg.com>
Source record: 229065
Cross-posted to: misc.forsale,comp.sys.atari.st,misc.forsale.computers

Atari 520ST, Complete system for serious user.

Hardware: 1 meg memory, color monitor, dual sided
floppy drive, 30 meg harddrive, MIDI, etc.

Langauges: Pascal, Modula-2, LISP, 68K macro assembler.

Tools: Unix, multitasking package, communications package,
VT100 emulator.

Applications: Word processor with real time spell checker,
1-2-3 like spreadsheet with write 90, database, CAD program.

Books & Manuals: 68K programmer's books, TOS BIOS book, system
manuals, applications manuals.

Fun Stuff: Music program, copy protection breaker, two
draw programs, too many games to mention.

works perfectly. Sell whole system or parts.
$950/bo for whole system or trade for motorcycle Peabody MA,
leave msg or call after 6pm, Irene (508) 977-9964

2575. Re: Printer

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 14:59:10 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep11.145910.4165@actrix.gen.nz>
Source record: 229056

In article <1991Sep11.050916.15959@acsu.buffalo.edu> v053qhyx@ubvmsb.cc.buffalo.edu (Jeremy A Berger) writes:
>
>
> Hi...
> I have a quick question.. My panasonic printer has finally died on me..
> I loved the panasonic Kxp1091 but it was slow and noisy.. I'm trying
> to decide which printer to buy instead. I've been told that cannons ink jet
> printers are as good as/better than HP's.. Considering the fact that I can
> get one of the portable Cannons for 350. I'm wondering If I should do it..
> does anyone have any info on these printers or can anyone suggest another
> printer? I need it for writing papers and desktop publishing. I honestly
> feel that in the next year or so my ST will be "gotten rid of " to make way
> for an IBM.. so I need the printer to also work with the IBM.. well ... Thanx
> alot! Please E-mail me...
> Jeremy

From what I read in a Magazine a months ago, they quoted DTP Print times
for a range of Printers, the one That was in the List and Not Quoted
was the small Cannon, the main reason was it was far to slow for DTP,
I have seen one running, the print quality was very good, but you need
some hours to print a DTP Page.

Go for a DeskJet 500, there is far better support for this Printer..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2576. Problems with Spectre/Sound/Mega ST - ST is NOT ST ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 15:32:31 UTC
From: abulafia@opal.cs.tu-berlin.de
Message-ID: <4787@opal.cs.tu-berlin.de>
Source record: 229052

Perhaps someone has a solution for this problem :

I have a Mega ST and use SPECTRE, but it's very critical for the emulation
to produce any sound. It crashes very often then. First I thought it's just
a problem of the SPECTRE, but I know a lot of friends with ST's and SPECTRE
and they don't have these problems at all.

My question : Has anybody else made the same experience and is it - perhaps -
a problem of some special chips inside the ST. You know, some are faster than
others...

If you have any good information about this, please post or reply.

Thanks *** Volker ***

****
* abulafia@cs.tu-berlin.de *
* Volker Safran, TU-Berlin, FB20, Germoney *
****

--
CIAO *** Volker ***

****
* abulafia@cs.tu-berlin.de *

2577. Re: Labels etc.

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 16:02:06 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <175576@unix.cis.pitt.edu>
Source record: 229057

In article <"675*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS> data3d@aahs.no (Karl Anders 0ygard) writes:
>Does anybody know how to relabel a disk (e.g. old label: 'OLDLABEL' -> new
>label: 'THISISAD.ISK'). I haven't tried really hard, so I may be making a fool
>of myself now (it's dead easy?). Anyway, does anyone know?

Well, I basically can tell you two ways to do it. From the regular
GEM desktop, you can only SET the name the first time, but it will not
let you relabel it. Thus, that is out of the question.

1) get a program called I believe VOLUME (should be somewhere at
atari.archive.umich.edu). This will let you change the volume
name.

2) use Gemini 1.2 - it's "show info" function allows you to rename
the disk from there - you just single-click on the disk icon,
click on "show info" and change it...

Hope this helps...

Robert Anisko
rjast1@unix.cis.pitt.edu

2578. Help: MiNT and remote logins.

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 16:45:28 UTC
From: jmack@b11.ingr.com
Message-ID: <1991Sep11.164528.1618@b11.ingr.com>
Source record: 229058

In response to a previous message of mine, several people
suggested that I try MiNT. After looking at it for a couple of days it
seems like I should stick with it. (Thanks for the responses.)
What I ultimately would like to do, is be able to remote login
(via modem) to a shell running on the ST. This would allow me to do
file transfers without messing with setting up my own BBS. Is there a
quick and dirty way of doing this by redirecting I/O for the shell?
Also, what shells would allow me to do this? Is the MiNT 'kernel'
suitable for this?
Many thanks in advance for any help.

<><>

2579. Re: Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 18:43:41 UTC
From: techno@lime.in-berlin.de
Message-ID: <9JMUKNF@lime.in-berlin.de>
Source record: 229051

cmm1@cunixb.cc.columbia.edu (Christopher M Mauritz) writes:

>Uniterm is definitely the best term program for the ST, bar none.

>Cheers,

>Chris

Well, it seems you haven't seen Rufus as yet.

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

2580. adress of Mark Williams Co.

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 19:07:00 UTC
From: Werner_Schneider@ac.maus.de
Message-ID: <A37305@ac.maus.de>
Source record: 229092

Hello world,

does somebody know an email adress of the Mark Williams Co. in Chicago
especially for C Compiler Support, new ST products?

please email to Werner_Schneider@AC.MAUS.DE

Thanks

2581. Rufus with Matrix M110 possible?

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 20:34:08 UTC
From: fearn@nadia.stgt.sub.org
Message-ID: <1991Sep11.203408.476@nadia.stgt.sub.org>
Source record: 229061

Is it possible to use the Rufus terminal program with the Matrix M110 screen. All I get is a Address error when I run rufus.prg? My software for the Matrix screen is version 2.0 and I am using the normal GDOS on my TOS 1.2 Mega ST.

Thanks

Cabell

2582. TT scsi dma

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 20:34:24 UTC
From: meulenbr@cst.prl.philips.nl
Message-ID: <meulenbr.684621264@cst6>
Source record: 229069

Hi,

according to the TT docs the xbios calls dmaread and dmawrite do not
use dma to transfer scsi data, but handshakes them across the bus.
Does someone know why this is?
Somehow now dmaread seems a silly name to me....
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

2583. Re: two bugs in PBMPLUS (ST-version)

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 22:08:54 UTC
From: michael@dime.cs.umass.edu
Message-ID: <36077@dime.cs.umass.edu>
Source record: 229059

In article <1991Sep06.210253.11861@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
>In article <1991Sep5.141215.23888@informatik.uni-erlangen.de> lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael) writes:

>you might try adding a "-o output_file" rather than using stdout.
>make sure you open this "wb" in the ppmtogif code.
>most shells cannot/do not make stdout binary mode.
>
>> - patch all ppmto***.ttp. Seek for the above error message.
>
>if you manage this, consider an upload to atari.archive.
>
>-bill
>rosenkra@convex.com

Recently I used the original sources to the pbmplus package and rebuilt them with gcc 1.40 on the ST. There is a flag in pbmplus.h (if memory serves) that specifies whether the different pbm programs create binary files, as the ones currently on the umich archive do, or whether they create files with textual representation of the data. Since I had the same problem with the versions on atari umich that you had, I built the programs with the flag set to create numeric text data.

These programs worked, but using textual data files has a couple of (minorly) undesirable effects. First, depending on the resolution of the images you're working with, the data files can become monstrously huge. For example, a 640 x 400 color ppm image took up about 2.3M on my hard drive. Also, the larger file size, in combination with the fact that the programs have to translate between binary and alphanumeric representations also make processing slower.

There are a couple of reasons that I have not posted the versions I built. First, and foremost, I am not sure which programs actually work. Pbmplus is a large package that supports many image formats, most of which I really couldn't care less about, and I don't have the time or inclination to test and maintain them. At least one program that I built does not work correctly (either qrttoppm or ppmquant; maybe ppmtogif, but I doubt it as I giftoppm'ed an image, and then converted it back and that worked).

The other reason is that the pbmplus sources I have don't include any of the spectrum file processors (ppmtospc, ppmtospu, spctoppm, sputoppm), and I want to include at least the spu converters, so I'm going to have to use the ppm library functions to write them myself. Again, limited time comes into play here.

The only reason I really want the package for is its qrt converter, and until I can get qrt itself correctly ported, I won't be working much on pbmplus. (As an aside, qrt is really beginning to bug me; I've gotten it to correctly build on every other platform I've tried EXCEPT the ST. I finally found a version that someone ported on the Codehead BBS, but it was apparently written in Laser C, and it blows my Micro RTX kernel into tiny smithereenies. ARGH! As far as I'm concerned, if I can't background something that takes that long to run, it's useless. However, if others are interested, I will post the Laser C port to umich.).

If you've made it through this much of my loquacity, let me just say that aside from the makefiles, everything else in the pbmplus package pretty much built as-is with gcc, so if someone with a greater interest in the variety of formats wants to support it, it PROBABLY only requires minor fixes here and there; the trick is finding the trouble spots (if indeed the programs actually do not work).

Comments and questions are welcomed.

Michael Kieras
michael@cs.umass.edu

2584. Re: GEMDOS and AES questions

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 22:15:42 UTC
From: jls@dynasoft.mn.org
Message-ID: <A2180323115@dynasoft.mn.org>
Source record: 229082

[In article <A12398@m.maus.de>,
Martin_Gaeckler@m.maus.de (Martin Gaeckler) writes ...]

>> Does the ATARI AES send ANY WM_NEWTOP messages? I never seem to
>
> 2. The WM_NEWTOP message is sent to your program when *YOUR* window is new
> toped. You won't get a message when another window is opened or topped.
> Therefore you have to wait for a time event an look whether *YOUR* window
> is top or not.

<bzzz>

Wrong.

When one of your windows is topped, the WM_TOPPED message is sent to
your application... Not the WM_NEWTOP message.

> Hope this helps.

John L. Stanley <jls@dynasoft.mn.org>
Software Development Consultant / Dynasoft Systems

2585. maccel.prg wanted

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 22:25:35 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <1907.28ce3570@sleepy.bmd.trw.com>
Source record: 229077

Can someone email me a copy of the latest version (3.4, I believe) of maccel.prg I have looked at a.a and several other ftp sites but haven't found it (or any version of maccel).
Thanks in advance

Jim Harres jharres@doc.bmd.trw.com

2586. Re: Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 22:41:48 UTC
From: jls@dynasoft.mn.org
Message-ID: <A2235045675@dynasoft.mn.org>
Source record: 229085

>[boyd@nu.cs.fsu.edu writes:
>>
>> The most powerful package is Uniterm, available free from
>> atari.archive.umich.edu. The easiest to use is Flash 1.6, from Antic (~$15).
>> I use both. There is also STalker, which has seen some good reviews here on
>> the net (I have not seen/used this one). I really like the user interface
>> that Flash provides, but it does not include Kermit. For those occasions
>> when I need this capability, I use Uniterm.

There are several external protocol programs that can be used along
with Flash. Kermit and Zmodem are both available and take almost no
effort to install on a Flash function key.

[Roger.Sheppard@actrix.gen.nz (Roger Sheppard) wrote ...]

> Antic use to advertise a Kermit Option for Flash, but I don't know
> if its posible to still get it ..

Some dealers may still have it, but you probably would only be able to
find it as a used program someone didn't need anymore. It was an ACC
that supported kermit and gave Flash the ability to act as a limited
small personal bbs.

Unfortunately it doesn't work with the most recient version of Flash
(it's an -old- accessory) and the improvements in Flash since it was
compatable with the accessory are important enough that I doubt you'd
want to go back to that version.

John L. Stanley <jls@dynasoft.mn.org>
Software Development Consultant / Dynasoft Systems

2587. Re: Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-11 22:51:12 UTC
From: jls@dynasoft.mn.org
Message-ID: <A2254837547@dynasoft.mn.org>
Source record: 229084

[at731@cleveland.Freenet.Edu (Troy L. Nothnagel) writes ...]

> Using Flash's 'execute' function, you can run any .TOS, .TTP or .PRG
> that isn't mouse driven. (For some reason it likes to block out the
> mouse.)

Mouse driven programs can easily be run from Flash. You'd know how to take care of this and many other things if you read the manual that comes with the program... You -do- have the manual don't you..??

John L. Stanley <jls@dynasoft.mn.org>
Software Development Consultant / Dynasoft Systems

2588. New upload to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-09-12 00:14:32 UTC
From: dodgson@sol.cs.wmich.edu
Message-ID: <1991Sep12.001432.8765@sol.cs.wmich.edu>
Source record: 229063

This is the doc file to a program I just ftp'ed to atari.archive. I
hope you find it as useful as I do.

```
-----------------------------------------
Deluxe Rename program

written by Harry Dodgson with the
assistance of Mark O'Bryan for some
of the GEMDOS calls.
Copyright 1991, Harry Dodgson.

see bottom for distribution notice
-----------------------------------------

I wrote this program to rename groups of files
and to move them from place to place on my hard drive.
I wrote it in True Basic so it is a pretty large binary
program. There is no sigificant error handling in my
code, but it is robust anyway. Everything runs from
menu bars and dialogs. The status window is not
graceful or polished, just usable.

To use it, select the options from the menu bar
to get the file selector box for both the source and
destination directories/names. I have set it up to
work with both the TOS 1.4 file selector or the LGS
prompt syntax. There is also a menu option to arrange
the input file characters into a different order than
they started in.

As an example, you can rename a group of files
named: D:\INCOMING\DIG01TXT.ATA - DIG35TXT.ATA
into D:\SAVE\DIGEST01.UM - DIGEST35.UM
very easily.

When you choose "Set Old" from the menu bar, you
will get the file selector and can choose the path
specifier and file types, both ? and * being allowed.
The status window will list the files selected. You can
optionally choose "Set Shuffle" to rearrange the order
of characters. Then you choose "Set New" to choose the
destination for the files. When you select "Rename" from
the menu bar you are shown the list of files in the
status window and are allowed to cancel the current
operation. If you choose to continue, then the stus
window will show each file as it is being renamed.
```

If you don't type in anything for the filenames in the source file selector, it will assume you want the entire directory contents. If you don't select a shuffle pattern it will leave the characters in the same order they started in. If you leave the destination filename blank, it will assume that you don't want to force any characters into the destination filename.

To perform the example, you would select the directory D:\INCOMING and use DIG??TXT.ATA as the source specifier. Then set shuffle as 12300045.000 . Lastly set the destination specifier for D:\SAVE and DIGEST*.UM . Notice that I use 0s as place holders for don't care entries in the shuffle specifier. The program will properly expand and compress the filenames so that there are not any invalid characters embedded in the filename. It also doesn't really matter what order you set things in. You can choose destination, shuffle, source if you wish.

This is a shareware program. If you like it, send me what you think it is worth (say $5.00). If you don't like it, send email to dodgson@coyote.cs.wmich.edu with constructive criticism so I can improve it.

Harry Dodgson
2355 s. 9th St
Kalamazoo MI
49009-9405

--
Harry Dodgson Jr. | Internet dodgson@coyote.cs.wmich.edu
Western Michigan University | -(141.218.40.40)-
Computer Science Department | Voice (616) 387-5803
Kalamazoo, MI 49008 | Office 4038 Friedmann Hall

2589. Re: DOs and DON'Ts about desk

Newsgroup: comp.sys.atari.st
Date: 1991-09-12 01:05:00 UTC
From: jls@dynasoft.mn.org
Message-ID: <A2560628523@dynasoft.mn.org>
Source record: 229083

[Hayo_Schmidt@hh.maus.de (Hayo Schmidt) writes ...]

> >[D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes ...]
> > Could some please give me an list of the dos and don'ts of writing
> > desktop accs, ...

> DON'T:

> -- If you 'must' allocate memory dynamically, assume that it is gone after
> receiving AC_CLOSE. But don't forget to Mfree() it - on the other hand,
> you must also assume, that it is not gone. You'll never know... :-(

Mfree'ing memory after an AC_CLOSE is a bad idea... If the AC_CLOSE
is triggered by an appl_exit() call and the program returns to a non-AES
shell program, the user may run dozens of non-AES programs before the
ACC is able to fully process the AC_CLOSE message. Since the main
application may -or- may-not exit after making an appl_exit() call,
there's no way to know if the accessory should assume the memory has
been freeed by the application exiting or not. This is the cornerstone
of why using the gemdos Malloc() in an accessory is, in general, ABI
(A_Bad_Idea).

Better to assume it has been free'ed, and take the risk that those
memory blocks are temprarily lost (until the application really does
terminate), than to free memory that the system may already have
assigned to someone else.

I think it would be better to say for accessories:

-- Don't use the gemdos Malloc() for allocating memory after your
first AES call (probably appl_init()). Any memory allocated
before the first AES call will remain assigned to the accessory
and should not normaly be Mfree'ed. On the other hand, if you're
going to need a large fixed-size block of memory, it's better to
modify the accessory to reserve that much more memory as part of
your BSS (uninitialized dataspace) rather than using Malloc.

-- If you absolutely must use Malloc(), you probably should rethink
what you're doing. (Example: Small scale allocation can be done
safely using variations on the standard malloc()/free() routines
to/from a large block of memory Malloc'ed before the first AES
call. This can be done with a small change to almost any standard
C or asm library..)

-- If you choose to ignore the previous two warnings, when your ACC
receives a AC_CLOSE message, assume any memory Malloc'ed since the
prior AC_OPEN has already been assigned to someone else for the

last 20 minutes...

-- Consiquently, it's a bad idea to call Mfree() to free memory after
you've received the AC_CLOSE message... You might be "freeing"
memory somebody else is already using.

-- Generaly speaking, Malloc() is only "safe" within an accessory:

1) Before the first AES call.

or

2) Between any two AES calls, and you must Mfree it before the
2nd AES call. (And even this may have problems under some
TOS multitasking extensions...)

-- Yes, there are exceptions and tricks that allow allocating memory
at any time, but they require knowledge of TOS internals, and
should only be used as a last resort and then only by experts.

Subnote: Atari -could- document these tricks and announce them to
the world (they have ocassionly leaked "hints" about how this can
be done burried in various technical responses). I'm not sure,
but I suspect they are reluctant to document and release these
techniques because it could easily create a flury of new and
poorly designed accessories that would fragment memory and make it
difficult to maintain the current Malloc-cation subsystem. A
complete redesign of the memory system would take a lot of work.
(I suspect it's somewhere far down twords the bottom of their list
of "Things to be done - someday"...

John L. Stanley <jls@dynasoft.mn.org>
Software Development Consultant / Dynasoft Systems

2590. Re: Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-12 01:24:33 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3612@uqcspe.cs.uq.oz.au>
Source record: 229060

techno@lime.in-berlin.de (Techno) writes:
>cmm1@cunixb.cc.columbia.edu (Christopher M Mauritz) writes:

>>Uniterm is definitely the best term program for the ST, bar none.

>Well, it seems you haven't seen Rufus as yet.

Well, it seems you haven't seen Uniterm as yet.

Seriously... I tried Rufus, but it bombed out a couple of times, plus I don't have a blitter, so the display is rather slow (if you still want 80x24). Does Rufus support a macro control language anything like that of Uniterm? When I login to uni, it is a one button affair (excluding password input). And it is a fairly complex login.

Warwick
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

2591. Re: Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-12 01:32:18 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1991Sep12.013218.4458@digi.lonestar.org>
Source record: 229064

In article <1991Sep9.014910.9602@oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
>
>I bought a copy of it BEFORE I found out about Uniterm. It's an ACC &
>also can act as a sort of mini-BBS. I wasn't too impressed with the
>kermit end & never tried the other. It's kermit wasn't very reliable
>when talking to a Vax. And since Flash could only be a vt52.... I MUCH
>prefer Uniterm.

Flash can emulate a VT100 (could for quite some time). I don't know
about the Antic ACC version of Kermit, but the PD version works GREAT
when talking to a VAX. (I use it all the time.)

Roy C. Gosewehr

2592. Re: ATARI 520ST

Newsgroup: comp.sys.atari.st
Date: 1991-09-12 06:23:04 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3688@uqcspe.cs.uq.oz.au>
Source record: 229066

In <1413@dg.dg.com> chan@dg.dg.com (Allen Chan) writes:

>Atari 520ST, Complete system for serious user.

>Tools: Unix, multitasking package, communications package,
>VT100 emulator.

Yeah, I have Unix in a Desk Accessory. It even runs X-windows, giving a maximum resolution of 1280x960 in Low res, and 2560x1920 in high res. It uses special encoding techniques to cram 200 Megabytes onto a 30 Meg harddrive, and a special adaptor that allows the ST to be hooked up to a LAN via the printer port, which Atari so cleverly made bidirectional.

In a million years.
Warwick
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

2593. Re: Help: MiNT and remote logins.

Newsgroup: comp.sys.atari.st
Date: 1991-09-12 08:04:56 UTC
From: steve@thelake.mn.org
Message-ID: <A412882732@thelake.mn.org>
Source record: 229071

[In article <1991Sep11.164528.1618@b11.ingr.com>,
jmack@b11.ingr.com (Cery McCormick) writes ...]

> What I ultimately would like to do, is be able to remote login
> (via modem) to a shell running on the ST. This would allow me to do
> file transfers without messing with setting up my own BBS. Is there a
> quick and dirty way of doing this by redirecting I/O for the shell?
> Also, what shells would allow me to do this? Is the MiNT 'kernel'
> suitable for this?

There are some problems with doing this the quick and dirty way. What
happens if your modem fails? What happens if some pimple-faced teen-age
zombie hacker gets into your system? These problems aren't hard to solve;
you could write a little login program and a safe shell-around-the-shell
in about 45 minutes. Just be sure to keep an eye on the modem's CD line and
-- if you really want to be safe -- the clock. The remote shell can then
pass commands to a conventional shell via the library system() call. That
way you get the shell's power with a BBS's safety.

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org
Member, Burned Out Newspapercreatures Guild

2594. Re: Rufus with Matrix M110 possible?

Newsgroup: comp.sys.atari.st
Date: 1991-09-12 08:19:48 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <LAHTINEN.91Sep12101948@gideon.gideon.fmi.fi>
Source record: 229067

I am using Rufus with Matrix C32 and it works nice (I have version 1.06
of Rufus but also 1.02 worked). Rufus is quite clean program.

By the way I have in contact with the author and hes just preparing
version 1.1 of Rufus. I will have really working VT100 emulation.
And other nice things, so it is about a time to register.

His email address is
Michael_Bernards@mausbox.MAUS.DE
--
* *

Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi or
Finnish Meteorological Institute kimmo@field.fi
Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

2595. Re: two bugs in PBMPLUS (ST-version)

Newsgroup: comp.sys.atari.st
Date: 1991-09-12 09:41:22 UTC
From: marcob@freyr.pttrnl.nl
Message-ID: <13184@dnlunx.pttrnl.nl>
Source record: 229079

In article <klamer.684573692@mi.el.utwente.nl> klamer@mi.el.utwente.nl (Klamer Schutte) writes:
>In <1991Sep5.141215.23888@informatik.uni-erlangen.de>
lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael) writes:
>
>Oops! Proper fix overhere is opening your (binary) files with file modes
>"rb" and "wb" instead of "r" and "w". This does the ST prevent from
>making \n from \r\n.
>

You would also have to set stdout to binary mode, since most people use:

pbm-program infile > outfile

Marco Blom.

```
================================================================================
+ +
+ no signature yet.... +
+ +
================================================================================
```

2596. Re: help running oxyd

Newsgroup: comp.sys.atari.st
Date: 1991-09-12 11:37:14 UTC
From: micro@imada.ou.dk
Message-ID: <1991Sep12.113714.300@imada.ou.dk>
Source record: 228956

warwick@cs.uq.oz.au (Warwick Allison) writes:
>Well, that sounds fair enough. Would someone with a working copy upload it
>to atari.archive, or someone who retrieved a working copy form a.a please
>step forward.

I downloaded OXYD from a.a, and it works fine (on danish TOS1.4). A freind of
mine with a english TOS1.2, can't run it though. It also works fine on a german
TOS1.??.
I don't know what the problem is though. But I can run it from harddisc,
with accs and auto programs active.

-Klaus

2597. Re: tools for manipulating postscript files

Newsgroup: comp.sys.atari.st
Date: 1991-09-12 11:53:19 UTC
From: Kloppenburg@gmd.de
Message-ID: <5629@gmdzi.gmd.de>
Source record: 229062

In article <1991Sep10.170334@geog.ubc.ca> peter@geog.ubc.ca (Peter Jackson) writes:
> Hello, does anyone know of any tools available which can be used to
> manipulate postscript figures? What I need to be able to do is
> read postscript plots and drawings created by a number of other
> packages, and to move and delete objects, combine images, scale
> and resize images, and anotate images with text (including greek
> symbols) and drawing.
> The program would have to be able to do this without losing
> resolution and would need to output another (encapsulated) postscript
> file which could subsequently be printed.
>
> Something which can run on an Atari ST would be great, but if
> anyone knows of anything which can do this on other platforms
> (PC, Sun sparcstation, SGI, Mac) it would be useful to me as well.
>
> I have tried packages on the sparcstation (Island Draw, Xfig and others),
> but they all had difficulty correctly reading complex postscript
> plots.
>
> If I am emailed responses, I would be pleased to post a summary.
> Thanks.
> --
>
==========
> Peter L. Jackson | peter@geog.ubc.ca
> Atmospheric Science/Geography | usermeso@ubcmtsg.bitnet
> University of British Columbia | ph:(604)822-2269 fax:(604)822-6150

--

Most of all that is possible with a NeXT Station and (perhaps) Adobe Illustrator.

Jelske Kloppenburg +49 2241 14-2433 <Kloppenburg@gmd.de>
German National Research Center for Computer Science (GMD)

2598. Re: AT-ONCE 386sx

Newsgroup: comp.sys.atari.st
Date: 1991-09-12 12:18:00 UTC
From: carsten@seki.toppoint.sub.org
Message-ID: <A0bbn0un@seki.toppoint.sub.org>
Source record: 229081

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>In a previous article, carsten@seki.toppoint.sub.org (Carsten Setje-Eilers) says:
>>The only disadvantage is,that you have to scroll the screen up and down
>>via HELP and UNDO-key. The speed of redrawing the screen is ok,I think.
>>
>>
>>But the big question is,if you need such a system,if you have a Atari St...

>What do you mean you have to scroll the screen up and down?

>For what?

VGA-mono is 640 * 480. The Mega STe offers 640 * 400.
So there's a difference of 80 lines. You can scroll the screen up and down
these 80 lines,if you press the HELP- or UNDO -key.
You can't see the whole VGA-screen on the SM124 ....

Carsten

--
Carsten Setje-Eilers 2300 Kiel Aschauweg 18a Germany
uucp:carsten@seki.toppoint.sub.org zer:carsten@kbbs

2599. HighSpeed Pascal

Newsgroup: comp.sys.atari.st
Date: 1991-09-12 13:40:16 UTC
From: clarkej@p4.cs.man.ac.uk
Message-ID: <clarkej.684682816@p4.cs.man.ac.uk>
Source record: 229090

Has anyone extensively used HiSoft's HighSpeed Pascal compiler on the ST ?
Could they mail me comments about the compiler ?

Thanks in advance,

Jon Clarke,

University of Manchester, UK

2600. WordPlus/WP and multiple fonts

Newsgroup: comp.sys.atari.st
Date: 1991-09-12 13:41:08 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <31655@know.pws.bull.com>
Source record: 229072

WordPlus does not support embedded printer commands (that I know of) but
WP does. WordPlus does have mimimal font control via the 'add ruler' feature
but its capability is very limited.

2601. mono monitor scrolling

Newsgroup: comp.sys.atari.st
Date: 1991-09-12 13:44:46 UTC
From: tppease@lims02.lerc.nasa.gov
Message-ID: <1991Sep12.115041.29347@eagle.lerc.nasa.gov>
Source record: 229080

I recently purchased a 50 meg hardrive and a monochrome monitor for my 1040 st. The st was bought around 1987 and is the original machine, no TOS updates, memory upgrade etc. It has alway worked fine with my color monitor. Now that I've got the hard drive and the mono I have the following problem. Whenever I copy file from A to the hard drive the monitor freaks out and just scrolls and has snow. If I reboot the system the problem goes away. Also I ran another program and the desktop came back shifted and part it was backwards?(It hard to explain what it looked like) The guy I bought it from suggested that maybe I need a TOS update? Can anyone help me. How can I troubleshoot the problem?
Thanks
Gary

2602. Re: ATARI 520ST

Newsgroup: comp.sys.atari.st
Date: 1991-09-12 14:01:56 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Sep12.140156.10003@watmath.waterloo.edu>
Source record: 229073

In article <3688@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>In <1413@dg.dg.com> chan@dg.dg.com (Allen Chan) writes:
>
>>Atari 520ST, Complete system for serious user.
>
>>Tools: Unix, multitasking package, communications package,
>>VT100 emulator.
>
>Yeah, I have Unix in a Desk Accessory. It even runs X-windows, giving a
>maximum ...

I detect a note of cynicism here...
Are you forgetting that IDRIS from Whitesides has been available for years?

--
Leroy J. (Lee) Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
UUCP: ljdickey@watmath.UUCP ...!uunet!watmath!ljdickey
Obsolescent?: ljdickey@watmath.waterloo.edu BITNET/EARN: ljdickey@watdcs

2603. K&R C to ANSI C converter

Newsgroup: comp.sys.atari.st
Date: 1991-09-12 14:17:56 UTC
From: ONM46@DMSWWU1A.BITNET
Message-ID: <910912.23316ONM46@DMSWWU1A.BITNET>
Source record: 229075

Hello everybody,

now there is a test version of an K&R C to ANSI C converter, called
kr2ansi, available from ftp.uni-muenster.de.
The program is written in ANSI C and I have compiled it with TURBO C
and GCC.

Bernd
--
"Dipl.-Math. Bernd Setzepfandt"

__ __ __ __ __ __ __ __ / Dipl.-Math. Bernd Setzepfandt
/ / / / / / / / / / / / / / / / / Institut fuer Numerische Mathematik
/ / / / / / / / / / / / / / / / / Westfaelische Wilhelms-Universitaet
/ /_/ /_/ / / /_/ /_/ / / /__/ / /
_______/ _______/ _____/ / Einsteinstr. 62, D-4400 Muenster, Germany
/ Internet: bernd@math.uni-muenster.de
/ Bitnet: onm46@dmswwu1a.bitnet
/ Tel. (+49) 251 - 83 3799

2604. Re: ATARI 520ST

Newsgroup: comp.sys.atari.st
Date: 1991-09-12 14:56:04 UTC
From: les@decuk.uvo.dec.com
Message-ID: <1991Sep12.145604.9420@decuk.uvo.dec.com>
Source record: 229076

In article <1991Sep12.140156.10003@watmath.waterloo.edu>, ljdickey@watmath.waterloo.edu (L. J. Dickey) writes:
|>I detect a note of cynicism here...
|>Are you forgetting that IDRIS from Whitesides has been available for years?
|>
|>--
|>Leroy J. (Lee) Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
|>Internet: ljdickey@watmath.UWaterloo.ca
|>UUCP: ljdickey@watmath.UUCP ...!uunet!watmath!ljdickey
|>Obsolescent?: ljdickey@watmath.waterloo.edu BITNET/EARN: ljdickey@watdcs
|>

What exactly is IDRIS, surely it isnt a *real* unix for the ST?

...Les...
--

Les Carleton / Tel: +44 (256) 488351 \ \
Digital Equipment Corporation / Email: les@decuk.uvo.dec.com \ \
CSC/UK Ultrix Support Group / "The Software Lifeguard" \ \
----------+ "Open Standards ... Free Software" / /
"My opinions, My Mind, Don't take that away from me!" / /
----------/_/

2605. Re: Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-12 15:08:26 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <6074.28cf3c9a@miavx1.acs.muohio.edu>
Source record: 229074

In article <9JMUKNF@lime.in-berlin.de>, techno@lime.in-berlin.de (Techno) writes:
> cmm1@cunixb.cc.columbia.edu (Christopher M Mauritz) writes:
>>Uniterm is definitely the best term program for the ST, bar none.
>
> Well, it seems you haven't seen Rufus as yet.
>
> Techno

Well, I started using Rufus, and I liked it a lot, except that sometimes
the VAX I connected would send out a code that would reset the keypad to
NUMERIC and that I would have to set number of columns to 81 so that 80
col lines would be doubled spaced.

Is there a newer program out?

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

2606. Re: Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-12 16:16:20 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1991Sep12.161620.4766@digi.lonestar.org>
Source record: 229078

(Note: I posted a similar reponse a couple of days ago, but our
newsreader crashed and it apparently did not get sent out
(as far as I know). If this is a duplicate, I apologize
in advance.)

There is a public domain version of Kermit for GEM available (which I
obtained from GEnie). With Flash 1.6, all you need to do is to tap
INSERT to get a command line prompt and then type: GEM pathtoKermit
(return). This will shell out of Flash into Kermit. When you quit
Kermit, an additional key press (any key) is prompted which returns
you to Flash. Very easy and convenient. To make it even nicer, you
can edit the function key table to assign the above string to a
function key. Then, Kermit (or any other protocol) is available with
a single key press. Really great stuff!

BTW, this is a generic "execute" mechanism as someone else pointed out.
In addition to the generic version, there is a command which allows
you to shell to your favorite editor.

Roy C. Gosewehr

2607. Looking for an older version of UU**CODE c source.

Newsgroup: comp.sys.atari.st
Date: 1991-09-12 19:30:05 UTC
From: bpohl@dvorak.amd.com
Message-ID: <1991Sep12.193005.11716@dvorak.amd.com>
Source record: 229087

A couple of weeks ago I was tying to UUENCODE a text file on our VAX
and then UUDECODE it. When it was decoded the EOL was saved as whatever unix
uses so my decoded file
looked
like
this.

Well someone sent me another version of UU**CODE sources for the VAX
and when I tryed them the file now
looked
like
this.
which is what I had started out with. Correct?, yes. Better?, no. You see,
now when I try to decode a large UUENCODEd file into an archive of a GIF only
now when I try to decode a large UUENCODEd file into an archive of a GIF only
the first part of the file is done correctly. I'd rather be able to decode
on the vax so that I am transferring the smallest possible file (ARC, LZH, GIF,
etc.) over the modem to the my ST.

Now to the reason I'm writing all this. I'd like to use my old
UUDECODE routine but I COPIED OVER IT WHEN I GOT THE NEW ONE. I don't know
who wrote the old one but the source was set up to be compiled under UNIX c,
VAX c, MS-DOS, and GEMDOS. If someone has this source code could they mail
it to me. I've already looked through the source section of the archive and
didn't find it. Also, I can't FTP off site so sending me addresses wont help.

Thanks,
Bion

the first part of the file is done correctly. I'd rather be able to decode on the vax so
that I am reansfering the smallest possible file (ARC, LZH, GIF, etc.)

2608. .TGA (Targa) Picture on a ST?

Newsgroup: comp.sys.atari.st
Date: 1991-09-12 19:51:01 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <6077.28cf7ed5@miavx1.acs.muohio.edu>
Source record: 228967

Does anyone know of a program that can handle .TGA (Targa) files? One
that could convert to any of the number of ST modes would be good!!
(Especially .SPC or .SPU)

Thanks....

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

2609. Re: mono monitor scrolling

Newsgroup: comp.sys.atari.st
Date: 1991-09-12 21:34:48 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <Pgk781w164w@ersys.edmonton.ab.ca>
Source record: 229086

tppease@lims02.lerc.nasa.gov (GARY PEASE) writes:

> I recently purchased a 50 meg hardrive and a monochrome monitor for my 1040
> st. The st was bought around 1987 and is the original machine, no TOS
> updates, memory upgrade etc. It has alway worked fine with my color
> monitor. Now that I've got the hard drive and the mono I have the
> following problem. Whenever I copy file from A to the hard drive the
> monitor freaks out and just scrolls and has snow. If I reboot the system
> the problem goes away. Also I ran another program and the desktop came back
> shifted and part it was backwards?(It hard to explain what it looked like)
> The guy I bought it from suggested that maybe I need a TOS update? Can
> anyone help me. How can I troubleshoot the problem?
> Thanks
> Gary

Perhaps you have a Virus, since that is not normal behaviour for an ST.
At least I've never heard of anything like that happening. Before you
upgrade, get a good virus locator and check all your disks. If you don't
have a Virus, I'm not sure what is wrong. I hope this helps you out a
little.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

2610. EXPRESS

Newsgroup: comp.sys.atari.st
Date: 1991-09-12 21:47:42 UTC
From: Mark.Spacek@fquest.FidoNet.Org
Message-ID: <684737480.0@fquest.FidoNet>
Source record: 229097

A local ST board is looking at the possibility of imported, and maybe exporting messages from(/to maybe) a couple of Usenet newsgroups. I was just wondering if anyone out there might be doing it already and be able to offer some helpful suggestions. Or any advice on the subject. We have an old copy of the Mailtruk source we are looking at now. Any help/advice would be appreciated. Oh, I guess I forgot to mention that the BBS is running Express! ST and I think we can manage a feed, we just need to get the software patched in... Thanks in advance for any help.....

2611. Is Fcopy PRO a demo or not

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 00:05:14 UTC
From: elrond@frmug.fr.mugnet.org
Message-ID: <1991Sep13.000514.3604@frmug.fr.mugnet.org>
Source record: 229095

Hello, I have found a version of FCOPY PRO on a BBS and I don't
know if it's a demo or the commercial version. Can someone give me a hint to
recognise if it's a demo so i can put it in download areas of my BBS.

--
Bertrand Petit	Signature is under construction
alias	
>Elrond le demi-Elfe<	Be sure to wear your helmet

2612. Word Processor

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 00:39:02 UTC
From: tony@grafted.UUCP
Message-ID: <R8P781w161w@grafted.UUCP>
Source record: 229091

HI all.
Just wondering if there is a good GEM based WP out there in PD or
shareware land. (something that uses GEMINI would be perfect, will deal
whit the german docs....). Thanks.
Tony.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: tony@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!tony
-= newsfeeds available, contact robert@towers.rn.com =-

2613. EPROM TOS 1.4 question

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 00:46:10 UTC
From: bcasper@eos.ncsu.edu
Message-ID: <1991Sep13.004610.5929@ncsu.edu>
Source record: 229089

I've got a MEGA 2 with a 2 set TOS that I'd like to make a set of 'ROMs
for. I've got the files in a 6 file set and I was wondering if someone
could give me a little info...

1) In which order should I concat the files? (mine are labeled U2-U7,
not Lo/Hi 0-1-2)
2) What would I have to do to the machine itself to make it work
with a 6 chip set?
3) What is the little flipflop hack added onto the processor for?

Please E-mail any help since I can only read news about once a week...
I'll summarize if there is a request.

--
Brian Casper
bcasper@eos.ncsu.edu
NCSU - Project EOS

2614. Wanted: Atari Hard Drive, Trade: Midi Keyboard?

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 00:49:30 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91255.204930JJL101@psuvm.psu.edu>
Source record: 229088
Cross-posted to: comp.sys.atari.st,misc.wanted,misc.forsale

I am in need of a hard drive for an Atari 1040ST. If you have one for
sale cheap, let me know. I am also willing to trade for a MIDI keyboard
that I have.
If you are interested , please get in touch with me,

```
*********************************************************************
* * John J. Lehett * JJL101@PSUVM *
* J.J. * Penn State * *
* * Center for Academic Computing * JJL101@PSUVM.PSU.EDU *
*********************************************************************
* Games, Puzzles, Cryptos, Diplomacy, Synths, Midi, Atari ST's! *
*********************************************************************
```

2615. Re: Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 05:08:23 UTC
From: kclenden@silver.ucs.indiana.edu
Message-ID: <1991Sep13.050823.1112@bronze.ucs.indiana.edu>
Source record: 229093

Well, Bobie boy, you're almost right. Certainly an IBM emulator on
an Atari is not going to be 100% compatible, but neither would an
XT system. More and more software companies are finally getting
the picture and beginning to write software that will only run on 386
systems. OS/2 version 2.0 is one example. QEMM 386 is another.
These packages will not run on an XT. Sure there's software out there
right now, but the days of the 8088/86 chips are certainly numbered.
If someone has an ST system with a color monitor and a harddisk
already, all it would cost them to get the original SuperCharger
is $400. This would be a system that was pretty darned compatible,
had color graphics and a harddisk. To get the same kind of price
for a comparable "IBM compatible", either you would have to buy
used equipment, or sell your Atari. With the first option you
end up with two computers, and the second you end up with only one.
I'd take the first option any day. Now if someone has your basic
monochrome ST system with just a floppy disk, they'd be better off
going out and buying a real "IBM compatible", instead of purchasing
something like SuperCharger. The IBM emulators are designed to be
attractive to Atari users who already have everything they need
except an 80x86 chip.
--
---
kclenden@silver.bacs.indiana.edu Kevin Clendenien
BLAST BBS - (812) 332-0573 BLAST member
"I want someone like you, only nicer."

2616. Re: AT-ONCE 386sx

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 07:32:20 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.684747140.larserio@kvart.ifi.uio.no>
Source record: 229094

But can't you use monochrome EGA (that is 640x400 isn't it ???)
In monochrome you don't need the extra colors of VGA anyway :-)

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
__________/ _____________________/ _____________________/ ____/ /

2617. audio equipment

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 09:31:26 UTC
From: wagg@zellweger.ch
Message-ID: <1991Sep13.093126.459@zellweger.ch>
Source record: 229099

I have bought a portrait monitor for my Mega ST. Unfortunately this monitor does not have a loudspeaker. So my question is:

Does anybody know about a print or a kit for an external audio equipment for the ST.

Many thanks

Georg

2618. Re: WordPlus/WP and multiple fonts

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 10:04:04 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep13.100404.13545@actrix.gen.nz>
Source record: 229096

In article <31655@know.pws.bull.com> CSULLOGG@CRL.AECL.CA writes:
> WordPlus does not support embedded printer commands (that I know of) but
> WP does. WordPlus does have mimimal font control via the 'add ruler' feature
> but its capability is very limited.

It is posible to assign a Printer command string to a Unused screen character,
That is in the Print Driver, then it is posible to get any other
funtion you like.

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2619. Re: AT-ONCE 386sx

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 10:44:56 UTC
From: johnj@echo.philips.nl
Message-ID: <1991Sep13.104456.6964@echo.philips.nl>
Source record: 229098

ggranger@ersys.edmonton.ab.ca (Greg Granger) writes:

>aa399@cleveland.Freenet.Edu (Len Stys) writes:

[other inserted articles deleted]

>Does anybody know if you can install this in a 520STfm that has 1 meg of
>RAM? Could you give me the number once more, as I may want to get ahold
>of them? BTW, does anybody there speak English?

>Greg Granger
>
>< InterNet: ggranger@ersys.edmonton.ab.ca > "Gimme the strongest
>< BitNet : S3106%naitvm.bitnet@acs.ucalgary.ca > thing you've got."
>< FoReMNet: Greg Granger @ 532 or Dark Knight @ 595 >
>< Mail Adr: 5906-188 St. Edmonton, AB Canada T6M-2A9 >
>< Phone : +1 403 481-0803 or +1 403 481-5110 > - Lt. Frank Drebin

I'm back on the net. So I can answer this question.

As I stated before:

This 386 emulator ONLY ONLY ONLY works with a MEGA STE.

And I noticed nothing about scrolling the screen up and down during
the demo I got!

--
John Janssen Email: johnj@echo.philips.nl
The Netherlands
Work: +31 40 756588 Atari Mega STE, MIDI, C-lab Notator and Unitor.
Home: +31 77 513177 Astro -Birth/Place/Date/Time you > you.doc
--

--
John Janssen Email: johnj@echo.philips.nl
The Netherlands

2620. Re: Atari Monitor Problem...

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 11:27:46 UTC
From: tony@mwuk.UUCP
Message-ID: <508@mwuk.UUCP>
Source record: 229100

In article <91249.103038U43610@uicvm.uic.edu> U43610@uicvm.uic.edu writes:
> In addition, Can anyone reccomend a good PD/Shareware Term program for the ST (
> 512K) that does a good VT100.. My unix box likes VT100, and all I have is the b
> asic VT52 and an ADM31a.

The program you need is called UNITERM - I have V2.0c and find it's
VT100 emulation excellent. It even does the graphics, double-height
characters and application keypad.

You should find it in any decent PD/Shareware library.

Tony.
--
Tony Mountifield. | Microware Systems (UK) Ltd.
MAIL: tony@mwuk.uucp | Leylands Farm, Nobs Crook,
INET: tony%mwuk.uucp@ukc.ac.uk | Colden Common, WINCHESTER, SO21 1TH.
UUCP: ...!mcsun!ukc!mwuk!tony | Tel: 0703 601990 Fax: 0703 601991
**** OS-9, OS-9000 Real Time Systems **** MS-DOS - just say "No!" ****

2621. Atari ST/ Silver Reed EXP 400

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 11:29:55 UTC
From: david@castle.ed.ac.uk
Message-ID: <13079@castle.ed.ac.uk>
Source record: 228954
Cross-posted to: comp.sys.atari.st,eduni.dtp

Help Needed with Silver Reed EXP400

I have an EXP400 Daisy Wheel printer which I'd
like to be able to drive from any reasonable pd
word processor.

I have ST writer elite (3.0) but no suitable
driver. Also I don't have the manual for the printer
or I could modify an existing driver.

Can anyone out ther help ? with either a driver (config.txt)
for ST Writer or with advice on other pd software I could use.

Thanks
David.

2622. ST/Silver Reed EXP400 Help Wanted

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 11:45:33 UTC
From: david@castle.ed.ac.uk
Message-ID: <13080@castle.ed.ac.uk>
Source record: 228955

Help Needed with Silver Reed EXP400

I have an EXP400 Daisy Wheel printer which I'd
like to be able to drive from any reasonable pd
word processor.

I have ST writer elite (3.0) but no suitable
driver. Also I don't have the manual for the printer
or I could modify an existing driver.

Can anyone out ther help ? with either a driver (config.txt)
for ST Writer or with advice on other pd software I could use.

Thanks
David.

2623. HELP! Must Sell! MAC ROMS,40MB HD, HD CONTROLLERS, 286 MB, SYSTEMS

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 13:13:19 UTC
From: topgun@chaos.cs.brandeis.edu
Message-ID: <1991Sep13.131319.24959@news.cs.brandeis.edu>
Source record: 228789
Cross-posted to: misc.forsale,comp.sys.amiga.emulations,comp.sys.atari.st

```
HELP! Must Sell to raise money for credit card debt!
Please make offer, nothing reasonable refused!

Mac 128K ROMS ($175/Make Offer)

Samsung 40MB 3.5in IDE Hard Disk Drive ($150/Make Offer)
- Under 28ms (~18 ms)
- Brand New, Never Used, Fully tested
- Same as Western Digital IDE Hard Disk

Adaptec 2372B RLL Hard Disk/Floppy Disk Controller ($50/Make Offer)
- 8K Cache Memory
- 1:1 Interleave, FAST 800K/sec transfer rates
- Brand New, Never used

Adaptec 2322 ESDI Hard Disk/Floppy Disk Controller ($325/Make Offer)
- Brand New, Never used

OMTI MFM 1:1 Interleave Hard Disk/Floppy Disk Controller ($50/Make Offer)

286-12 Mhz System Boards ($70/Make Offer)
- Brand New, Never used

286-12 Mhz System, (Make Offer)
- VGA, AMI BIOS, 40MB HD, 2 Serial/1 Parallel, 1MB RAM
- Brand New, Never used, Fully tested

If you are interested in any of the above items, please send me email,
with phone number that I can reach you at:

topgun@brandeis.cs.edu (or) topgun@chaos.cs.brandeis.edu

Thanks,
Chandra Bajpai
```

2624. Re: Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 13:22:59 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1991Sep13.132259.11507@cunixf.cc.columbia.edu>
Source record: 228951

In article <1991Sep13.050823.1112@bronze.ucs.indiana.edu> kclenden@silver.ucs.indiana.edu (Kevin Clendenien) writes:
>Well, Bobie boy, you're almost right. Certainly an IBM emulator on
>an Atari is not going to be 100% compatible, but neither would an
>XT system. More and more software companies are finally getting
>the picture and beginning to write software that will only run on 386
>systems. OS/2 version 2.0 is one example. QEMM 386 is another.
>These packages will not run on an XT. Sure there's software out there
>right now, but the days of the 8088/86 chips are certainly numbered.
>If someone has an ST system with a color monitor and a harddisk
>already, all it would cost them to get the original SuperCharger
>is $400. This would be a system that was pretty darned compatible,
>had color graphics and a harddisk. To get the same kind of price
>for a comparable "IBM compatible", either you would have to buy
>used equipment, or sell your Atari. With the first option you
>end up with two computers, and the second you end up with only one.
>I'd take the first option any day. Now if someone has your basic
>monochrome ST system with just a floppy disk, they'd be better off
>going out and buying a real "IBM compatible", instead of purchasing
>something like SuperCharger. The IBM emulators are designed to be
>attractive to Atari users who already have everything they need
>except an 80x86 chip.

I don't agree with you. Here in NY, you can buy an XT laptop
with 640K RAM and 2 floppies for $399 and for about $300 more
you can get a 286 laptop with a hardrive. If I had any real
need to use a MS-DOS machine I would probably opt to buy one
of these machines rather than deal with all the hassles of putting
one of these "sorta compatible" boards in an ST. The cost is
almost the same so why bother hacking up your ST?

Chris
--------------+--
Chris Mauritz |Homebrewing: The only hobby perfectly tailored for
| anal retentive alcoholics. :-)
--------------| (ripped off from someone on the net...)

2625. gcc and gxx (gnu)

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 13:29:20 UTC
From: arshad@siesoft.co.uk
Message-ID: <1991Sep13.132920.8524@siesoft.co.uk>
Source record: 228962
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I would like to run gcc & g++ on my atari ST Mega4. I only have a single double sided floppy but there is 4M of memory, part of which I can use as ram disk. My questions are :

1) Is this configuration adequate for gcc and g++ ?
(I know I should have a harddisk but I cant afford it at the moment)

2) Which files beside tos/gcc/bin/gccbin00.zoo I need for gcc from terminator ?
(libraries/includes/docs etc).

3) Is gcc better than Sozobon C ?
(ANSI C).

4) Is g++ a preprocessor or a compiler ?

5) If I get gxxbin.zoo,gxxlib.zoo & gxxinc.zoo, Will I still need gccbin etc? Are there any docs for g++?

6) Will there be a gxxdb (gdb for gcc) for gxx?

Please reply by email (arshad@siesoft.co.uk) and I will post a summary on the net.
Thanks in advance.

2626. where best to buy GCR ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 15:10:27 UTC
From: michl@cernvax.cern.ch
Message-ID: <6943@cernvax.cern.ch>
Source record: 228953

I am looking for a good place to buy the Spectre GCR from
(i.e. D. Smalls' address, a mail order place, a private seller).
I already have the roms. I would be interested in finding out
the price, System 7 compatibility , and any problems Spectre
might have with the MegaSTe4.

thanks in advance..michael doser
(please post or reply to doser@cernvm.bitnet)

2627. Re: Hard Disk problems and FOLDRXXX.PRG

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 15:52:08 UTC
From: jls@dynasoft.mn.org
Message-ID: <A1317279533@dynasoft.mn.org>
Source record: 228975

[In article <1991Sep9.224227.20670@cs.dal.ca>,
silvert@cs.dal.ca (Bill Silvert) writes ...]

> My thanks to all who suggested that FOLDRXXX.PRG was the solution to my
> hard drive problems,.....
.....
> My confusion arose because I upgraded my 1-Meg 520 to TOS 1.4 and then
> removed FOLDRXXX.PRG from my AUTO folder. Then I bought a Mega-2 over
> the net with TOS 1.2 and moved my HD to it without remembering that I
> needed to reinstall FOLDRXXX.PRG.

Glad to hear you're running ok, but your previous paragraph implies a
badly incorrect assumption. FOLDERxxx doesn't stop being useful when
you go to versions of TOS above 1.2. I'm not positive, but I'm pretty
sure it can even be used on TOS 3.x machines.

Any time you suddenly start getting wierd disk results after using
your machine for a long time under any version of TOS, you might want to
consider installing FOLDERxxx or upping the number of folders it's set
for (increasing the xxx).

> I am however still puzzled. I've had the Mega-2 for about 6 months with
> no problems, and the 40-folder problem raised its head only after I
> installed Flash 1.6. Someone wrote me that he also had problems after
> installing Flash. Anyone have any ideas about this? Keep in mind that
> the problems I reported arose almost immediately after rebooting,
> whereas previously I could do all kinds of stuff without running into
> difficulty. Does Flash greatly up the folder count?

If you use the "CD" (change directory) Flash command, there's a very
obscure bug you might be running into. If you have any CD commands
where you include both a disk id and a directory, you might try
splitting them up into two calls.

Example:

```
>CD d:\flash\scripts
```

Change to:

```
>CD d:
>CD \flash\scripts
```

Hope this helps....

John L. Stanley <jls@dynasoft.mn.org>
Software Development Consultant / Dynasoft Systems

2628. Internal Drives

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 16:15:05 UTC
From: fox@NAVO.NAVY.MIL
Message-ID: <9109131615.AA14569@pops.navo.navy.mil>
Source record: 228952

[Sorry if this gets posted twice, but we don't have a direct way to post to usenet. I sent this about a week ago and it didn't show up, so try again...]

I would like to add an internal hard drive to my Mega 2, but do not want to interfere with the SLM804. I was in Toad computers a few months ago and asked them about their tadpole internal drives, and the person there said you couldn't use the laser printer with them. First - is that right? I can believe it, since you're reversing the 'normal' order of the laser printer controller and the hard drive in the DMA chain. Does anyone have an internal hard drive which works fine with the laser printer on a mega 2?

Second - does the mega have enough power and/or cooling fan to handle both an internal hard drive *and* a memory upgrade board, like the JRI?

Last - has anyone had problems with the trick of just leaving the laser printer back door open to cut down the noise and heat? I've been doing it that way for close to 2 years now without problems, but then I saw the ads for that 'phantom of the laser' product...

Thanks!

fox@noarl.navy.mil

2629. Atari 1040ST, 2 monitors, printer and more for sale

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 16:15:52 UTC
From: dlou@ECE.UCSD.EDU
Message-ID: <9109131615.AA25573@kurosawa>
Source record: 228957

```
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Posting for a friend...
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

For sale (PRICE REDUCED):

Atari 1040STf system
-1 Meg RAM
-Mouse
-Built in Floppy drive
-Built in MIDI, HD controller, serial, parallel ports, etc

Wico BOSS joystick
-button on type of stick style

Epyx joystick
-handheld short stick style

Atari SM 124 monochrome monitor
-for hi res mode

Amiga 1084D color monitor (with adapter)
-sometimes the speaker pops and goes out
-otherwise in good condition

Star NX1000 printer
-9pin dot matrix
-120cps
-friction/tractor feed
-excellent condition

Power director
-fits under monitor and switches power

$700 or best offer for everything

Call Anson at 619 452 6018 (fast) or E-mail me here and I'll forward the
message (slower).

--
Dennis Lou || "But Yossarian, what if everyone thought that way?"
dlou@ucsd.edu || "Then I'd be crazy to think any other way!"
[backbone]!ucsd!dlou |+================================================
dlou@ucsd.BITNET |Steve Jobs and Steve Wozniak went to my high school.
```

2630. Re: Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 17:13:34 UTC
From: kclenden@silver.ucs.indiana.edu
Message-ID: <1991Sep13.171334.20553@bronze.ucs.indiana.edu>
Source record: 228961

In article <1991Sep13.132259.11507@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>>something like SuperCharger. The IBM emulators are designed to be
>>attractive to Atari users who already have everything they need
>>except an 80x86 chip.
>
>I don't agree with you. Here in NY, you can buy an XT laptop
>with 640K RAM and 2 floppies for $399 and for about $300 more
>you can get a 286 laptop with a hardrive. If I had any real
>need to use a MS-DOS machine I would probably opt to buy one
>of these machines rather than deal with all the hassles of putting
>one of these "sorta compatible" boards in an ST. The cost is
>almost the same so why bother hacking up your ST?
>
>Chris
>--------------+---
>Chris Mauritz |Homebrewing: The only hobby perfectly tailored for
> | anal retentive alcoholics. :-)
>--------------| (ripped off from someone on the net...)

Well, Chrisie, you weren't reading my append very closely. I'll try to simplify things for you. Let's say that I have an Atari ST with 2.5MB of memory, an 85M harddrive, and a color monitor. For $400 I can buy a SuperCharger (plugs into the DMA port so I don't even have to worry about installing it.) This would give me an XT with 2.5MB of memory, an 85M harddrive and a CGA color. You could not spend $400 and get an XT with 2.5MB of memory, an 85M harddrive and CGA color. As the last line of my append stated, the IBM emulators for the Atari ST are really most attractive to people who already have all the peripherals they'll need on their ST. As far as compatibility goes, there's no reason why SuperCharger should not be as IBM compatible as Tandy computers.

--
---
kclenden@silver.bacs.indiana.edu Kevin Clendenien
BLAST BBS - (812) 332-0573 BLAST member
"I want someone like you, only nicer."

2631. Re: Is Fcopy PRO a demo or not

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 18:30:45 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Sep13.183045.10706@informatik.uni-erlangen.de>
Source record: 229000

elrond@frmug.fr.mugnet.org (Bertrand Petit) writes:

> Hello, I have found a version of FCOPY PRO on a BBS and I don't
>know if it's a demo or the commercial version. Can someone give me a hint to
>recognise if it's a demo so i can put it in download areas of my BBS.

Hi Bertrand,
a german ST magazine I saw a commercial of FCOPY Pro. The prize was DM 89,-
(about 50 bucks). May be in this world (the best of all possible) there is
also a demo of FCOPY PRO, but I don't think so. If you want a PD version of
FCOPY try FCOPY V3.0.

Hope this helps,

Larry

+--------------------------------------+---------------------------------+
lsmichae@faui43.uni-erlangen.de			
Lars Michael			"Down with ATARI,
Graduate Student of Computer Science	/	\ Long live the ST !"
at University of Erlangen/Germany	/	\
+--------------------------------------+---------------------------------|
Bones: "Damn it, Kirk, I'm a doctor, not a very good actor."
+---+

2632. Atari Computer for sale!

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 19:12:58 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1991Sep13.191258.25744@umbc3.umbc.edu>
Source record: 228963
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

FOR SALE:

Atari 1040 ST
1 meg main system memory
Internal 720K 3.5" disk drive
TOS 1.4 Operating System ROMs
Surreal Systems internal clock chip
Atari SC 1224 Color monitor
Original super-sharp JVC model
Semi-"Home-brew" hard drive
SH 204 case and power supply/fan
ICD Advantage Host Adapter (w/clock)
OMTI SCSI-to-MFM converter
Seagate ST-251 40 meg drive (flakey)
DMA cable
Atari standard mouse
WordPerfect for the Atari ST
Abacus Chartpak
Misc. system disks for the above system
...and any other misc. Atari formatted disks that I have

All this great stuff for just $750 or best offer!

I'd rather sell the system as a whole, but if I get offers
for most of the pieces, then I'll go that way.

Anyway, if you have an offer, then make it! The worst thing
that can happen is that I'll say "No way!"

I prefer email, but if you would rather call, you can reach
me at (301) 521-0015.

Thanks!

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

2633. Gemini 1.2

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 19:17:59 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <3469@tamsun.TAMU.EDU>
Source record: 228964

When I was asking about Neodesk 3.x I came across a response to use Gemini. The responder said to use Gemini 1.2, but I have not seen it in umich.edu. I decided to use gulam or bash to provide a command line shell for awk and zoo (PCOMMAND converts all paramters to uppercase). Gulam looks very nice, and it has documentation. Bash looks even nicer, but the UNIX tools are not built in and I can't seem to find documentation for it.

Can someone tell me:

- Where is Gemini 1.2 in the atari archive at umich.edu?

- Where is the documentation for bash (I don't mind buying the docs in book form)?

MArk Lehmann
tamuts.tamu.edu!n160ao

2634. Hard Drive Problems

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 19:29:45 UTC
From: wright@thepond.EBay.Sun.COM
Message-ID: <8293@male.EBay.Sun.COM>
Source record: 228965

Can someone answer a question for me?

I have a 520st with 2 720KB floppies,
I put together a 20MB hard drive - I have a LA PINE Titan LT200 3.5" drive
with a ST506 controller and the Atari I/F card. The power supply I used can
easily handle the current required, so that is not a problem.
The thing is in a nice little package and it works fine...most of the time.

The problem comes up after I have had the system up and running for a while
and the programming I am running has not accessed the drive in a while. When
I do try to access the drive, I get an error that information on drive C could
be dammaged. If I open up one of the other partitions on the drive, or reset
the drive altogether, everything is fine.

I don't save data on the hard drive, so it is only aggravating at times.

Does anyone have any ideas why this is happening??

Bruce Wright
Sr. Manufacturing Engineer
Corporate Logistics Technical Services
MIL21-314 (408) 922-5054

2635. Re: Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 19:45:33 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1991Sep13.194533.5505@cunixf.cc.columbia.edu>
Source record: 228968

In article <1991Sep13.171334.20553@bronze.ucs.indiana.edu> kclenden@silver.ucs.indiana.edu (Kevin Clendenien) writes:
>In article <1991Sep13.132259.11507@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>>>something like SuperCharger. The IBM emulators are designed to be
>>>attractive to Atari users who already have everything they need
>>>except an 80x86 chip.
>>
>>I don't agree with you. Here in NY, you can buy an XT laptop
>>with 640K RAM and 2 floppies for $399 and for about $300 more
>>you can get a 286 laptop with a hardrive. If I had any real
>>need to use a MS-DOS machine I would probably opt to buy one
>>of these machines rather than deal with all the hassles of putting
>>one of these "sorta compatible" boards in an ST. The cost is
>>almost the same so why bother hacking up your ST?

>Well, Chrisie, you weren't reading my append very closely. I'll try
>to simplify things for you. Let's say that I have an Atari ST with

Are you always such a condescending weenie or do you just feel
lucky today? I noticed you tried the same bullsh*t with the
last post too. So lighten up "Kevie" and realize that there
are people out there with greater aspirations than a 286
with 2.5meg RAM, 85 meg hard disk and **640X200 resolution**
plugged into an 8mhz 68000-based I/O bus....

>2.5MB of memory, an 85M harddrive, and a color monitor. For $400
>I can buy a SuperCharger (plugs into the DMA port so I don't even
>have to worry about installing it.) This would give me an XT with
>2.5MB of memory, an 85M harddrive and a CGA color. You could not
>spend $400 and get an XT with 2.5MB of memory, an 85M harddrive and
>CGA color. As the last line of my append stated, the IBM emulators

I would personally rather spend that $400 on a laptop that is
going to be much more compatible that I can put in my briefcase
and use on my business trips.

>for the Atari ST are really most attractive to people who already
>have all the peripherals they'll need on their ST. As far as
>compatibility goes, there's no reason why SuperCharger should not
>be as IBM compatible as Tandy computers.

That is a whole other can of worms. People who spend ridiculous
amounts of money for Tandy's computers deserve what they get... :)

Skoal,

Chris
--------------+--
Chris Mauritz |Homebrewing: The only hobby perfectly tailored for
| anal retentive alcoholics. :-)
--------------| (ripped off from someone on the net...)

2636. Re: Help: MiNT and remote logins.

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 19:55:25 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1991Sep13.195525.125612@link-1.ts.bcc.ac.uk>
Source record: 228966

I'm in the middle of writting a Unix type init/getty/login suite for MiNT,
but have suspended development until MiNT 0.9 arrives because of a problem
with terminal I/O from the serial port.

Steve

Addresses:-
JANET ucacmsu@uk.ac.ucl or ford@tharr.uucp

2637. Re: EXPRESS

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 20:04:56 UTC
From: steve@thelake.mn.org
Message-ID: <A2023495469@thelake.mn.org>
Source record: 228969

[In article <684737480.0@fquest.FidoNet>,
Mark.Spacek@fquest.FidoNet.Org (Mark Spacek) writes ...]

> A local ST board is looking at the possibility of imported, and maybe
> exporting messages from(/to maybe) a couple of Usenet newsgroups. I was just
> wondering if anyone out there might be doing it already and be able to offer
> some helpful suggestions. Or any advice on the subject. We have an old copy
> of the Mailtruk source we are looking at now. Any help/advice would be
> appreciated. Oh, I guess I forgot to mention that the BBS is running Express!
> ST and I think we can manage a feed, we just need to get the software patched
> in... Thanks in advance for any help.....

Some STadel BBS sites have been doing this for years using STadel's (free)
UUCP-related software.

Usenet over UUCP works like this:

UUCP copies two files to the destination machine. One is a data file
containing either a message or a batch of messages. The other is a
command file that is interpreted by a remote-execution facility at the
destination site. The command to process Usenet news is ``rnews.'' The
accompanying message or batch file is processed by rnews and stored,
forwarded, vaporized, or whatever is appropriate.

I'm not aware of any software to convert Usenet messages to whatever
proprietary format Express uses. If you want to write your own
rnews-equivalent, you can start with the Internet RFC documents that
describe the standard format of Usenet news messages. The format is fairly
simple and involves only plain text. (The Express side you'll have to
figure out for yourself.)

Internet RFCs are available by anonymous FTP from nic.ddn.mil or by
email from various mail servers; I think the last time I fetched such
data, I got it from info@sh.cs.net. Try sending a message containing the
word ``help.''

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org
Member, Burned Out Newspapercreatures Guild

2638. Re: adress of Mark Williams Co.

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 20:29:52 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1991Sep13.202952.3184@cs.wayne.edu>
Source record: 228902

In article <A37305@ac.maus.de> Werner_Schneider@ac.maus.de (Werner Schneider) writes:
>does somebody know an email adress of the Mark Williams Co. in Chicago
>especially for C Compiler Support, new ST products?
>
Mark Williams is no longer in the ST Compiler biz (from a phone
conversation with their tech support guy about 9 months ago). They were
looking for someone to upgrade their compiler to Ansi-C, but
they admitted this wasn't a very active search. They are making a nice
living on their Unix-shell(?) and other compiler products, but they were
never excited by the numbers from their ST markets. However, if you
need a non-ANSI compiler that produces codes least likely to break on a
generic Unix compiler, Mark Williams C still fits the bill. However,
if you're producing commmercial ST products.....

--
Genie - P.HAGGOOD2 Internet -pbh@jake.cc.wayne.edu
PRODIGY - Not anymore, Jackson. Bitnet - phaggoo@waynest1
Phone - (313) 577-0669
Voice - "HEY, YOU WITH THE BAGGY PANTS!"

2639. Re: Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-13 20:33:12 UTC
From: kclenden@silver.ucs.indiana.edu
Message-ID: <1991Sep13.203312.14223@bronze.ucs.indiana.edu>
Source record: 228970

In article <1991Sep13.194533.5505@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:

>
>Are you always such a condescending weenie or do you just feel
>lucky today? I noticed you tried the same bullsh*t with the
>last post too. So lighten up "Kevie" and realize that there
>are people out there with greater aspirations than a 286
>with 2.5meg RAM, 85 meg hard disk and **640X200 resolution**
>plugged into an 8mhz 68000-based I/O bus....
>
...
>
>I would personally rather spend that $400 on a laptop that is
>going to be much more compatible that I can put in my briefcase
>and use on my business trips.
>

Ooooh! Chrisie called me a weenie. I'm gonna tell! Lighten up Chrisie. Your posts have insinuated that NOONE would get any use out of an IBM emulator for the Atari. I've merely been disagreeing with you. Sure, some people want more than a 286 with 2.5Meg of memory and 600x200 color graphics. However, there are people out there who are perfectly happy with their Atari, who just want a little freedom to run an IBM program occasionally. Compatibility is a relative matter. If what I want to run works on the IBM emulator then I consider it IBM compatible. What works on SuperCharger? Lots of stuff. DOS 3.3, DOS 5.0. dBase, Lotus, WordPerfect... The list goes on. I work with IBM equipment, and people using IBM equipment everyday. My experience indicates that 99% of the software that gets used on the IBM in an academic office environment will work on SuperCharger. You keep making claims about how an XT would be more compatible. Who cares if it's more compatible if the things you want to run work on SuperCharger?

--
---
kclenden@silver.bacs.indiana.edu Kevin Clendenien
BLAST BBS - (812) 332-0573 BLAST member
"I want someone like you, only nicer."

2640. Cable from STM to composite monitor

Newsgroup: comp.sys.atari.st
Date: 1991-09-14 00:22:57 UTC
From: stever@flatcat.wpd.sgi.com
Message-ID: <1991Sep14.002257.9952@odin.corp.sgi.com>
Source record: 228971

Actually, my monitor is an amber monitor that I used to use with an Atari 800.
I'm looking for a way to connect it to a spare ST to make it useful for my girlfriend.
Anyone know where I can get a cable that pulls out the composite output from an ST's
monitor port? I realize that this will only work in color resolutions and that I'll only
get grayshades. Also, is there a problem with plugging composite output into a monochrome
monitor (it's not TTL, in case you're worried :-)

Thanks,

Steve Whitney

Author of G-Print, the GEM-based print formatting program for Atari computers
Internet: stever@wpd.sgi.com
GEnie: S.WHITNEY

2641. Re: EXPRESS

Newsgroup: comp.sys.atari.st
Date: 1991-09-14 00:47:16 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0bbp7ys@jonh.wimsey.bc.ca>
Source record: 228982

In <A2023495469@thelake.mn.org>, Steve Yelvington writes:
>
>Some STadel BBS sites have been doing this for years using STadel's (free)
>UUCP-related software.
>
>Usenet over UUCP works like this:
>
< How UUCP works deleted. >

You could also use the Mercury UUCP distrbuted last year on
comp.sources.a.st. The easiest way would probably be to set the
uucp up as a daily process if you can do that with express. Then
have the users able to call rn as a door program, or whatever
express calls external programs. With the source code for rn,
you could probably redirect it to the modem without much trouble.
Elm could probably also work in this way.
Trying to convert the RFC type messages to express type, then
back again would no be a good idea, as the potential for message
mangling is very high.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

2642. Re: Gemini 1.2

Newsgroup: comp.sys.atari.st
Date: 1991-09-14 01:48:46 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991Sep14.014846.4390@cs.yale.edu>
Source record: 228973

In article <3469@tamsun.TAMU.EDU> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>Can someone tell me:
>
> - Where is Gemini 1.2 in the atari archive at umich.edu?

/atari/utilities/desktop/gemini12.lzh

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

2643. Re: Gemini 1.2

Newsgroup: comp.sys.atari.st
Date: 1991-09-14 02:10:35 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <177020@unix.cis.pitt.edu>
Source record: 228974

Gemini 1.2 can be found at atari.archive.umich.edu in the
/atari/utilities/desktop directory under the filename gemini12.lzh
(hope this helps)...

Robert Anisko
rjast1@cis.unix.pitt.edu

2644. Re: Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-14 03:05:05 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <177039@unix.cis.pitt.edu>
Source record: 228972

Just to throw in my thoughts on the subject, there are some uses for emulators. While yes you will not have certain features as actual IBMs/clones, the question is will you need it or want it? I just got a ATSpeedC16 because I basically want to be able to run programs for school and maybe some business stuff (such as Lotus, etc). I figure a 286 and EGA/VGA graphics should last me for quite a few years. Besides, I'm at 2.5 megs (soon to be 4 megs) and am not worried about lack of compatibility.

Why don't I get a pure IBM then? If I did, why should I keep my ST? (two full-sized systems are more than ridiculous for me when BOTH do what I want them to do, and I like the ST better - just want to have the IBM compatibility for those type of programs that aren't available for the ST yet)...

Robert Anisko
rjast1@cis.unix.pitt.edu

2645. Re: ATARI 520ST

Newsgroup: comp.sys.atari.st
Date: 1991-09-14 03:44:58 UTC
From: Alex.Valdez@actrix.gen.nz
Message-ID: <1991Sep14.034458.606@actrix.gen.nz>
Source record: 228977

In article <1991Sep12.145604.9420@decuk.uvo.dec.com> les@decuk.uvo.dec.com writes:
>
> In article <1991Sep12.140156.10003@watmath.waterloo.edu>, ljdickey@watmath.waterloo.edu
(L. J. Dickey) writes:
> |>I detect a note of cynicism here...
> |>Are you forgetting that IDRIS from Whitesides has been available for years?
> |>
>
> What exactly is IDRIS, surely it isnt a *real* unix for the ST?
>
No, it isn't - in the sense that AT&T did not produce it. It's a
Unix-like OS from *Whitesmiths* (not Whitesides).
--
==========Alex Valdez==========
"Alas sais na naman, oras ng pagdidili-dili...
Isaisip ang mabuti, ang masama'y iwaksi..."

2646. Software For Sale (MW C, Fontz, Hyperfont, TW DTP)

Newsgroup: comp.sys.atari.st
Date: 1991-09-14 05:46:27 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <1991Sep14.054627.24785@watserv1.waterloo.edu>
Source record: 228978

Mark Williams C v3.0.9 - includes mater disks and 828 page manual/refernce guide. $100 US

Michtron Hyperfont - outline based GDOS font development system. Original disks and manual. $40US

Neocept FONTZ - GEM font editor. original disks and manual. $20US

Prices negotiable. email or call 519 742 0370

Brett Maraldo

ps. Also, I am distributing a very well organized and documented TeX/Metafont distribution. It included:

- the latest version of TeX and Metafont
- LaTeX, MuTeX (Music typestting)
- Wasy (nifty fonts)
- associated files
- a pd dvi viewer
- full set of organized fonts
- Gentle Introduction to TeX by: Michael Doob
- optional TeX Book, Metafont Book, and LaTex manuals (extra charge)

The set is on floppies and is fully unarchived and organized into folders with installation manuals describing various set-ups and required files. The distribution is variable in price depending on your needs (full system? all the fonts? etc). Contact me for details:

bmaraldo@watserv1.uwaterloo.ca

Design Text and Printing
38 York Street
Kitchener, Ontario
N2G1T2 Canada
tel 519 742 0370
--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

2647. Can I convert a supra 20m hd to something bigger?

Newsgroup: comp.sys.atari.st
Date: 1991-09-14 05:48:44 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <1991Sep14.054844.24877@watserv1.waterloo.edu>
Source record: 228979

I have a Supra 20 meg hard disk that I've had since 1985. I want
to know if i can simply plug another bigger hard disk into it? If not,
is there some way to modify the controller board so that I can?

Brett Maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

2648. Re: Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-14 06:38:53 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <47072@cup.portal.com>
Source record: 228980

You using your Daddy's account again Kevie..? Grow up a little
and realize that cutsie personal attacks don't get you much
respect...

>You keep making claims about how an XT would be
>more compatible. Who cares if it's more compatible if the things
>you want to run work on SuperCharger?

Until the day you download an application you want to run, and
it won't run on an "emulator"...

Obviously QEMM386 won't run on an 8088 XT...it's *designed* for
a '386, just as a TT program won't run on an ST..

The point is, why spend an almost equivalent amount of money on
an "emulator" that might run *some* of the applications you want,
when the "real thing" costs about the same...?

Why limit yourself to the restrictive features of the "emulator"
when you can easily add VGA graphics, High Density disk drives,
and all the peripheral devices that just plug into the XT buss
in a "true" XT...?

An upgrade from an XT to an AT involves swapping out the
motherboard for a cost of about $79... how much would it cost
to upgrade a SuperCharger to an AT...?

The ONLY reasonable argument I've heard for using an emulator on
an ST is not having the physical space for two different complete
computer systems. Cost and capability are NOT good arguments for
going with an emulator...

BobR

2649. Re: Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-14 06:45:40 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0bbqgc4@pfunk.hanse.de>
Source record: 228901

In <6074.28cf3c9a@miavx1.acs.muohio.edu>, Ryan 'Gozar' Collins writes:
>
>Well, I started using Rufus, and I liked it a lot, except that sometimes
>
>Is there a newer program out?

There will be e new version of Rufus in a few week. Michael Bernards just announced it on Mausnet. It is completely rewritten, has a complex dialer, full TT support (f.ex. for the additional serial ports) about 100 macro language commands. You will hear about, when it's available.

Bye......Michael

--
/-----------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-----------------------------------/

2650. Re: Rufus with Matrix M110 possible?

Newsgroup: comp.sys.atari.st
Date: 1991-09-14 06:55:14 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0bbqgs2@pfunk.hanse.de>
Source record: 228903

In <1991Sep11.203408.476@nadia.stgt.sub.org>, Cabell Fearn writes:
>Is it possible to use the Rufus terminal program with the Matrix M110
>screen. All I get is a Address error when I run rufus.prg? My software
>for the Matrix screen is version 2.0 and I am using the normal GDOS on
>my TOS 1.2 Mega ST.
>
First of all, you should get TOS 1.04 and throw away your old TOS. Then
check out your version of Rufus to have 1.06 on your disks. Also, check
your GDOS. You say, you run "normal GDOS", do you mean that one from ATARI
or do you have AMCGDOS ? You should use AMCGDOS in Version 3.2 to run on
your ST. A friend of mine uses Rufus without GDOS, because he uses DAVI
as monitor driver, which doesn't allow GDOS to be installed.

Bye......Michael

--
/------------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\------------------------------------/

2651. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1991-09-14 09:25:47 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1991Sep14.092547.8556@terminator.cc.umich.edu>
Source record: 228981

```
drwxrwxr-x daemon 1024 Sep 8 11:51 .
drwxrwxr-x jon 4608 Sep 8 12:15 ./games
drwxrwxr-x jon 1536 Sep 8 12:15 ./demos
-rw-r--r-- weiner 3004 Sep 8 12:15 ./demos/Index
drwxrwxr-x jon 2048 Sep 8 11:22 ./archivers
-rw-rw-r-- weiner 26624 Sep 8 11:22 ./archivers/auto_501.lzh
-rw-rw-r-- weiner 8430 Sep 8 11:22 ./archivers/ice_240.lzh
-rw-rw-r-- weiner 39434 Sep 8 11:22 ./archivers/lzh201d.lzh
-rw-rw-r-- weiner 3239 Sep 8 11:27 ./archivers/Index
drwxrwxr-x jon 6144 Sep 8 11:32 ./utilities
-rw-r----- weiner 3099 Sep 8 11:32 ./utilities/autodate.arc
-rw-rw-r-- weiner 30318 Sep 8 11:29 ./utilities/cpx_mdls.lzh
-rw-r--r-- weiner 10887 Sep 8 11:33 ./utilities/Index
drwxrwxr-x jon 2560 Sep 8 17:09 ./magazines/streport
-rw-r--r-- weiner 51070 Sep 8 17:09 ./magazines/streport/str736.txt.Z
drwxrwxr-x jon 2048 Sep 8 17:09 ./magazines/znet
-rw-r--r-- weiner 30568 Sep 8 17:09 ./magazines/znet/znet9137.txt.Z
-rw-rw-r-- weiner 4003 Sep 8 11:21 ./applications/Index
drwxrwxr-x weiner 1024 Sep 8 11:20 ./applications/math
-rw-r--r-- weiner 90820 Sep 8 11:20 ./applications/math/gplot.arc
drwxrwxr-x jon 512 Sep 8 11:28 ./cli
-rw-rw-r-- weiner 101024 Sep 8 11:28 ./cli/bash108d2.zoo
-rw-rw-r-- weiner 587 Sep 8 11:28 ./cli/Index
-rw-rw-r-- weiner 109021 Sep 8 11:34 ./Index
drwxr-xr-x weiner 1536 Sep 8 11:18 ./dc
-rw-r--r-- weiner 3933 Sep 8 11:18 ./dc/dcdrpdtr.arc
-rw-r--r-- weiner 79327 Sep 8 11:41 ./ls-lR.Z
-rw-rw-r-- weiner 50812 Sep 8 11:34 ./CompInd.Z
drwxrwxr-x daemon 1024 Sep 9 09:14 .
-rw-rw-r-- weiner 110258 Sep 9 09:13 ./Index
drwxr-xr-x weiner 1536 Sep 9 09:07 ./dc
-rw-r--r-- weiner 1316 Sep 9 09:07 ./dc/Index
-rw-rw-r-- weiner 51345 Sep 9 09:14 ./CompInd.Z
drwxrwxr-x daemon 1024 Sep 11 22:45 .
drwxrwxr-x jon 6144 Sep 11 22:42 ./utilities
-rw-r--r-- weiner 10953 Sep 11 22:43 ./utilities/Index
-rw-rw-r-- weiner 66200 Sep 11 22:42 ./utilities/ren.lzh
drwxrwxr-x jon 3072 Sep 11 22:42 ./diskutils
-rw-rw-r-- weiner 5714 Sep 11 22:43 ./diskutils/Index
lrwxrwxrwx weiner 20 Sep 11 22:42 ./diskutils/ren.lzh -> ../utilities/ren.lzh
-rw-rw-r-- weiner 110380 Sep 11 22:44 ./Index
-rw-rw-r-- weiner 51373 Sep 11 22:45 ./CompInd.Z
drwxrwxr-x daemon 1024 Sep 13 09:02 .
-rw-rw-r-- weiner 110397 Sep 13 09:02 ./Index
```

```
-rw-r--r-- weiner 1333 Sep 13 09:02 ./dc/Index
-rw-rw-r-- weiner 51380 Sep 13 09:02 ./CompInd.Z
```

2652. Re: Is Fcopy PRO a demo or not

Newsgroup: comp.sys.atari.st
Date: 1991-09-14 10:02:58 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Sep14.100258.2622@rhrk.uni-kl.de>
Source record: 228787

elrond@frmug.fr.mugnet.org (Bertrand Petit) writes:

> Hello, I have found a version of FCOPY PRO on a BBS and I don't
>know if it's a demo or the commercial version. Can someone give me a hint to
>recognise if it's a demo so i can put it in download areas of my BBS.

The demo only supports single sided discs. So you only have to try your version
on a double sided one. If it works, it's no demo, otherwise you have the demo
version.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
--
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
****

2653. Re: Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-14 15:14:05 UTC
From: darling@cellar.UUCP
Message-ID: <76R082w164w@cellar.UUCP>
Source record: 228984

kclenden@silver.ucs.indiana.edu (Kevin Clendenien) writes:

> In article <1991Sep13.194533.5505@cunixf.cc.columbia.edu> cmm1@cunixa.cc.colu
> >
> >Are you always such a condescending weenie or do you just feel
>
> Ooooh! Chrisie called me a weenie. I'm gonna tell! Lighten up

Give it a rest, kids. This is starting to look like one of the Amiga news-
groups.

^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~

2654. Re: Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-14 17:35:25 UTC
From: boyd@upsilon.cs.fsu.edu
Message-ID: <1991Sep14.173525.28486@mailer.cc.fsu.edu>
Source record: 228983

```
In article <A2235045675@dynasoft.mn.org>, jls@dynasoft.mn.org writes:
>
> Unfortunately it doesn't work with the most recient version of Flash
>(it's an -old- accessory) and the improvements in Flash since it was
>compatable with the accessory are important enough that I doubt you'd
>want to go back to that version.
>
>---
>John L. Stanley <jls@dynasoft.mn.org>
>Software Development Consultant / Dynasoft Systems

Whoa there!! Is there a newer version of Flash that 1.6!!?! I heard a
rumor about a 2.0 release, but have not seen any ads for it. I like
Flash a lot, and would be very interested in a new release (I hope they
fixed the "no underline with TurboST" bug). I have Flash 1.6, the latest
version that I know of, and it works fine with the Kermit acc.
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-------------------------------------
```

2655. Wanted: Trip-a-tron

Newsgroup: comp.sys.atari.st
Date: 1991-09-14 17:49:14 UTC
From: boyd@upsilon.cs.fsu.edu
Message-ID: <1991Sep14.174914.29037@mailer.cc.fsu.edu>
Source record: 228986

Heehee, after my success with Little Computer People, I thought I might as well ask.

I have read about Trip-a-Tron in british magazines, and here on the net. It looks like something I would be into owning. Unfortunetely I have been unable to locate a copy stateside (I made the rounds of the 1-800 numbers).

Does anyone have a copy for sale? Does anyone know where to purchase a copy in the states? Any brits want to try to mail it to me (for suitable bucks, of course)?

For those that are not familiar with the product, it is a graphic demo creator type program. It was written by the same guy that did Llammatron. The graphics are incredible. Also, if any 8-biters are familiar with Colorspace, this is sub-titled Colorspace II. This description does not do the program justice, but I am unsure as to just how to describe it. It is very unique.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-------------------------------------

2656. Re: mono monitor scrolling (ICD bug?)

Newsgroup: comp.sys.atari.st
Date: 1991-09-14 17:53:08 UTC
From: boyd@upsilon.cs.fsu.edu
Message-ID: <1991Sep14.175308.29302@mailer.cc.fsu.edu>
Source record: 228988

tppease@lims02.lerc.nasa.gov (GARY PEASE) writes:

> I recently purchased a 50 meg hardrive and a monochrome monitor for my 1040
> st. The st was bought around 1987 and is the original machine, no TOS
> updates, memory upgrade etc. It has alway worked fine with my color
> monitor. Now that I've got the hard drive and the mono I have the
> following problem. Whenever I copy file from A to the hard drive the
> monitor freaks out and just scrolls and has snow. If I reboot the system
> the problem goes away. Also I ran another program and the desktop came back
> shifted and part it was backwards?(It hard to explain what it looked like)
> The guy I bought it from suggested that maybe I need a TOS update? Can
> anyone help me. How can I troubleshoot the problem?
> Thanks
> Gary

If you have an ICD controller in your hard disk, I have a great idea as to what the problem is. ICD recently went to a newer snazzier DMA cable (hooks the hard disk to the computer) that says ICD on it. Unfortunetely it also has this problem on SOME ST's (not all). You should be able to tell if you have an ICD from the boot info that scrolls by at bootup. To fix it, you merely need to call ICD. They will send you a new cable for free.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-------------------------------------

2657. Re: Word Processor

Newsgroup: comp.sys.atari.st
Date: 1991-09-14 17:58:25 UTC
From: boyd@upsilon.cs.fsu.edu
Message-ID: <1991Sep14.175825.29497@mailer.cc.fsu.edu>
Source record: 228987

In article <R8P781w161w@grafted.UUCP>, tony@grafted.UUCP (anthony lewis) writes:
>HI all.
> Just wondering if there is a good GEM based WP out there in PD or
>shareware land. (something that uses GEMINI would be perfect, will deal
>whit the german docs....). Thanks.
> Tony.
>
>--
>anthony lewis
>The Grafted Branch BBS
>317-881-4369
>internet: tony@grafted.UUCP
>uucp: ..!uunet!grafted.UUCP!tony
> -= newsfeeds available, contact robert@towers.rn.com =-

I suggest you get a copy of ST-Writer Elite. It is somewhat GEM based,
and many folks prefer it over any other ST wp (I am not personally one
of them, but it is a fine piece of work). It is PD, and is available in
several languages. It is loosely based on the old Atariwriter word processor
for the 8-bits, but is of course much nicer. I have a copy because I
occasionally run into a doc file that was made by it (it also pays to have
a copy of 1st Word for the same reason). It is available from several
places (including atari.archive), but I recommend that you buy it from the
Current Notes PD library. The reason for this is that when a new version
comes out, you can send the disk in and get it updated for free (this is the
only PD library that I know of that offers this service). My views on the
magazine are legendary on this group, so I won't go through that spiel (just
get a subscription!!).

Oh, I seem to remember that this program is also available in a huge text
visually impaired version. Kind of neat.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-------------------------------------

2658. Why is fscanf function of Mark Williams "C" so slow?

Newsgroup: comp.sys.atari.st
Date: 1991-09-14 17:59:45 UTC
From: wabe@ukc.ac.uk
Message-ID: <419@hobby.ukc.ac.uk>
Source record: 228985

I have noticed that if I compile anything with MWC which involves reading floating point numbers from a file - using their fscanf() function - (by the way I last updated to Version 3.0.6 of MWC). Identical code compiled with Sozobon's fscanf() runs about 10 times faster. Unfortunately although I have Sozobon's sourcecodes I cannot incorporate their fscanf into my MWC library "libc.a" - since Sozobon's fscanf() is not "self-contained" i.e. calls many more primitive subroutines. Also Mark Williams' "doubles" are genuine 8-byte wheras Sozobon's are same as "floats" i.e. 4 bytes - but this CANNOT explain the ENORMOUS difference in speed I experience.

I have not heard anyone else mention this - Have I got a few bits wrong in my MWC library file "libc.a" or should I be setting some buffer to a higher value (I cannot see any reference to any such buffer in my MWC manual which, admittedly, is only Version 2.something - as I upgraded) or am I not doing something else???

For virtually all else MWC's performance is par excellence.

Any hints gratefully received, W. Alan B. Evans
[wabe@ukc.ac.uk]

2659. Re: ATARI 520ST

Newsgroup: comp.sys.atari.st
Date: 1991-09-14 19:42:48 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0bbqojc@jonh.wimsey.bc.ca>
Source record: 228990

In <1991Sep14.034458.606@actrix.gen.nz>, Alex Valdez writes:
>In article <1991Sep12.145604.9420@decuk.uvo.dec.com> les@decuk.uvo.dec.com writes:

>>
>> What exactly is IDRIS, surely it isnt a *real* unix for the ST?
>>
>No, it isn't - in the sense that AT&T did not produce it. It's a
>Unix-like OS from *Whitesmiths* (not Whitesides).

Did Idris actually make it to the market? I remember reading about
it years ago, then complete silence. Is it available? How Much?

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

2660. Re: Strange problem

Newsgroup: comp.sys.atari.st
Date: 1991-09-14 21:26:56 UTC
From: boyd@upsilon.cs.fsu.edu
Message-ID: <1991Sep14.212656.7594@mailer.cc.fsu.edu>
Source record: 228991
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Sep12.121723.8809@irscscm.UUCP>, mlake@irscscm.UUCP (Marshall Lake) writes:
>
>I have a problem in a program that's just about to drive me crazy. I
>have been trying to find the cause for quite some time now to no
>avail.
>
>I don't want to get into the effect because I don't think that will
>help. What I would like to solicit is anyone's idea on why a program
>would run differently from a floppy based system than it would from a
>hard drive based system. I am at my wit's end and am willing to listen
>to anything anyone has to say.
>
>Thanks.
>
>--
>Marshall Lake
>mlake@irscscm.UUCP
>...!uunet!media!ka3ovk!irscscm!mlake

Well, for some time hard disks on ST's were very rare. The ST system was basically floppy based for several years. This resulted in a lot of software which has "a:\...." in it (ie hardcoded to work only from the floppys). Other factors which might affect this are copy protection (physical copy protection can only be done on floppies, and are thus restricted to them) and also "demoes" which are crippled to only run from the floppy (to encourage users to purchase the uncrippled version). Most commercial games will not work on a hard disk. This is because 99% of ST game purchasers do not have a hard disk, and game programmers know this (and it is easier to say a: than to look up the current logical drive from the os). As a final note, some programs have config files which are initially set for a floppy based system (again because that is most of them), but can be changed for a hard disk based system. I seem to remember that Personal Pascal was like that; You had to go in an edit a text file before it was able to find anything.

I have dealt with this problem many many times (since purchasing my hard disk). Please feel free to email some details, perhaps I have encountered this particular program.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."

```
email: boyd@nu.cs.fsu.edu |
----------------------------------+-------------------------------------
```

2661. Re: Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-14 23:27:48 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Sep14.182748.26712@doug.cae.wisc.edu>
Source record: 228992

In article <47072@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>You using your Daddy's account again Kevie..? Grow up a little
>and realize that cutsie personal attacks don't get you much
>respect...
>
>>You keep making claims about how an XT would be
>>more compatible. Who cares if it's more compatible if the things
>>you want to run work on SuperCharger?
>
>Until the day you download an application you want to run, and
>it won't run on an "emulator"...
>
>Obviously QEMM386 won't run on an 8088 XT...it's *designed* for
>a '386, just as a TT program won't run on an ST..
>
>The point is, why spend an almost equivalent amount of money on
>an "emulator" that might run *some* of the applications you want,
>when the "real thing" costs about the same...?
>
>Why limit yourself to the restrictive features of the "emulator"
>when you can easily add VGA graphics, High Density disk drives,
>and all the peripheral devices that just plug into the XT buss
>in a "true" XT...?
>
>An upgrade from an XT to an AT involves swapping out the
>motherboard for a cost of about $79... how much would it cost
>to upgrade a SuperCharger to an AT...?
>
>The ONLY reasonable argument I've heard for using an emulator on
>an ST is not having the physical space for two different complete
>computer systems. Cost and capability are NOT good arguments for
>going with an emulator...
>
>BobR

You haven't quite covered everything Bob. I assume your making all
these criticisms about any emulator, emulators in general.

What you say about cost saving just isn't true with a Spectre GCR.

You get much better performance than an Classic System, lots more memory,
in my case twice the speed, I own a MEGA STE. Far lower price too.

I also think that given the type of systems we are comparing, Apple system
software vs. Atari crud called TOS, the benefits go way beyond savings

on the dollar.

I don't even think I have to go into detail here, anybody with any common sense at all, or is on a budget, knows what I am talking about.

--Greg

2662. Re: gcc and gxx (gnu)

Newsgroup: comp.sys.atari.st
Date: 1991-09-15 00:12:33 UTC
From: rcb@netcom.COM
Message-ID: <1991Sep15.001233.12552@netcom.COM>
Source record: 228989
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Sep13.132920.8524@siesoft.co.uk> arshad@siesoft.co.uk (Arshad Mahmood) writes:
>
>I would like to run gcc & g++ on my atari ST Mega4. I only have a single
>double sided floppy but there is 4M of memory, part of which I can use as
>ram disk. My questions are :
>
> 1) Is this configuration adequate for gcc and g++ ?
> (I know I should have a harddisk but I cant afford it at the moment)

It may be adequate for gcc, but probably not for g++. I think g++ takes a minimum of 2 Meg. of memory, so at least it would be a tight fit in which you couldn't compile any 'serious' programs. The 4 Meg. would be enough to run both comfortably if you had them on a hard drive.

>
> 2) Which files beside tos/gcc/bin/gccbin00.zoo I need for gcc
> from terminator ?
> (libraries/includes/docs etc).

You will also need the library from tos/lib/bin and the includes from tos/include/bin.

>
> 3) Is gcc better than Sozobon C ?
> (ANSI C).

gcc is ANSI C and Sozobon is not, so gcc is 'better' if that's what you mean by better. I think the optimization is better in gcc as well, but on the down side, gcc takes up more memory (see above!).

>
> 4) Is g++ a preprocessor or a compiler ?

It's a full-blown compiler which uses a lot of code from gcc. I think starting with version 2.xx, gcc and g++ will be integrated into one compiler.

>
> 5) If I get gxxbin.zoo,gxxlib.zoo & gxxinc.zoo, Will I still
> need gccbin etc? Are there any docs for g++?

Yes. No documentation that I know of, execpt that g++ tries to be faithful to the standard C++ from AT&T.

--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!netcom.com!rcb

2663. Gplot

Newsgroup: comp.sys.atari.st
Date: 1991-09-15 01:15:37 UTC
From: dcrevier@jarthur.claremont.edu
Message-ID: <1991Sep15.011537.26486@jarthur.claremont.edu>
Source record: 228994

At the beginning of the summer I attempted to send a program called gplot to atari.archive.umich.edu, but the file got messed up somewhere, and I was gone all summer, but I have sent a new copy of the program to atari.archive.umich.edu, and I think it should work alright now. Below is the message I originally posted about the program.

I have sent a scientific graphing program to atari.archive in the file GPLOT.ARC. It is something that my father and I worked on for the last couple of years. I am a student at Harvey Mudd College, and have used it for many labs and homework assignments. My father is a physicist and has used it for many reports and briefings. We were planning to try to sell it commercially, but have decided to release it as shareware instead since we haven't had any luck finding someone to sell it, and it isn't completely bug free. It is very good for scientific graphing. It will graph sets of x-y data, functions, and differential equations. It has a powerful spreadsheet type editor for entering and manipulating data. It uses GDOS, so the graphs are printed at very high resolution to the printer and look very good. It will work on both color and monochrome monitors. I know that it works with 1040's and Mega's, but it may not work with a TT or a moniterm monitor. Also, I think it needs 1 meg (someone please post once they have tested it). The included documentation is not as thourough as I would like it to be, but it talks about all of the features of the program. It has no information about setting up GDOS. We are asking for a $15 shareware fee. Please distribute this program as much as possible, and send any comments to:

dcrevier@jarthur.claremont.edu

2664. Re: AT-ONCE 386sx

Newsgroup: comp.sys.atari.st
Date: 1991-09-15 02:07:36 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1991Sep15.020736.15357@usenet.ins.cwru.edu>
Source record: 228993

In a previous article, carsten@seki.toppoint.sub.org (Carsten Setje-Eilers) says:

>aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>
>>In a previous article, carsten@seki.toppoint.sub.org (Carsten Setje-Eilers) says:
>>>The only disadvantage is,that you have to scroll the screen up and down
>>>via HELP and UNDO-key. The speed of redrawing the screen is ok,I think.
>>>
>>>
>>>But the big question is,if you need such a system,if you have a Atari St...
>
>>What do you mean you have to scroll the screen up and down?
>
>>For what?
>
>VGA-mono is 640 * 480. The Mega STe offers 640 * 400.
>So there's a difference of 80 lines. You can scroll the screen up and down
>these 80 lines,if you press the HELP- or UNDO -key.
>You can't see the whole VGA-screen on the SM124 ....
>
>Carsten
>

I don't know about anyone else... but it seems to me that Atari better
start working on another graphics resolution... and I'm not talking for the
mucho expensive TT/030 either.

I wonder what it would take to bring back the STs popularity in the UK
and other parts of Europe as it once was four years ago?

Incredible graphics?
Several sound channels?
Built-in gaming hardware?
Multi-media built in (sorta like Quick-Time for the Mac)?
Mediocre multi-tasking like on the Amiga?
IBM compatibility?
Easier expandability to keep up with newer computers?
Perhaps a new NAME?

I know what Atari needs in the U.S.... FIRST - new management.
SECOND - newer computers.
THIRD - fantastic marketing.

Len
>

- -

2665. Re: Gemini/Fonts

Newsgroup: comp.sys.atari.st
Date: 1991-09-15 03:40:14 UTC
From: fred@fredw.UUCP
Message-ID: <0847251@fredw.UUCP>
Source record: 228909

In article <91253.164231ONM07@DMSWWU1A.BITNET> ONM07@DMSWWU1A.BITNET
writes:
> >I had the same problem. Basically, the problem was that Gemini apparently
> >can ONLY USE PROPORTIONALLY SPACED FONTS. I wanted to use a smaller font that
> >proportional. Gemini wouldn't even recognize any font that wasn't. I

Sorry, I should have said "NON-PROPORTIONALLY" SPACED FONTS.

> >think that the docs stated that somewhere. I seem to remember reading that
> >afterwards. Anyway, I finally gave up and went back to using Gulam. Hope
> >this is helpful.

> No, it isn't :-)
>
> Gemini uses all those fonts, where all existing characters have the same
> witdh.

You're absolutely right. Had I correctly typed "NON-PROPORTIONAL" fonts,
it might have been more helpful. My apologies to all, and thanks to you
for pointing it out.

Non-proportional fonts (each character having the same width) are, in fact,
the only fonts which GEMINI can use; just as you've pointed out here and as
I had intended to. Sorry for any confusion. :-(

> _____________________________ cut here _____________________________________
> Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
> fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
> _____________________ correct me if I'm wrong ______________________________
--

Fred Wells uunet!opel!ss2!fredw!fred
Atari ST System

2666. Re: Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-15 04:37:04 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <177253@unix.cis.pitt.edu>
Source record: 228997

You mention only "lack of physical space" as a good reason for getting an emulator. For me it's basically a luxury - everything I really need in a computer I find on my ST, and my IBM emulator is merely for the luxury to run some IBM stuff if I want (and most of the important utilities/applications such as Word Perfect, Windows, DBASE, etc should work -- and that's all I really worry about). When I finally get a high-paying job I will probably get a pure 286LAPTOP (VGA of course), but for now why would I need it?

Robert Anisko
rjast1@cis.unix.pitt.edu

2667. Re: Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-15 05:19:47 UTC
From: kclenden@silver.ucs.indiana.edu
Message-ID: <1991Sep15.051947.27976@bronze.ucs.indiana.edu>
Source record: 228999

In article <47072@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>You using your Daddy's account again Kevie..? Grow up a little
>and realize that cutsie personal attacks don't get you much
>respect...
>
...
>Obviously QEMM386 won't run on an 8088 XT...it's *designed* for
>a '386, just as a TT program won't run on an ST..
>
>The point is, why spend an almost equivalent amount of money on
>an "emulator" that might run *some* of the applications you want,
>when the "real thing" costs about the same...?
>
>Why limit yourself to the restrictive features of the "emulator"
>when you can easily add VGA graphics, High Density disk drives,
>and all the peripheral devices that just plug into the XT buss
>in a "true" XT...?
>
>An upgrade from an XT to an AT involves swapping out the
>motherboard for a cost of about $79... how much would it cost
>to upgrade a SuperCharger to an AT...?
>
>The ONLY reasonable argument I've heard for using an emulator on
>an ST is not having the physical space for two different complete
>computer systems. Cost and capability are NOT good arguments for
>going with an emulator...
>
>BobR

No, Bobie, I'm not using my daddy's account. My father has been
dead for 18 years. Before you put your other foot in your mouth,
I'm not using my mother's account either. She's been dead for
15 years.

You, like Chrisie, have not been understanding what you've been
reading. You do read, don't you? Once again, I'll try to
simplify things for you. If someone has a couple of thousand
dollars wrapped up in Atari hardware and software, and they want
to run some IBM software, it's going to be much less expensive
for them if they simply buy and IBM emulator. If they buy an
IBM compatible, then they have to buy all of the goodies to go
with it including software. Go to college Bobie. Take some
economics courses. One day you too will be able to understand
simple economics.

If I have misunderstood your poorly stated arguements, and what
you have really been meaning to say was that if you want to
run mainly IBM software, then you should buy an IBM or compatible,
then I couldn't agree with you more. However, if you are
perfectly happy with your Atari, and you want to run some IBM
software, then an IBM emulator can be the most cost effective
way to go.
--
---
kclenden@silver.bacs.indiana.edu Kevin Clendenien
BLAST BBS - (812) 332-0573 BLAST member
"I want someone like you, only nicer."

2668. Re: Super Charger 286? (Emulators)

Newsgroup: comp.sys.atari.st
Date: 1991-09-15 07:38:11 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <47128@cup.portal.com>
Source record: 228995

Gregory Carter make some good points about the Mac emulators...

Yes, in the case of the high priced Mac systems, emulating them with an ST makes more sense... but the emulation is still not "perfect"...

The ST Mac emulators do go a lot farther toward full emulation of the "target" systems than the IBM emulators do... that's true..

BobR

2669. Re: Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-15 07:43:48 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <47129@cup.portal.com>
Source record: 228996

Robert Anisko writes:

>For me it's basically a luxury - everything I really
>need in a computer I find on my ST, and my IBM emulator is merely
>for the luxury to run some IBM stuff if I want
...
>When I finally get a high-paying job I will probably get a
>pure 286LAPTOP (VGA of course), but for now why would I need it?

In this situation, where you don't much care whether an IBM
application runs or not, there isn't much reason to worry about
it...

The first time a program tells you that your video mode is
insufficient though, you may have second thoughts...

BobR

2670. Re: Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-15 07:51:17 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <47130@cup.portal.com>
Source record: 228998

Kevin Clendenien insists on trying to pretend that he's a
reasonable member of the Atari using community, but his postings
are so juvenile that I doubt anyone really hears him...

Maybe when he grows up a little someone will listen to him...

Meanwhile, there are legitimate reasons to use an emulator on
an ST, but it still remains that anyone who really needs IBM
compatiblity is better off using a true IBM compatible system.

BobR

2671. Re: Gemini/Fonts

Newsgroup: comp.sys.atari.st
Date: 1991-09-15 12:39:00 UTC
From: Hayo_Schmidt@hh.maus.de
Message-ID: <A6176@hh.maus.de>
Source record: 228926

RJ> Okay, you are saying that Gemini can only use Monospaced fonts.
RJ>Now how can I tell the difference...

Look into the file with a disk monitor. If the third bit of Byte 67 (or Byte 66, if Intel format) is set to 1, the font is monospaced.
Or try to get a font editor, it will show the information you need.
Or at least, if Gemini accepts it, it is monospaced ;-).

| Hayo Schmidt Grotiusweg 1 D-2000 Hamburg 55 (Germany) |
| E-Mail (MausNet): Hayo_Schmidt@hh.maus.de |

2672. Re: Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-15 15:25:16 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Sep15.152516.2844@watdragon.waterloo.edu>
Source record: 228904

In article <47130@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
}Meanwhile, there are legitimate reasons to use an emulator on
}an ST, but it still remains that anyone who really needs IBM
}compatiblity is better off using a true IBM compatible system.
}
}BobR

I'd have to agree... Though I'm sure you could get by with a Supercharger for most of the stuff you'd _need_ to be doing on a PC... Things most people _don't_ need to do (like looking at 640x480x256 colour GIFs) but do anyway will require a better graphics mode. Unless you're getting into wild image processing and CAD work, VGA or so graphics are pretty under-utilised on PCs... And Windows is a major CPU/Memory pig...

Trying to use something like pc-ditto would be completely absurd... The problem: speed. pc-ditto aches along at something like .3 Mhz (if I remember my cpumhz.com response)... Last year I did some major SQL database work in one of my courses, and tried doing it at home... Nothing like waiting 6 hours for a moderately complex query to come back. Needless to say, I went to my labs after that.

For the record: I despise PCs. I used a 20Mhz '386 for the past 8 months and Windows redrew the screen slower than my old 8Mhz ST does... And there's no way an operating system should suck back memory that badly.

2673. More Lies From Atari?

Newsgroup: comp.sys.atari.st
Date: 1991-09-15 16:43:07 UTC
From: covert@cactus.org
Message-ID: <9411@cactus.org>
Source record: 228905

More Of The Same?

I am really disgusted with Atari's dismal marketing of the Atari ST/TT computers here in the USA. So much so that I just don't believe anything that Atari promises any longer. I am including a copy of an early ZNET magazine describing the recent Atari show held on Saturday Sept 14 and Sunday Sept 15 in Glendale, CA USA. Glendale is a suburb of Los Angeles, CA, still one of the largest cities in the USA.

Does anyone believe any of this from Atari? I don't for sure!!

```
==((((((((((  == Z*BREAK Z*NET SPECIAL REPORT Issue #91-39
=========(( === ........................................
=======(( ===== ..LIVE REPORT FROM THE GLENDALE ATARIFEST..
=====(( ======= ........................................
==((((((((((  == .....September 14, 1991...................
```

Edited by Ron Kovacs
Reported by John Nagy

This is a transcript of a live GEnie ST RT conference where John Nagy reported on the first day happenings at the Glendale Atarifest in California.

The show had better attendance then was expected and vendors are sorry they didn't bring more to the show. Atari held a seminar along with David Small of Gadgets by Small and Nathan Potechin with Calamus SL.

The following has been edited and any additional information not part of this live conference is in brackets. []

Special thanks to Darlah Pine, GEnie ST RT Chief Sysop for her assistance!

THE Z*NET LIVE REPORT FROM THE GLENDALE ATARIFEST

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<R.KOVACS> Hi there, I am waiting for John Nagy too!! Shoud be around shortly!

<DARLAH> Great!

<R.KOVACS> I am going to call.. I will be here but not here in a
minute...

<R.KOVACS> John is on the phone!!!

<R.KOVACS> Attendance today is near 2000!

<R.KOVACS> Bob [Brodie] left early this mornig and Bill Rehbock held the
Atari seminar...Sooooo much news was discussed it is going to take 4
issues of Z*Net to get it out.

<DARLAH> Ask him if our GEnielamp writer was doing his poll..

<R.KOVACS> As far as John know yes...

<R.KOVACS> New Story #1

The TT is class B as of this week!

((((((How many times times have we heard this before? It seems that
each time there is a regional Atari show someone says that
the TT is FCC Class B certified and that there are warehouses
full of them!! So now someone at the Glendale Atari show is
saying that the TT is Class B certified.
We shall see!!
))))))

News Story #2

FSM GDOS starts shipping today at Glendale show as part of the WordFlair
package. It will be available seperate within weeks at dealers.

((((((Ditto with this new GDOS replacement. It always seems to
ready Real Soon Now but it never seems to make it out.
))))))

The STBook was shown at the show, and it is going into production
already.

((((((Just where is the ST Book being produced? Atari sold all of
its manufacturing plants.
Once again remember this date and announcement so that when the
ST Book stillhasn't appeared by this time next you you will
remember just what Atari's promises are worth!!
))))))

<DARLAH> How was it received?

<R.KOVACS> Very well, they were alot of oohs and ahs... Very Sexy sez
John! The STBook has a 10 hour battery life.

<[Larry Rymal] LRYMAL> How much for the STbook?

<R.KOVACS> Around 1800.oo with hard drive.

<DARLAH> what size drive?

<R.KOVACS> The hard drive for the Book is 40 meg will larger available later.

<E.JOLLEY> Does the STbook have a floppy drive?

<[Larry Rymal] LRYMAL> Has it been FCC certified, yet? (ouch!)

<R.KOVACS> News about Falcon and the future of the 1040, but you will have to read ZNET for that one sez John.

<[Go Auburn!] J.COLE18> Ron, any hints to a show stealer for Fall comdex to go agains the Apple 040 machines?

(Job 6)<R.KOVACS> Non hinted

<R.KOVACS> Bill Rhebock spoke for 1 hour 1/2 and there was not a dull moment during it!

<DARLAH> How was sales at the show so far?

<R.KOVACS> The stylis (ST Pad) will be at Comdex. Vendors are complaining that they didn't bring enough product!

<DARLAH> How were the other seminars attended and who spoke?

<[Go Auburn!] J.COLE18> will STpad (or book for that matter) be for sale at Comdex

<R.KOVACS> ST Book will be for sale only at Comdex.
Attendance and sales well over this point last year!

((((((Atari is always promising to sell things at Comdex, but Comdex is not a large flea market so don't go there thinking you are going to buy anything! Just re-read old ZNET/ST REPORT magazines and see how how Atari products were announced at Comdex and never made it to production. Will the ST Book and the ST Pad join the list of VaporWare From Hell (opps I mean Atari)
))))))

<[Dave] D.SHORR> Have the winners of the STe Demo Contest finally been announced?

<R.KOVACS> Real production for the book with pick up after xmas ...
The STPAD will be under $1200.00.

<[jdb] JOE.WATERS> Was FSM GDOSD available for sale?

<DARLAH> with Wordflair

<[FAST TECH] J.ALLEN27> After Xmas? Silly?

<R.KOVACS> FSM only available if you purchased WordFlair. Consumer packing is NOT ready yet.

<[FAST TECH] J.ALLEN27> Pad $1200...Book $1800

<R.KOVACS> Yes

<R.KOVACS> John Tarpinian is on cloud 2300000202054054543000

<DARLAH> I bet he is

<[jdb] JOE.WATERS> Ron ,does that mean that current owners of WordFlair can buy it from Goldleaf?

<R.KOVACS> John will take questions for 5 minutes now!

<[FAST TECH] J.ALLEN27> That leaves little room for the other clouds ;-)

<DARLAH> How did the other seminars go and who spoke?

<R.KOVACS> The seminars total 3, Bill Rhebock spoke with James Grunke, #2 was Dave Small, doing Neil Young again, and the third in progress now is Nathan and Calamus SL and all were HEAVILY 100-200 people in each!

<[FAST TECH] J.ALLEN27> John Nagy....be sure and notice the T25 at the San Diego user group booth, and the TURBO030 at the Computer Network/ ISD booth.

<R.KOVACS> John has noticed it and it is running!

<DARLAH> great show it appears like......very good news

<DARLAH> How does Jim's piece of work look?

<R.KOVACS> He hasn't seen it up close but will take a close up look later...

<E.JOLLEY> Is Stalker supposed to be better than Stealth?

<[Go Auburn!] J.COLE18> Ken, is Gribnif still accepting upgrades? (if they are, are they doing it at the show?)

<R.KOVACS> Stalker is SUPER!

<E.JOLLEY> How much is Stalker running for?

<[Ken] SFRT-ASST> The exhibitors were a little annoyed. They were selling out of stuff. <G>

<[Ken] SFRT-ASST> $40.

<R.KOVACS> Not sure about Gribnif.... Stalker (think.. $49.00) any other questions!

<[Ken] SFRT-ASST> The udgrade is $25. I think. At the show it's $40.

<R.KOVACS> Any other questions for John Nagy?

<DARLAH> Are they seeing brand new users at this show? Or just die hard Atarists

<[Ken] SFRT-ASST> Yes. I think there are more music people around.

<R.KOVACS> Not sure.....

<[Go Auburn!] J.COLE18> Any hints for Multitasking tos?

<R.KOVACS> Earth Wind and Fire (the group) was at the show shopping as was Jim Hotz and other music and screen stars..

<[jdb] JOE.WATERS> Yes, for John: to what do you attribute the success of the H.A,.C.K.S. show after a series of less than wonderful turnouts earlier in the year?

[We missed this question originally and have passed it along to John King Tarpinian to answer. Look for his comments on this successful show in the next regular edition of Z*Net]

<R.KOVACS> Unknown on the STE contest

<R.KOVACS> No multitasking at the show but there is a new TOS.

<[Go Auburn!] J.COLE18> WHAT new tos??? :-)
<G.RICHARDSO1> What new TOS is that?

<[FAST TECH] J.ALLEN27> A 2.05 that fits in the old machines.

<[Ken] SFRT-ASST> MultiGem was showing their stuff at the show.

<[Larry Rymal] LRYMAL> Which old machines? Mega STs and older?

<R.KOVACS> The big change [in the new TOS] is the way it starts up... Perhaps 2.05 , not sure, John needs more info!

<[jdb] JOE.WATERS> John, is it correct that FSM GDOS requires the use of XCONTROL? How does this impact owners of TOS below ver 2.x?

<R.KOVACS> The st-book is already Type C [This was a tying error]

<[FAST TECH] J.ALLEN27> STs as in all the older machines.

<[jdb] JOE.WATERS> Are we talking new ROMS here?

<[FAST TECH] J.ALLEN27> The Book is the best peice of work Atari's done in years...way to go Tracy!!!

<R.KOVACS> To properly operate FSM yes, it also requires 2 meg or more to get the full features!

<R.KOVACS> New ROMS, yes

<E.JOLLEY> What does FCC type C mean?
<[Dave] D.SHORR> When will the ROMs be available? $$$?
<[jdb] JOE.WATERS> Any release date on the new ROMS?

<[FAST TECH] J.ALLEN27> Usable on an Airplane = Class C

<R.KOVACS> ST Book is type B not C my error (Rons)

(((((((Oh good, another ST product which is supposed to be
Class B certified. Remember the STacy? Well, it NEVER
got Class B certified!!
))))))))

<[jdb] JOE.WATERS> Can the old ROMS be patched with software?

<R.KOVACS> ROMs, not announced, but except for using them in upgrades
the difference is insignficant.

<[Go Auburn!] J.COLE18> Any marketing Blitzes scheduled?????

<[jdb] JOE.WATERS> How much meory is it theoretically possible to stuff
in a Mega or an older ST?

<R.KOVACS> If you are using them in an ST you do not need the change.

<R.KOVACS> Marketing plans are magazines near xmas, no TV.

<G.RICHARDSO1> WIth TOS 2 in an older machine you could get up to 15
megs of RAM to live in a Mega.

<R.KOVACS> Computers don't sell on TV, image sells on TV, says Mr. Nagy

<E.JOLLEY> Which magazines?

<R.KOVACS> Publishing and Music and Computer magazines

(((((((But NO ST/TT magazines becuase ALL of the USA ST magazines
are DEAD DEAD DEAD!! And have the Tramiels EVER advertised?
So don't believe this rumor either!!
))))))))

<[Go Auburn!] J.COLE18> Will there be enough machines in the US for an
Xmas Ad blitz?

<E.JOLLEY> Well which computer magazines, just Atari mags?

<R.KOVACS> Any blitz will be co-op, the machines are here and they are
ready!

<[Ken] SFRT-ASST> Mark is running Avant Vector and Dynacadd on it.

<R.KOVACS> Dave Small is relaxing after his seminar...

<R.KOVACS> Mark Booth is selling the buttons for $3.00, people have
tried to pay him more.. They say ST-REPORT, with the universal NO over
it!

((((((A little partisan dig at a competing magazine I see!!
))))))

<[FAST TECH] J.ALLEN27> ;-)

<E.JOLLEY> Geez, that's not very original.

<[jdb] JOE.WATERS> I guess Ralph stayed home?

<DARLAH> yes, Ralph did not attend

<R.KOVACS> Ralph Mariano is not in attendance it is a very up crowd!

<R.KOVACS> He wouldn't have felt at home. :-)

<[Ken] SFRT-ASST> Diamond Back now works with Mega STE's.

<R.KOVACS> Closing comments

<[Ken] SFRT-ASST> The DJ Utilities will be upgraded in the middle of next month.

<R.KOVACS> Everybody is thinking smaller this year. Glendale is the first sign that this type of thinking is wrong.

<[FAST TECH] J.ALLEN27> Anyone showing Matrix video boards?

<G.RICHARDSO1> Did Gadget's anounce a ship date for SST?

<R.KOVACS> John is leaving and thanks you for appearing here!

<DARLAH> Thank you!!!

<R.KOVACS> Color pictures are coming!

<R.KOVACS> AtariUser's October issue was also distributed.

<[Ken] SFRT-ASST> Codehead ran out of Multidesk Deluxe.

<[Ken] SFRT-ASST> They only thought they would sell 20. They ran out of 50 in the first four hours.

<[jdb] JOE.WATERS> I don't think I ever did get an answer to my question about the factors behind the success of the show.

<[anthony] A.DIPIETRO> Any news on Jaguar?? :)

<[Ken] SFRT-ASST> The CDAR 504 was there. It looked pretty good.

<[anthony] A.DIPIETRO> Did the big Ts make an appearance?

<[Ken] SFRT-ASST> T"s?

<[anthony] A.DIPIETRO> is the 504 ready for sale?

<[jdb] JOE.WATERS> The 504 is that not the older CD ROM?

<[anthony] A.DIPIETRO> Tramiels

<[Ken] SFRT-ASST> No one mentioned them.

<[jdb] JOE.WATERS> What was the model number on the CD-ROM that they refused to sell?

<[anthony] A.DIPIETRO> how much (for the 504)

<[Ken] SFRT-ASST> Around 4-500?

<R.KOVACS> any news tomorrow, John will pass it along.

Please note that this has been edited down from the original capture and answers to some questions did not occur although they are listed here. We missed them either by scrolling off or simply missing them altogether.

John Nagy was NOT attending the conference live. He reported over the phone and I typed as fast as possible.

If there is more information worth reporting on this weekend, we will issue an additional report, till then look for a full eyewitness report in Issue #91-40 of Z*Net Online.

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Z*BREAK #91-39
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Transcript Copyright 1991, Atari Corporation, GEnie ST RT

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Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert
~~~~~~

2674. Re: Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-15 19:08:21 UTC
From: kclenden@silver.ucs.indiana.edu
Message-ID: <1991Sep15.190821.25030@bronze.ucs.indiana.edu>
Source record: 228906

In article <47130@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>Meanwhile, there are legitimate reasons to use an emulator on
>an ST, but it still remains that anyone who really needs IBM
>compatiblity is better off using a true IBM compatible system.
>
>BobR

Thank you, Bobie. Despite the fact that you insisted on refusing
to admit that you were agreeing with me, you were indeed agreeing
with me. That's all I was looking for.

It's amazing how upset some people can get when you add an 'ie' to
the end of their name. They simply go off the deep end. I'll
never understand this. Many of my friends call me 'Kevie' on a
regular basis, but I don't call them childish. Oh well, live and
learn.

--
---
kclenden@silver.bacs.indiana.edu Kevin Clendenien
BLAST BBS - (812) 332-0573 BLAST member
"I want someone like you, only nicer."

2675. TeX..where do I get..

Newsgroup: comp.sys.atari.st
Date: 1991-09-15 19:08:57 UTC
From: yonder@netcom.COM
Message-ID: <1991Sep15.190857.13413@netcom.COM>
Source record: 228907

I got a lot of helpful information from people on the net about how to use zoo correctly and about how to set up the TeX files.

The most interesting message I got said that a version of TeX was available already set-up in an archive file on at a German ftp site. The person who left the message said: ftp.thp.uni-koelm.de

Well, I haven't had any luck ftp'ing to this site or finding it in any list of sites. Maybe some German user out there knows where I can get this great archive that is suppose to include viewers and everything. This archive is supposed to be much more complete than the atari.archive stuff. Well, can anybody help me out.. thanks...

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

2676. SIMMS from a Mac SE into an ST?

Newsgroup: comp.sys.atari.st
Date: 1991-09-16 00:53:29 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Sep16.005329.3341@rodan.acs.syr.edu>
Source record: 228910

I've got access to 1 meg worth of memory pulled from a MacSE (I believe it is in the form of 256K simms). I was wondering if it is possible to use this memory in a 520ST? If so, what would I do to install it, and how much total memory would it give me?
--Gerry
ggreenbe@rodan.acs.syr.edu

2677. Re: Cable from STM to composite monitor

Newsgroup: comp.sys.atari.st
Date: 1991-09-16 03:59:43 UTC
From: soderg@wsu-eng.eng.wayne.edu
Message-ID: <1991Sep16.035943.5406@cs.wayne.edu>
Source record: 228918

In article <1991Sep14.002257.9952@odin.corp.sgi.com> stever@flatcat.wpd.sgi.com (Steve Whitney) writes:

>Actually, my monitor is an amber monitor that I used to use with an Atari 800.
>I'm looking for a way to connect it to a spare ST to make it useful for my girlfriend. Anyone know where I can get a cable that pulls out the composite output from an ST's monitor port? I realize that this will only work in color resolutions and that I'
....

I did just this with an Apple greenscreen and it worked just fine, but I
didn't have the rf modulator in my 1040, so I just passed the R,G,B outputs
from the solder pads where the mod. would have mounted thru pots, the Hsync and
Vsync thru small diodes, tied it all together, and connected it to an
RCA connector on the back.
The modulator should produce an equivalent signal, tho, if you have one in your computer. According to ST Internals, the composite signal is on pin 2 of the monitor connector (looking at the back of the computer, second pin from right on top row) and ground is on pin 13 (very bottom pin).

--
- jason sodergren, soderg@ss0.eng.wayne.edu |v:313-972-5932
soderg@trace.eng.wayne.edu |

2678. Re: Why is fscanf function of Mark Williams "C" so slow?

Newsgroup: comp.sys.atari.st
Date: 1991-09-16 08:22:14 UTC
From: pfaller@Informatik.TU-Muenchen.DE
Message-ID: <1991Sep16.082214.17584@Informatik.TU-Muenchen.DE>
Source record: 228908

```
I had the same problem and it is not the fault of fscanf/scanf
but the fault of ftoa. get the ftoa from the bsd-clib for the vax.
the vax uses the same floating point format and the bsd ftoa is
about 10-20 times faster then mwc's.
Matthias (leo @ marco.de)
```

2679. ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-16 09:28:54 UTC
From: piet@cs.ruu.nl
Message-ID: <1991Sep16.092854.11859@cs.ruu.nl>
Source record: 228911

```
Is ARJ (or UNARJ) available for TOS?
--
Piet van Oostrum <piet@cs.ruu.nl>
```

2680. raster to IMG

Newsgroup: comp.sys.atari.st
Date: 1991-09-16 10:16:08 UTC
From: wagg@zellweger.ch
Message-ID: <1991Sep16.101608.363@zellweger.ch>
Source record: 228913

Does anybody out there know how to convert a copy of the screen or part
of the screen created with raster copy format in the IMG-format.

Could You send me an algorithm our source in C or even better in M2.

Many thanks.

Georg

G. Wagner
Zellweger AG
Uster, Switzerland

2681. Zoo 2.1

Newsgroup: comp.sys.atari.st
Date: 1991-09-16 11:29:00 UTC
From: Christian_Felsch@hh.maus.de
Message-ID: <A6201@hh.maus.de>
Source record: 228762

Write a Mail to Thomas Quester Mouse HH. He is the only reliable
address for Compressing programs. He did the porting of the new LHARC.

2682. Lattice C

Newsgroup: comp.sys.atari.st
Date: 1991-09-16 11:35:09 UTC
From: johnj@echo.philips.nl
Message-ID: <1991Sep16.113509.22669@echo.philips.nl>
Source record: 228916

Several years ago when I still had my 520 ST, I did make some programs
using Lattice C compiler. At some time I got a letter from METACOMCO
(in UK) that I could update my version to get the latest version.
I did update, but for some reason never used it since.

Now I have to use a C compiler on my MEGA STE for a small program
and I noticed that my latest Lattice C compiler was version 3.04
(This was printed on screen by the compiler during compiling).

The version I have includes the MENU+, DEBUG, KRSC, ansi C,
making accessoiries, etc.
(Those things were the major update reasons).

However, I see mails on the net talking about version 5.xx.

So I have the following questions:

1. Why did I never got an update mail since?
(Yes I know Metacomco is out of business, but
lattice C seems to be 'taken' over by someone else)

2. What are the major differences of these newer versions?

3. Can I expect major problems by using this old(?) version
on my new MEGA STE?

Thanks

John
--

--
John Janssen Email: johnj@echo.philips.nl
The Netherlands

2683. Re: Is Fcopy PRO a demo or not

Newsgroup: comp.sys.atari.st
Date: 1991-09-16 12:22:16 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <LAHTINEN.91Sep16142216@gideon.gideon.fmi.fi>
Source record: 228912

There is a demo of Fcopy Pro. It came with TOS-magazine
(they are also selling Fcopy Pro), but if I remember right
it handles only single sided disks. I have it so if you like to
see it it can be arranged.

By the way I have also the real thing and I think it is worth the money.
I think the formating is a little bit faster and the manual is very nice
(if you read German). And I think the author needs to get some money
as I really use Fcopy so much.
--
* *

Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi or
Finnish Meteorological Institute kimmo@field.fi
Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

2684. Re: AT-ONCE 386sx

Newsgroup: comp.sys.atari.st
Date: 1991-09-16 12:35:00 UTC
From: carsten@seki.toppoint.sub.org
Message-ID: <A0bbugbf@seki.toppoint.sub.org>
Source record: 228922

johnj@echo.philips.nl (John Janssen) writes:

>And I noticed nothing about scrolling the screen up and down during
>the demo I got!

Then you have not seen VGA-mono or hercules or you just did not press the
HELP- or UNDO-key. It does not scroll without pressing these keys!

>--
>John Janssen Email: johnj@echo.philips.nl
>The Netherlands
--
Carsten Setje-Eilers 2300 Kiel Aschauweg 18a Germany
uucp:carsten@seki.toppoint.sub.org zer:carsten@kbbs

2685. Re: Rufus with Matrix M110 possible?

Newsgroup: comp.sys.atari.st
Date: 1991-09-16 13:17:58 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91259.125054ONM07@DMSWWU1A.BITNET>
Source record: 228915

In article <A0bbqgs2@pfunk.hanse.de>, blackbox@pfunk.hanse.de (Michael Kistenmacher) says:
>[...]
>or do you have AMCGDOS ? You should use AMCGDOS in Version 3.2 to run on
>your ST. A friend of mine uses Rufus without GDOS, because he uses DAVI
>as monitor driver, which doesn't allow GDOS to be installed.

I can't believe this. Did he try both ways to install it (in front of GDOS or behind)? BTW: well writte software should be run on any place in the auto folder...

>
>Bye......Michael
>
>--
>/-------------------------------------\
>| Michael Kistenmacher / blackbox |
>| 2000 Hamburg 61 / Schippelsweg 64 |
>| West Germany / ++ 49 40 552 37 66 |
>\-------------------------------------/
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

2686. Re: Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-16 13:49:36 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1991Sep16.134936.2129@cunixf.cc.columbia.edu>
Source record: 228917

In article <1991Sep14.182748.26712@doug.cae.wisc.edu> carter@cae.wisc.edu (Gregory Carter) writes:
>
>You get much better performance than an Classic System, lots more memory,
>in my case twice the speed, I own a MEGA STE. Far lower price too.
>
>I also think that given the type of systems we are comparing, Apple system
>software vs. Atari crud called TOS, the benefits go way beyond savings
>on the dollar.
>
>I don't even think I have to go into detail here, anybody with any common
>sense at all, or is on a budget, knows what I am talking about.

Well, you're comparing apples <grin> and oranges here. We were discussing peecee emulation. However, in reference to Spectre I would agree with you. This is one instance where the emulator is better than the real thing in terms of cost/performance. BUT you still have lots of campatibility problems. Just check out one of Dave Small's newsletters and look at the compatibility list. A lot of things work and there are quite a few things that don't work as well.

Regards,

Chris

```
--------------+------------------------------------------------------------
Chris Mauritz |Homebrewing: The only hobby perfectly tailored for
| anal retentive alcoholics. :-)
--------------| (ripped off from someone on the net...)
```

2687. TeX, which do I get? (Now that I know where)

Newsgroup: comp.sys.atari.st
Date: 1991-09-16 13:57:22 UTC
From: yonder@netcom.COM
Message-ID: <1991Sep16.135722.19575@netcom.COM>
Source record: 228919

Well, I had no luck ftp'ing to the koeln site, but the 129.69.1.12 site works..and there is so much TeX stuff there I don't know what to get... And the connection is pretty slow..

Here's what I got doing an ls of the TeX directory:

Lindner-TeX:
Lindner-TeX.packed-disks:
Ridderbusch-TeX:
bammi-TeX:
cs-tex:
driver:
passautex:
texutils:

Which of these versions should I use? The CS version looks pretty good... Somebody meantioned the Lindner version in a message to me. What is the passautex? There is TeXdraw stuff in both the texutils and passautex directories....

Hey, looks like I might get TeX working after all, looks like now all I got to do is pick a version and spend a week unpacking and setting up files.... thanks.....

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

2688. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-16 14:49:14 UTC
From: focke@gmdzi.gmd.de
Message-ID: <5656@gmdzi.gmd.de>
Source record: 228914

piet@cs.ruu.nl (Piet van Oostrum) writes:

>Is ARJ (or UNARJ) available for TOS?
>--
>Piet van Oostrum <piet@cs.ruu.nl>

Yes. But only UNARJ.

Stefan Focke

2689. Novice Needs Printer Driver Help

Newsgroup: comp.sys.atari.st
Date: 1991-09-16 15:38:46 UTC
From: rost@rgb.dec.com
Message-ID: <1991Sep16.154719.7892@ryn.mro4.dec.com>
Source record: 228920

I don't know if this is a FAQ, but being a relative novice to the ST world, I have a question about printer drivers.

I currently have one printer, an ancient Okidata Microline 82. It has graphics ROMs installed, but there's two problems:

1. It's not Epson graphics compatible

2. The driver example given in the docs is for an Apple II!!!

It works fine printing staright ASCII but I can't use it for screen dumps or graphics. Not to mention neither of my WP packages supports it.

I'd like to write a driver but have no idea how to go about it. I guess I need some sort of template with comments to work from. Or if someone actually has written a driver for this thing, I'd love to get a copy of it.

Second question, I'm planning on buying a Pansonic 1123 in the near future. As this is a 24-pinner, I'll need a driver for this puppy too. Does anyone have a source for this? If it helps, it is supposedly compatible with Epson LQ-850.

Third question, how do I get the drivers to run from the desktop to allow screen dumps? I.e. how do I do the equivalent of "install printer"?

Brian Rost @rgb.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

2690. Wall Street Journal article

Newsgroup: comp.sys.atari.st
Date: 1991-09-16 17:04:34 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Sep16.170434.12094@chinet.chi.il.us>
Source record: 228921

There was a big article in today's Wall Street Journal about palmtops. It seems that every player in the field was mentioned EXCEPT FOR Atari and Poqet, who somehow seem to be the most obvious players. This is about the third time WSJ has left Atari out of an article on palmtops (the first time they've forgotten Poqet, though). It would be a nice test of Atari's corporate fitness to zip WSJ enough canned information so that the next article on palmtops will include Atari stuff.
Steve

2691. Re: ST memory allocation

Newsgroup: comp.sys.atari.st
Date: 1991-09-16 17:05:06 UTC
From: slammy@admiral.uucp
Message-ID: <8mmD91w164w@admiral.uucp>
Source record: 228929

rjast1@unix.cis.pitt.edu (Robert J Anisko) writes:

> Hmm, I don't have Neodesk, but in playing with GEMINI, Gemini
> actually has a directory somewhere where files for the CLipboard go
> (along with the trashcan (NOT the thrashcan))...
>
Well, Neodesk's clipboard really seems to be a variable size RAMdisk. You
can copy files to it, and then switch floppies, (or whatever you're
using) and copy it from the clipboard to the destination floppy. But the
clipboard never uses more RAM than the size of the files in it (with
maybe a little overhead for FAT etc) and doesn't eat any program space.
But, if you have files in the Neodesk clipboard, and then execute an
application, then those files will be lost...

admiral!slammy@uunet.uu.net (Dave Litchman) <uunet!areyes!admiral!slammy>
The Admiral's Public UNIX - Greenwich, CT - System Administrator: Doug Fields
(HST/V32) 203-661-1279 - (PEP/V32) -2873 - (V32) -0450 - (V29/MNP6) -2967

2692. Re: Can I convert a supra 20m hd to something bigger?

Newsgroup: comp.sys.atari.st
Date: 1991-09-16 18:36:20 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3306@cod.NOSC.MIL>
Source record: 228924

I have an Atari SH204 20Mb hard disk that is filled. I also want to add something bigger, but don't want to just throw away the SH204 since it works fine. Is there some way I can daisychain an 80 Mb hard disk onto it? Or is there another (better) solution ? Any and all suggestions are welcome - if I get a lot of email responses I'd be glad to summarize and post.

Thanks

Mike Healy

healy@cod.nosc.mil

2693. Re: Wall Street Journal article

Newsgroup: comp.sys.atari.st
Date: 1991-09-16 20:04:41 UTC
From: cmm1@cunixb.cc.columbia.edu
Message-ID: <1991Sep16.200441.3300@cunixf.cc.columbia.edu>
Source record: 228925

In article <1991Sep16.170434.12094@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>There was a big article in today's Wall Street Journal about palmtops. It
>seems that every player in the field was mentioned EXCEPT FOR Atari and Poqet,
>who somehow seem to be the most obvious players. This is about the third time
>WSJ has left Atari out of an article on palmtops (the first time they've
>forgotten Poqet, though). It would be a nice test of Atari's corporate
>fitness to zip WSJ enough canned information so that the next article on
>palmtops will include Atari stuff.

Are you really that surprised? As an exercise, go out on the street and ask 50 people what Atari means to them. I guarantee you at least 48 of them will say something like: "Oh yeah, they made those cute little video games back in the late 70's and early 80's. They're still around?" Atari's attempt at making a name for itself in the computer business has been a textbook case of blown advertising.

Also, the fact that the Portfolio had horrendous reliability problems when it first came out doesn't help at all. My boss owned one for a few months, but he NEVER got one that worked properly and he had it "serviced/replaced" twice. He ended up buying a Sharp Wizard.

Let's face it, a couple dozen Atari cheerleaders ranting on Usenet isn't going to pick Atari up off its ass. If they want people to buy their products, they'll have to market products in a timely manner (not a year or two after everyone else) and they'll have to advertize so that people will know that these products exist. If Atari could get back the competetive edge it had 5 or 6 years ago they might start earning some money...

Cheers,

Chris

```
--------------+------------------------------------------------------------
Chris Mauritz |Homebrewing: The only hobby perfectly tailored for
| anal retentive alcoholics. :-)
--------------| (ripped off from someone on the net...)
```

2694. Re: mono monitor scrolling

Newsgroup: comp.sys.atari.st
Date: 1991-09-16 20:58:15 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <6135.28d4d497@miavx1.acs.muohio.edu>
Source record: 228923

In article <1991Sep12.115041.29347@eagle.lerc.nasa.gov>, tppease@lims02.lerc.nasa.gov (GARY PEASE) writes:
> I recently purchased a 50 meg hardrive and a monochrome monitor for my 1040
> st. The st was bought around 1987 and is the original machine, no TOS
> updates, memory upgrade etc. It has alway worked fine with my color
> monitor. Now that I've got the hard drive and the mono I have the
> following problem. Whenever I copy file from A to the hard drive the
> monitor freaks out and just scrolls and has snow. If I reboot the system
> the problem goes away. Also I ran another program and the desktop came back
> shifted and part it was backwards?(It hard to explain what it looked like)
> The guy I bought it from suggested that maybe I need a TOS update? Can
> anyone help me. How can I troubleshoot the problem?
> Thanks
> Gary

Sounds like the same problem I had with my friends hard drive, which
also has the ICD adapter. I had to solder a capacitor onto the ICD board
which fixed the problem right away. (I called ICD and the guy I talked
to told me everything I had to do, it was pretty painless)

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

2695. Graph program for A-Calc Prime?

Newsgroup: comp.sys.atari.st
Date: 1991-09-16 21:07:00 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1991Sep16.210700.25121@ccu.umanitoba.ca>
Source record: 228927

I've been using A-Calc Prime for as long as I can remember. It's a pretty basic spreadsheet, but it suits my needs very well and I'm quite familiar with it, so I'm loathe to give it up. I seem to recall that a separate graphing utility was released for the program ("A-Graph" or something like that?). Does anyone know where I might find a copy? Alas, I fear that it's not commercially available, since Antic stopped distributing A-Calc ages ago. Does anyone have an old copy they'd like to sell?

BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9105

2696. Rap/Dance - Atari

Newsgroup: comp.sys.atari.st
Date: 1991-09-16 23:29:26 UTC
From: dinsmm@aix.rpi.edu
Message-ID: <plmn1bk@rpi.edu>
Source record: 228928

I am a member of our college radio station, WRPI at Rensselaer Polytechnic Institute and I noticed a Rap/Dance cd there that might be of interest to the Atari community. A group called "KLF" which is played on the radio often if you are listing to that type of music - usually a song called "3 am eternal" has written in the cover that they use an Atari ST. Nice song.
Thought you might be interested.

_
/\/\ |\
/ \ike |/insmore __o
\<,
Get moving. Enjoy life ( )/ ( )
dinsmm@rpi.edu

2697. Re: Zoo (Was: TeX -- uhhg!)

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 00:08:53 UTC
From: marshall@cs.uq.oz.au
Message-ID: <3799@uqcspe.cs.uq.oz.au>
Source record: 228930

In <A1956386599@dynasoft.mn.org> jls@dynasoft.mn.org (John Stanley) writes:

>[In article <A1110841117@thelake.mn.org>,
> steve@thelake.mn.org (Steve Yelvington) writes ...]

>> Note that ZOO is case sensitive, so you can't run it from pre-TOS 1.4
>> Desktop. If you run it from a command shell, be sure the shell doesn't
>> muck around with the slashes (you may have to quote the arguments).

> Almost right Steve... The ST versions of Zoo that I've seen CAN be
>used on machines running TOS versions earlier than 1.4 using the novice
>commands.. The "x//" can easily be used on any TOS by substituting
>"-RESTORE" or -restore" (which are both equivalent to "x//"). While not
>as powerful or flexable as the regular commands, it's misleading to tell
>people "you can't run it from pre-TOS 1.4 desktop"....

> ... JLS

>---
>John L. Stanley <jls@dynasoft.mn.org>
>Software Development Consultant / Dynasoft Systems
I have used zoo with complete success, many times, running under TOS1.0.
It works particularly well from within argsh.prg, which i believe is
available from atari.archive.

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

2698. Non Atari Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 04:08:12 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91260.000812JJL101@psuvm.psu.edu>
Source record: 228933

I was wondering if someone could give me info on possibly connecting
non-atari hard drives to the ST. Possible? What cables are necessary?
How much would it be? Reason, I would rather get a used HD for a good price
if I could, and though they are for IBM, they still could be worth the
trouble, right? Any info would be appreciated.

****
* * John J. Lehett * JJL101@PSUVM *
* J.J. * Penn State * *
* * Center for Academic Computing * JJL101@PSUVM.PSU.EDU *
****
* Games, Puzzles, Cryptos, Diplomacy, Synths, Midi, Atari ST's! *
****

2699. Re: Rufus with Matrix M110 possible?

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 05:08:10 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0bbvvtm@pfunk.hanse.de>
Source record: 228766

In <91259.125054ONM07@DMSWWU1A.BITNET>, ONM07@DMSWWU1A.BITNET writes:

>I can't believe this. Did he try both ways to install it (in front of GDOS or
>behind)? BTW: well writte software should be run on any place in the auto
>folder...
>

As far as I know, the software for the Matrix 19" monochrome monitors
consists of two parts. One of them is GOLIATH, which is a complete
driver with GDOS support. But it is very very slow.
So MATRIX added another driver named DAVI, which is capable to support
some screen accellerators like Turbo ST and Quick ST II. We tried
to install NVDI in several ways, but it broke every time. DAVI is written
by some guys from France and if you know of TURBODOS, you may understand
why this can't work. OK, this is another prejudice like "GFA programs don't
make reliable redraw".

On the ATARI Messe in Duesseldorf we asked at Matrix, if they will deliver
a new version of their drivers to run NVDI, but they said "Monochrome is
out of time" and they probably will not support tose screens in the
future.

What about Arnd Beissner's PROTAR screen driver, does he support all
screen accelerators or is it fast enough without them. I never saw
an article comparing the quickness of these graphic cards.

Bye......Michael

--
/-----------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-----------------------------------/

2700. Re: TeX, which do I get? (Now that I kno

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 05:21:20 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0bbvwfk@pfunk.hanse.de>
Source record: 228765

In <1991Sep16.135722.19575@netcom.COM>, Christopher Russell writes:
>
>Here's what I got doing an ls of the TeX directory:
>
>Lindner-TeX:

The perfect one, always reliable with a nice shell. speedy and makes the best output. It's shareware. Since Metafont is not ported by Stefan Lindner himself and Lutz Birkhan hasn't ported the version 2.9 to the ST, you have to run SL's TeX 3.1 combined with old Metafont 1.7

>Lindner-TeX.packed-disks:
>Ridderbusch-TeX:

Since Frank Ridderbusch is inside the GNU-project, this could be a port using GNU C. I've never heard of this one.

>bammi-TeX:

Should also be ported using GNU.

>cs-tex:

Christoph Strunk has ported full TeX 3.1 and Metafont 2.9 using Laser C (As I remember). It's a complete set with a small but useful installation-program. CS has made some arbitrary modifications to the TeX macros, so that the output may look a bit different from original versions, but it's handy (as a 5 MB systems can be) and complete.

>driver:
>passautex:

I know of an Amiga version of TeX named PasTeX, this should be that one.

Bye......Michael

--
/-----------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-----------------------------------/

2701. Zoo 2.1

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 09:16:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <A6251@hh.maus.de>
Source record: 228897

CF>
CF>Write a Mail to Thomas Quester Mouse HH. He is the only reliable
CF>address for Compressing programs. He did the porting of the new LHARC.

Its true, I ported zoo 2.1 once, but this was more or less to compete it
with LHarc. After I heard, someone else is workin on zoo 2.1, I deleted the
sources. In fact, I only have a megafile 30 :-(

Thomas Quester * Lampenland 9 * 2050 Hamburg 80

MauTau V 2.2c - Ich bin weder rechts noch links, ich bin untendurch.
(Net)

2702. Re: mono monitor scrolling

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 09:27:05 UTC
From: marc@hemlock.cray.com
Message-ID: <1991Sep17.042705.16971@hemlock.cray.com>
Source record: 228934

In article <6135.28d4d497@miavx1.acs.muohio.edu>, rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
> In article <1991Sep12.115041.29347@eagle.lerc.nasa.gov>, tppease@lims02.lerc.nasa.gov (GARY PEASE) writes:
> > [..stuff about HD problems..]
> > Thanks
> > Gary
>
> Sounds like the same problem I had with my friends hard drive, which
> also has the ICD adapter. I had to solder a capacitor onto the ICD board
> which fixed the problem right away. (I called ICD and the guy I talked
> to told me everything I had to do, it was pretty painless)
>
> Ryan 'Gozar' Collins

You may remember I had the same problem a couple of months back. The guy at First Coast who I spoke to (they sold me my HD) said that ICD were now making the host adaptor boards with this wonder-capacitor already build in. The replacement I received was, indeed, untouched by Third Coast hands, and had the fix.

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

2703. Re: Lattice C

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 09:41:32 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Sep17.094132.16405@rhrk.uni-kl.de>
Source record: 228790

johnj@echo.philips.nl (John Janssen) writes:

>Several years ago when I still had my 520 ST, I did make some programs
>using Lattice C compiler. At some time I got a letter from METACOMCO
>(in UK) that I could update my version to get the latest version.
>I did update, but for some reason never used it since.

... stuff deleted...

>However, I see mails on the net talking about version 5.xx.

>So I have the following questions:

>1. Why did I never got an update mail since?
> (Yes I know Metacomco is out of business, but
> lattice C seems to be 'taken' over by someone else)
In England Lattice is distributed by HiSoft.
In Germany you get it from Creative Computer Design CCD.
The price is 398,- including english handbooks and the brandnew
"Atari ST Profibuch" by Sybex.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
--
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
****

2704. Driver for Deskjet 500 ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 10:50:37 UTC
From: markb@hpwin052.HP.COM
Message-ID: <95630001@hpwin052.HP.COM>
Source record: 228771

Can anyone let me know where there is a driver for the Deskjet 500?
I have a normal deskjet driver but would like to be able to print
in lanscape.

Thanks,
Mark Bridgett

2705. Re: Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 10:56:17 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep17.105617.9110@actrix.gen.nz>
Source record: 228935

In article <1991Sep14.173525.28486@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
> In article <A2235045675@dynasoft.mn.org>, jls@dynasoft.mn.org writes:
> >
> > Unfortunately it doesn't work with the most recient version of Flash
> >(it's an -old- accessory) and the improvements in Flash since it was
> >compatable with the accessory are important enough that I doubt you'd
> >want to go back to that version.
> >
> >---
> >John L. Stanley <jls@dynasoft.mn.org>
> >Software Development Consultant / Dynasoft Systems
>
> Whoa there!! Is there a newer version of Flash that 1.6!!?! I heard a
> rumor about a 2.0 release, but have not seen any ads for it. I like
> Flash a lot, and would be very interested in a new release (I hope they
> fixed the "no underline with TurboST" bug). I have Flash 1.6, the latest
> version that I know of, and it works fine with the Kermit acc.
> --
> ---------------------------------+-------------------------------------
> Mickey R. Boyd | "Kirk to Enterprise. All clear
> FSU Computer Science | down here. Beam down
> Technical Support Group | yeoman Rand and a six-pack . ."
> email: boyd@nu.cs.fsu.edu |
> ---------------------------------+-------------------------------------

From what I have read there is No Real Flash 2.0.
There is a Ozzy Version that has useses the Name Flash 2.0,
but has nothing to with Flash at all..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2706. VORTEX

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 12:21:23 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.685110083.larserio@kvart.ifi.uio.no>
Source record: 228936

Anyone that have the FAX number to VORTEX GMBH (the makers of AT Once) ?

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
_____/ _____/ _____/ ____/ /

2707. Re: TeX, which do I get? (Now that I know where)

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 12:35:16 UTC
From: raichle@azu.informatik.uni-stuttgart.de
Message-ID: <RAICHLE.91Sep17143516@azu.informatik.uni-stuttgart.de>
Source record: 228931

> Well, I had no luck ftp'ing to the koeln site, but the 129.69.1.12
> site works..and there is so much TeX stuff there I don't know what to
> get... And the connection is pretty slow..

129.69.1.12 is rusinfo.rus.uni-stuttgart.de
This is DANTE's ftp server.
(...and DANTE is the german speaking TeX users group.)

> Which of these versions should I use?

Either you can use a whole package (i.e. Lindner-TeX (Shareware) or
CS-TeX (Public Domain)) or you pick up the needed TeX, MF, previewer,
printer driver, utilities, fonts, ... piece by piece.

> What is the passautex?

This should be `br-TeX'. This is my own version of TeX 3.1. You can
set TeX's array sizes with the help of a configuration file (and it's
one of the fastest TeX on the ST). But... it's TeX only!

Personally I use the CS-TeX package as base. I have replace the TeX
coming with the package by my own version (which is now at 3.14 and
will be put on the server in a few days, I hope). As previewer and
printer driver I use ShowDVI (+ DVIprint).

> There is TeXdraw stuff in both the texutils
> and passautex directories....

Try to get the newest version. I have TeXDraw 1.79.

Hope this helps
-bernd

Bernd Raichle, DANTE Koordinator `german.sty' | "Le langage est source
privat: Stettener Str. 73, D-W-7300 Esslingen | de malentendus"
email: raichle@azu.informatik.uni-stuttgart.de | (A. de Saint-Exupery)

2708. Test

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 13:10:58 UTC
From: pressler@namu01.gwdg.de
Message-ID: <PRESSLER.91Sep17141058@namu01.gwdg.de>
Source record: 228791

```
Only testing posting to this newsgroup.

--
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
+ Lutz Pressler E-mail: pressler@namu01.gwdg.de +
+ Kreuzburger Strasse 11 Tel.: ([+49] [0]551) 7700178 +
+ W-3400 GOETTINGEN Fed. Rep. of GERMANY +
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

2709. Flight Simulators wanted

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 13:12:05 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <9894@vela.acs.oakland.edu>
Source record: 228937

I keep replying to people that have flight simulators for the ST for-sale
on the net, and getting no replies, so I thought that I would ask directly.
I am looking for either flight simulators, or combat flight simulators with
an increased level of realism. I am specifically after Flight Simulator II
by SubLogic or perhaps Solo Flight, but I am willing to consider buying other
programs as well. I am also interested in getting a version of Falcon as there
are so many mission disks for it. I have already tried the original F15 and
Stealth Fighter (I liked it, but it had a bug I didn't like).

If anyone has any of these, or anything else that the think might be of
interest, please let me know.

Also, I am interested in in any information that anyone may have about
running a high resolution stick with a flight simulator on the ST...

thanks

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

2710. Re: Test; please reply

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 13:14:17 UTC
From: pressler@namu01.gwdg.de
Message-ID: <PRESSLER.91Sep17141417@namu01.gwdg.de>
Source record: 228792

```
Please reply.

Lutz
--
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
+ Lutz Pressler E-mail: pressler@namu01.gwdg.de +
+ Kreuzburger Strasse 11 Tel.: ([+49] [0]551) 7700178 +
+ W-3400 GOETTINGEN Fed. Rep. of GERMANY +
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

2711. welcome to comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 13:57:37 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Sep17.135737.1@simvax.labmed.umn.edu>
Source record: 228941

```
Last update: 17 September 1991
Author: David Paschall-Zimbel (davidli@simvax.labmed.umn.edu)
Comments and suggestions welcome.

Note: I will be revamping this publication for October 1991. If you
have a 'frequently asked question' you'd like to see included (answers would be
helpful too :)), send me e-mail. Comments and suggestions on what bits might
be left out (or added, or changed) are also welcome.

DIRECTORY (new articles and articles with changes are marked with an '*'):
You may search for the capitalized keywords to find the related article.

WEL Welcome to comp.sys.atari.st
CSAST What sort of articles would interest people reading comp.sys.atari.st?
* PD Where can I get Public Domain/Shareware software?
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
ERR What does TOS ERROR nn mean? What do the bombs on my screen mean?
PAINT What is the format for [x] paint program data?
GDOS What is GDOS, and where can I get it?
HAM Where can I find Ham Radio software for the ST?
CLI What Command Line Interpreters are available?
TEX Is TeX/LaTeX available on the Atari ST?
LANG Public Domain/Shareware languages...
GNUC Is GNU C available on the Atari ST?
FREE What is Free-Net and how can I get access?
MINIX Is MINIX available on the Atari ST?
DEV How do I become a developer for the Atari ST?
ZNET Where can I get copies of ZNET?
PALS ST Pen Pals list
MAGS What ST-oriented magazines are available for the Atari ST?
BOOKS What books are available for the Atari ST?
TIPS TIPS AND HINTS from other users

WEL
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.
```

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

CSAST
What sort of articles would interest people reading comp.sys.atari.st?
==========

The most interesting articles are technical articles, impressions of software/hardware, information on Atari user-groups and shows, or helpful hints on how to make better use of the machine and its software.

The least interesting articles are in the form of 'my computer is better than...', especially when cross-posted outside of comp.sys.atari.st. If you don't know how to eliminate other newsgroups from a reply to an article which is cross-posted, ask your systems administrator.

'FOR-SALE' articles should be posted to misc.forsale, and ONLY local distribution of comp.sys.atari.st. Those outside the United States have little desire to read about that neat bit of [hard/soft]ware you're selling when you live in the U.S.A. If you don't know how to restrict distribution of a posting, ask your systems administrator.

Many articles are in the form of "How do I...?" or "Where do I...?" In this article, I will try to answer some of the most-often asked questions.

PD
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.) into their original form.

For Mail Service:

archive-server@twitterpater.Eng.Sun.COM:

Twitterpater holds all of the comp.sources.atari.st / comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so. You may obtain uuencoded files as e-mail. You can obtain a help file by mailing a message to archive-server@twitterpater.eng.sun.com, with the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains a multitude of Atari ST PD and shareware programs. If you don't have access via FTP you can obtain many of the files via e-mail. You should first obtain a help file by mailing a message to atari@atari.archive.umich.edu, with the main body of the message being the word 'help.'. If you are from a uucp site, please enclose this statement also 'path host1!host2!....', where host1!host2!... is your path. Please read the help file completely before you ask questions, and then send any you may have to jon@atari.archive.umich.edu. Jeff Weiner will only forward them to Jon, so please save him the time. Any questions about the archive or specific files go to weiner@atari.archive.umich.edu

For anonymous FTP: atari.archive.umich.edu [141.211.164.8]

User anonymous
<enter e-mail address in response to Password prompt>
cd /atari

For anonymous FTP in the UK: uk.ac.lancs.pdsoft

User pdsoft
Password pdsoft

This is a national public domain archive, available to sites in the UK only via JANET. Mail access is available from within the UK - send mail to archive-server@lancs.pdsoft for information.

For anonymous FTP in Europe: ftp.Informatik.Uni-dortmund.DE
[129.217.64.63]

Some selected Atari ST software is in the directory pub/comp/atari-st.

The mail server has also moved. Send an e-mail message to

info-server@ftp.Informatik.Uni-dortmund.DE

For anonymous FTP in Europe: cs.uni-sb.de [134.96.7.254]

Contains the most interesting tools of the german PD-scene, most of the GNU programs ported to the ST (including ports of emacs and bash and an extended version of bammis library for gcc) and also ports of software posted to comp.sources.unix, alt.sources and comp.sources.misc.

For anonymous FTP in Europe: archive.cs.ruu.nl
[131.211.80.5]

How to get ATARI-ST/index from the archive at
Dept. of Computer Science, Utrecht University:

NOTE: In the following I have assumed your mail address is john@highbrow.edu.

Of course you must substitute your own address for this. This should be a valid internet or uucp address. For bitnet users name@host.BITNET usually works.

by FTP: (please restrict access to weekends or evening/night (i.e. between
about 20.00 and 0900 UTC).

ftp archive.cs.ruu.nl [131.211.80.5]
user name: anonymous or ftp
password: your own email address (e.g. john@highbrow.edu)
cd /pub
don't forget to set binary mode if the file is a tar/arc/zoo archive,
compressed or in any other way contains binary data.
get ATARI-ST/index

by mail-server:

send the following message to
mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

BITNET users:

LISTSERV@UOGUELPH.BITNET

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

ARCS
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are
binary files which may contain one or more other files in a compressed format.
Archive files usually take up less disk space, and for this reason have
become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive
program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

These programs are all available via FTP from the atari.archive server, in the
/atari/archivers directory. Recommended files are:

arc.ttp - needed to extract the other archivers, once.
arc_602.arc - latest version of ARC, with the most fancy features
and quite a lot of documentation
lharc.arc
zoo_bin.arc

Julian Coleman recently (December 1990) uploaded an archive starter pack to the atari.archive server. His announcement reads:

" I have just uploaded an archive starter pack to Atari.Archive. It contains the following :

arc / lharc / uud / uue / zoo
U. Michigan monthly posting (05 Dec 90)

The file is 'starter.tos' and is in the form of a self-extracting lzh archive, so only needs to be downloaded (in binary mode !) and run. The archive contains sudirectories and needs about 350k when extracted."

This is probably the easiest way to get hold of the various archiving programs if you have access via FTP and can transfer the binary file to your Atari ST. The program is located in the main directory (ie. /atari/starter.tos)

There are also several GEM programs which act as 'shells' for the archive programs. The most popular are Shareware offerings, also available on atari.archive server. They are:

arcgsh35.zoo - written by Rainer Klute. e-mail will reach him
at klute@irb.informatik.uni-dortmund.de or
klute@unido.uucp, or klute@unido.bitnet

arcshl26.arc - written by Charles Johnson

Both are located in /atari/archivers

The GEM shells are recommended for inexperienced users (and appear to be quite handy for the experienced user as well!) They require a copy of the archive program -- in other words you need BOTH the GEM shell *AND* the archive program in order to use the GEM shell.

Documentation on the use of the archive programs should accompany the archive files mentioned above. To use ARC.TTP in order to extract these files, use the command line:

xh xxxx.ARC *.*

where 'xxxx' is replaced by 'arc_602', 'zoo_bin', etc. For example

xh arc_602.arc *.*

will place all files within the arc_602.arc into the current directory. It assumes you've clicked on the ARC.TTP program from the Desktop and have the parameter dialogue box on your screen.

In many cases, simply typing a '?' or 'h' will provide an extensive list of available options.

Source and binary code for archive programs have also been posted to comp.sources.atari.st and comp.binaries.atari.st. They are available via e-mail through the panarthea archive server. See Steven Grimm's posting for more information on how to obtain files from panarthea.

ERR
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4
Access denied.....-36.....5

```
Invalid handle.................-37.............6
Insufficient memory............-39.............8
Invalid memory block address...-40.............9
Invalid drive specified.........-46............15

No more files..................-49............18
Range error....................-64............33
Internal error.................-65............34
Invalid program load format....-66............35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

PAINT
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is on the atari.archive server under /atari/graphics/picfmts.doc.

GDOS
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of
STart, volume 1 number 1 said...)

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and
more)" by Douglas N. Wheeler from the atari.archive server. The file is
/atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server.
The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files
or font files (at least those supplied by Atari). You can get these files
with many commercial programs, such as Degas Elite, WordFlair, etc. You might
also want to check your local user group to see if they received a copy of the
WordFlair demo program (also available on GEnie). The demo program appears to
have the GDOS system and font files.

HAM
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)
Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX
Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

CLI
What Command Line Interpreters are available?
==========

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor
BASH GNU Bourne Again Shell - available under MINT
ksh Korn Shell - available under MINT
gemini MUPFEL is the shell used by the gemini environment
okami a German shell with many useful utilities built in
pcommand an MS-DOS-like shell

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

TEX
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.1) has recently been made available on the
atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the
minimum files needed to get a working TeX/LaTeX system up and running on the
Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

For a step-by-step article on setting up Tex and LaTeX, send an e-mail request
to davidli@simvax.labmed.umn.edu. Be sure to mention 'tex.setup'.

LANG
Public Domain/Shareware languages...
==========

Check the atari.archive server under /atari/languages. Currently included:

abc
apl Demo and 'J' j_29.arc,apl68000.arc
forth Don't know which, I prefer BRADLEY FORTH
FORTRAN77 BC-FORTRAN version 'C' bcf.lzh
icon ICON icon2.arc,icon_bin.arc
modula-2 From Germany modula2.zoo
Sozobon C Most excellant
Elan
xlisp
xprolog
xscheme

GNUC
Is GNU C available on the Atari ST?
==========

You can also get the GNU C program, which runs on 1 megabyte Atari ST systems. For more than minor programming, you may need to upgrade to 2 or more megabytes, as the GNU programs generally assume you've got plenty memory.

GNU C for TOS is available via anonymous FTP on atari.archive. It is also available via anonymous FTP on cs.uni-sb.de [134.96.7.254] and most of the other European FTP sites.

FREE
What is Free-Net and how can I get access?
==========

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran

by newly acquired SIG Operator, Peter Haller, a professional programmer
who is running developer sections on hardware and software development,
programming, MIDI applications development, Graphics Design,
plus many other sections that can definitely become a programmer and
developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured
Product Info and Support Board and a new Special Applications Board.
The Support Board includes a vast library of support lists. These lists
range anywhere from phone numbers of Atari dealers and producers, to
software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software.
To sum it all up this area covers what's out there, who makes it, and how
to get it for all Atari products. The Special Applications Board is
just starting out. Currently there is an area for users of MIDI on the
ST. MIDI users are encouraged to use this as a means to discuss MIDI
related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it
via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu"
or by calling (216) 368-3888 300/1200/2400 bps. Once on the system,
a user can apply for an account application and logon as a visitor.
Once here, simply type "Go Atari" to get to the Atari SIG. A visitor
can go anywhere on the Freenet and can read anything. They can't
post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to
myself via the e-mail addresses above or by writing the SIG at its US
mail address:
The Atari SIG
P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

MINIX
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386,
and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and
later in 1991, Sun SPARC. It is available with all the source code for
the entire operating system, the libraries, and nearly 200 UNIX-like
utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free
via anonymous FTP for people on the Internet. A Macintosh version will be
online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to
ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME
file describes the contents of the directory and how to use it. Be sure to
fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-
Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T
ask me to send it by email. I have quite enough work already thank you.
The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line,
MINIX itself is copyrighted software and is not available on line. The
demo disks are also copyrighted, but permission is hereby granted to
upload and use them for evaluation purposes. The READ_ME file tells how
MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN
TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.

If you want to follow the MINIX discussion, read the comp.os.minix
newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

DEV
How do I become a developer for the Atari ST?
==========

Contact Gail Johnson, Atari Rep Person, (408)745-2568

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Gail can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost

of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill in an application form and a non-disclosure agreement. Contact Gail for more information.

ZNET
Where can I get copies of ZNET?
==========

ZNET on-line magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

ZNET and some information from the Current Notes user magazine are also available from the atari.archive server under /atari/magazines.

PALS
ST Pen Pals list
==========

Simon Chappell is compiling a list of people interested in exchanging paper-based mail "of interested parties who could then keep in touch and prevent themselves losing touch with the ST community at large (this would be especially easy if someone who still had net access could summarise current topics or forward news and advice!)"

He is accepting entries in this format:

eg Simon Chappell.
s61304@uk.ac.psw.pa (NOTE: NO LONGER VALID ADDRESS...)
51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ. UK.
C, operating systems (UNIX, VMS) & relational databases.

Contact Simon at his paper mail address if you are interested.

MAGS
What magazines are available for the Atari ST?
==========

The information here is preliminary. If you've got updates, mini-reviews, or more information on other magazines, please send them to me via e-mail. As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free [$6.00/50 magazine shipping charge] from participating computer dealers, bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class (there is currently a $15.00 introductory subscription available for a limited time).

Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year) Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine (Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

Subscription costs: UK - 15 pounds; Europe - 18 pounds (Air Mail); worldwide - 28 pounds (Air Mail)

Address: ST Club, 49 Stoney Street, Nottingham, NG1 1LX ENGLAND

ST World:
---

formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90. Now, allegedly, about to be revived as a monthly (under the stewardship of Jean Gollner, mother of ex-editor Hugh) in the wake of Atari UK's new push into the 'serious' market.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people.
Lively, but of uneven quality. Big leisure section, but other areas
covered too. Includes cover disk - mix of games demos and (usually out
of date) PD utilities. Probably the biggest-selling UK ST mag. Has had
several public rows with Atari UK.

Atari ST User:
---

like ST Format. Generally (amongst online users) thought
to be not quite as good.

ST Action:
---

games, games and more games. And games.

There are ST sections in New Computer Express (weekly), Computer Shopper
(monthly) and some general-purpose games mags whose names I forget.

There are also, I think, some MIDI mags with strong ST content. I don't
have their names.

German Mags:

Atari PD Journal:

Reviewed in the May '91 issue of Current Notes [from which I'm cribbing this
information, DP-Z]. Hardware and Software reviews, some commercial software
reviewed. Typical issue runs around 90 pages. Special "Katalog" section.

Subscription: DM 70 (normal mail), DM 100 (air mail). Prices may be for
domestic distribution -- write first!

Address: Heim Verlag, PD Abonnement, Heidleberger Landstrasse 194, 6100
Darmstadt 13 GERMANY

ST-Magazin (formerly 68000er):

(monthly) Typical issue: around 150 pages. Includes DTP-magazine CICERO.

Subscription: DM 77 (domestic distribution); foreign - write for information

Address: ST-Magazin, Markt & Technik Verlag AG, Hans-Pinsel-Strasse 2,
D-8013 Haar bei Muenchen GERMANY

ST Computer:
---

11 issues/year, typical around 180 pages

Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)

Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

BOOKS
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa
(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is
based on the 31 articles that Clayton Walnum wrote for Analog. It was written
on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in
the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very
large and takes quite a while to make a hard copy if you desire to do so.
The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar
(.img files to go along with the text)."

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar

ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]
```

TIPS
TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to drive B. Handy when a program 'hard-codes' the data drive, and you wish to use your hard drive instead. (It is available on the atari.archive server.)

==========

I would appreciate feedback, comments, suggestions for more TIPS AND HINTS, etc. E-mail can reach me at the following:

davidli@simvax.labmed.umn.edu Internet
davidli@simvax BITnet

-- David Paschall-Zimbel

2712. Overview of TeX-Installations

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 13:58:13 UTC
From: wolf@sol.cs.uni-sb.de
Message-ID: <WOLF.91Sep17155813@sol.cs.uni-sb.de>
Source record: 228932

As the question ``what TeX should I use?'' raises from time to time in this group I think a short overwiew of the currently available systems, describing their main features, differences, advantages/disadvantages, and the main places you can get them, would be a great help for TeX newcomers on the ST.
If such an overwiew doesn't already exist I would be willing to put one together and post it or put it on an archive server.
I know a few systems but I would like to get some more information from you out there to make the information more complete.
Interesting details about the systems will be, e.g. author, TeX version, hardware/os requirements, memory/disk space used, performance, user interface, driver/fonts available and so on.
If you want to contribute, please send me your information via e-mail.

Greetings,

Wolfgang
--

+-------------------+-----------------------------+--------------------+
| Wolfgang Huwig | CS Dept./AI Lab | Intelligent remark |
| wolf@cs.uni-sb.de | Universitaet des Saarlandes | goes here ... |
+-------------------+-----------------------------+--------------------+

2713. Re: Super Charger 286?

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 14:21:00 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Sep17.142100.20120@magnus.acs.ohio-state.edu>
Source record: 228938

>Well, you're comparing apples <grin> and oranges here. We were discussing
>peecee emulation. However, in reference to Spectre I would agree with you.
>This is one instance where the emulator is better than the real thing
>in terms of cost/performance. BUT you still have lots of campatibility
>problems. Just check out one of Dave Small's newsletters and look at
>the compatibility list. A lot of things work and there are quite a few
>things that don't work as well.
>
>Regards,
>
>Chris

The list may look bad, but if you look real close, nearly everything that does not work is junk, either really old software or games (I hate computer games). I use one nearly every day, with ADspeed & the ISAAC board, and I have, literally no problems. I also do consulting for the Macintosh and IBM systems, and the more I use the Macs, the more I like the Spectre! We have many little incompatibilities on the Macs that there just don't seem to be on the Spectre. One example is SUM TUNEUP, on literally (without exception, I'm not exaggerating) every Mac we tried it on, we got "unidentified error #0, optimization cancled". I tried the program on the Spectre GCR, and it worked perfectly on every partition. I've found absolutely no major software that does not work, and only a couple of really hardware-based inits or cdevs. I've never had any trouble with any Desk Accessory. I guess I should point out that I run a very high powered system. I use everything I've got on my hard drive for DTP projects (although I use CALAMUS for the final product). I don't just run the Spectre and a single word-processor, and say "it's great". I use it for extended periods of time and use a number of hihg-end programs as well as many little utilities...

Generally, what I'm trying to say is.... This sucker is better than a Mac, at least it is better than the Macs I've used, and I've used lots...

|| || || - David Butler (dhbutler@magnus.acs.ohio-state.edu)
|| || ||
|| || || H H RRRR [High Resolution DTP]
|| || || HHHH R R [1996 Summit St. Apt. B]
|| || || H High RRRR [Columbus, Ohio 43201]
||| || ||| R Resolution [voice: (614)-297-7967]
|||| || |||| R R [BUSINESS CALLS ONLY]
- Desktop Publishing

-[For Free ST consulting]- -(Just a little plug for my company)-
-[the Columbus Ohio area]-
-[call Academic Computing]-

-[Services, 9am - 5pm]-
-[Monday - Friday at:]-
-[(614)-292-2919]-

2714. Re: ST memory allocation

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 14:21:46 UTC
From: micro@imada.ou.dk
Message-ID: <1991Sep17.142146.27354@imada.ou.dk>
Source record: 228950

slammy@admiral.uucp (Dave Litchman) writes:

>Well, Neodesk's clipboard really seems to be a variable size RAMdisk. You
>can copy files to it, and then switch floppies, (or whatever you're
>using) and copy it from the clipboard to the destination floppy. But the
>clipboard never uses more RAM than the size of the files in it (with
>maybe a little overhead for FAT etc) and doesn't eat any program space.

This is a totaly diffrend story. NEODESK and any other application can
allocate memory and put things in that memory. . NEODESK's clipboard
is build into NEODESK, and it therefor don't have problems by allocating
memory.
The original poster wanted to allocate memory form a terminated program,
that hooked into the harddisc vectores. The harddisk vectores is called
from BIOS level, (the lowest level in the OS). NEODESK is running on the
application level (the highest), and can therefor use all parts of the OS.

```
APP
|
GEMDOS <----+ Malloc/Free
| |
BIOS -> HDV -+
```

This is how the variable size ramdisc should do, note the loop! This should
and is NOT legal in a hiracial OS.

Note, with a filesystem build on to of GEMDOS, it would be possible to make
calles to GEMDOS - from within the filesystem...

NOTE this is not what NEODESK does. This is:

```
APP ------+ Malloc/Free
| |
GEMDOS <----+
|
```

And that is (ofcause) legal...

-Klaus

(I don't know anything about NEODESK, I don't have it, I have never run it,
nor have I disassembled it - so I might be wrong, but I don't think so).

2715. Re: Tos 2.0x coming to an STf(m) near you... NOT!

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 14:57:38 UTC
From: data3d@aahs.no
Message-ID: <"788*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 228939

[stuff deleted...]

> R> Yes but if my figuring is right the to 2.x SHOULD be able to fit...
>
>You are right, it does fit in STEs. Someone from Atari Germany confirmed this.

I can confirm this as well. I've been running TOS 2.05 on my 4MB STe for almost half a year now, and I haven't encountered any problems as of speaking. The 2.05 roms of the Mega STe fits right in a an STe, so if you happen to know someone who owns a Mega STe who is willing to hand over his 2.05 roms to you, or you buy two 1024 kbit eproms (which happen to be pretty expensive), you're pretty much saved.

I couldn't/didn't do any of the above, so I wrote myself a program to run the 2.05 roms off a harddisk. Works perfectly (at least for me). I were going to patch it to work on an ST as well, but this hasn't been accomplished due to the lack on a normal ST (everybody within reach seems to have upgraded to either an STE or a Mega STe).

If there's interest, I can post the program on Atari-archive.

Karl Anders Oygard - Karl A Oygard <data3d@aahs.no>

2716. program compatability w/STe's

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 15:22:05 UTC
From: chang@cme.nist.gov
Message-ID: <8594@squire.cme.nist.gov>
Source record: 228940

Has anyone compiled a list of programs that do and don't work
for the STe family (does this list differ between the mega and non
mega STe's?)?

In particular, before I move up to an STe of some sort, I want
to kow if there are any problems running the following programs:

Cad 3D
rest of the Cyber series
Master Tracks Pro 3.5(1?)
Timeworks DTP (pretty old version form 87 or 88)

Anyone w/ a Mega STe run Master Tracks Pro? DOes running at
16MHz, vs. 8 affect the running speed of the pgm, i.e. all your old
sequences have to be slowed down, etc?

I may be intereested in compiling a compatbability list if no
one else has done it.

Fo

2717. Re: SIMMS from a Mac SE into an ST?

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 16:30:07 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Sep17.163007.26794@watdragon.waterloo.edu>
Source record: 228946

In article <1991Sep16.005329.3341@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
}I've got access to 1 meg worth of memory pulled from a MacSE
}(I believe it is in the form of 256K simms). I was wondering
}if it is possible to use this memory in a 520ST? If so, what
}would I do to install it, and how much total memory would it
}give me?
}--Gerry
}ggreenbe@rodan.acs.syr.edu

If your 520 has only 512k, you'd be able to install two of them as bank 1, and have 1M of RAM. The other two 256k SIMMs would be able to sit around gathering dust (or you could sell them to another 520 user)...

It's much better to get 1M SIMMs. You can then easily (well, if, unlike myself, you know how to wire them in properly) pump your ST up to 4M, unless you're unlucky enough to have an old (1985) 1040 STf, like I do. For some reason, my MMU won't take more than 512k in bank 0, so 2.5M is as high as I can go. This same thing is true of my friend's ST (1985, 1040STf), so I suspect it's true of all 1985 1040's... As far as I know, old 520s are fine though.

Does anyone know how I could get around this? Install a newer MMU? Have you done it? :-) I'd really like to go to 4M one of these days...

2718. DC weekly program post

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 16:45:14 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Sep17.164514.13904@menudo.uh.edu>
Source record: 228945
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This week's program has been sent to the ftp site atari.archive.umich.edu and to the moderated newsgroup comp.binaries.atari.st.

DC No Alert will keep an alert box from being displayed and will 'fake' return of the DEFAULT button. So, in an alert that says, "Really Quit?" with the YES button being the default, you'd hear a little 'bing' and that's it. The YES button will be returned as the button selected. 100% assembly. ST, STe, and TT compatible. Program of the Week.

- mike / double click software

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

2719. Re: Rap/Dance - Atari

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 16:48:47 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Sep17.164847.27820@watdragon.waterloo.edu>
Source record: 228947

In article <plmn1bk@rpi.edu> dinsmm@aix.rpi.edu (Michael John Dinsmore) writes:
}
} I am a member of our college radio station, WRPI at Rensselaer Polytechnic
}Institute and I noticed a Rap/Dance cd there that might be of interest to
}the Atari community. A group called "KLF" which is played on the radio
}often if you are listing to that type of music - usually a song called
}"3 am eternal" has written in the cover that they use an Atari ST. Nice
}song.
} Thought you might be interested.

Last I heard, Mick Fleetword was using an ST, and Tangerine Dream had
13 of them...

2720. Re: ST memory allocation

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 16:49:11 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <178143@unix.cis.pitt.edu>
Source record: 228944

Another thing I was wondering about in terms of ramdisk allocation/
deallocation - I have Deskcart, and it lets me Add/Delete ramdisks right
from its ACCessory panel. Does using this fragment the memory up or
not? (I guess I could use SYSINFOB or something to check this out)...

Robert Anisko
rjast1@unix.cis.pitt.edu

2721. Creator/Notator 3.1 Update

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 16:56:38 UTC
From: darling@cellar.UUCP
Message-ID: <4wgF91w164w@cellar.UUCP>
Source record: 228751
Cross-posted to: comp.sys.atari.st,rec.music.synth

For all interested Creator/Notator users, I have just recieved my copy of the Creator 3.1 update from C-Lab. The update costs $35; I believe the program now sells for $325 new.

First off, there's a new graphical arrange mode, using a grid that you can zoom in and out of (like Hyper Edit). You can use it as the old arrange mode, or utilizing new cut & paste functions.

Also, when using 32 tracks/pattern, you now have the option to view all 32 at the same time (with all parameters, of course).

There is also a slew of new very detailed and flexible note-processing functions, allowing such things as global shifts over the entire arrangement. Since I'm still finding new things to do with the old transform and re-mapping pages, I haven't really gotten to this stuff yet.

Also added is control for compatible Fostex tape machines.

For Notator users, notation output now supports Calamus and Pagestream formats.

Also included, naturally, is a new manual.

So far, I've found the 32-track display and the graphic Arrange grid particularly useful, since I use about 45 MIDI channels spread over hundreds of tracks. It's now a lot easier to get a grip on overlapping patterns and patterns that start and end in strange places (fractions of beats, etc.)

C-Lab's distribution # is (415) 255-2091. I'd like to hear other users' impressions of the update.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

2722. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 17:24:11 UTC
From: kbad@atari.UUCP
Message-ID: <3067@atari.UUCP>
Source record: 228760

focke@gmdzi.gmd.de (Stefan Focke) writes:
|piet@cs.ruu.nl (Piet van Oostrum) writes:
|>Is ARJ (or UNARJ) available for TOS?

|Yes. But only UNARJ.

Pity, that. I'd dearly love to have ARJ.
And a word to whoever's doing the port:
PLEASE do an integrated GEM version! The bewildering array of swiches on the DOS version of ARJ is enough to make me tear my hair out every time I try to use it! Geez, it's powerful, but geez, it's also REALLY confusing!

Otherwise I may have to take a few weeks out of my vacation next summer and do an integrated version myself :)

Seriously, it would be swell to have something along the lines of StuffIt, based on ARJ, for TOS. Heck, I'd prolly even pay money for it.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

2723. Re: Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 17:28:30 UTC
From: kbad@atari.UUCP
Message-ID: <3068@atari.UUCP>
Source record: 228761

Stalker three point oh...
oh...
oh...

I'm using it right now to write from my desktop to our VAX to you...
gosh it sure looks nice with just a plain terminal window with no
window gadgets, giving me a full 80 columns in a GEM window that I can
still move and resize...

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

2724. maccel3?

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 19:26:54 UTC
From: selick@bucsf.bu.edu
Message-ID: <89856@bu.edu>
Source record: 228948

Does Maccel3 exist? xcontrol asks for maccel3 and all I could find was maccel2.

2725. Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 20:06:24 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1991Sep17.200624.13750@umbc3.umbc.edu>
Source record: 228942

Does anyone know when the SST board is going to be released? I read in an online conference in ZMAG that the board was to be released in the first part of August. It's now mid September and I haven't heard a peep from them or this newsgroup.

Thanks for any info!

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

2726. Atari Computer for sale!

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 20:13:39 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1991Sep17.201339.15190@umbc3.umbc.edu>
Source record: 228943
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

FOR SALE:

Atari 1040 ST
1 meg main system memory
Internal 720K 3.5" disk drive
TOS 1.4 Operating System ROMs
Surreal Systems internal clock chip
Atari SC 1224 Color monitor
Original super-sharp JVC model
Semi-"Home-brew" hard drive
SH 204 case and power supply/fan
ICD Advantage Host Adapter (w/clock)
OMTI SCSI-to-MFM converter
Seagate ST-251 40 meg drive (flakey)
DMA cable
Atari standard mouse
WordPerfect for the Atari ST
Abacus Chartpak
Misc. system disks for the above system
...and any other misc. Atari formatted disks that I have

All this great stuff for just $700 or best offer!

If you have a trade in mind, then go ahead and ask. For now,
I am looking for mostly IBM and generic stuff: SCSI Hard drives,
laser printers, Roland MT-32 or LAPC-1, etc...

I'd rather sell the system as a whole, but if I get offers
for most of the pieces, then I'll go that way.

Anyway, if you have an offer, then make it! The worst thing
that can happen is that I'll say "No way!"

I prefer email, but if you would rather call, you can reach
me at (301) 521-0015.

Thanks!

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

2727. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 20:50:10 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Sep17.205010.20261@elroy.jpl.nasa.gov>
Source record: 228949

In article <1991Sep17.200624.13750@umbc3.umbc.edu> chuck@umbc5.umbc.edu (Chuck Rickard) writes:
>Does anyone know when the SST board is going to be released? I read in an
>online conference in ZMAG that the board was to be released in the first
>part of August. It's now mid September and I haven't heard a peep from them
>or this newsgroup.

I just saw several of them running at the Glendale Atari Faire. They said they expect to have production underway in 2-3 weeks. Looks like a real winner... I brought a copy of Fractint to run, it was easily 10 times faster when running in fast RAM on the SST. (Ran side-by-side with a non-accelerated STacy.) Running in ST RAM there wasn't a whole lot of speed increase. If you've got programs that can only run in ST RAM it may be kind of bothersome, might make the thing less worthwhile for you. The only thing I can think of that would run only in ST RAM tho is a program with statically allocated screen or disk I/O buffers.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

2728. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 20:57:08 UTC
From: cmm1@cunixb.cc.columbia.edu
Message-ID: <1991Sep17.205708.3903@cunixf.cc.columbia.edu>
Source record: 228753

In article <1991Sep17.205010.20261@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <1991Sep17.200624.13750@umbc3.umbc.edu> chuck@umbc5.umbc.edu (Chuck Rickard) writes:
>>Does anyone know when the SST board is going to be released? I read in an
>>online conference in ZMAG that the board was to be released in the first
>>part of August. It's now mid September and I haven't heard a peep from them
>>or this newsgroup.
>
>I just saw several of them running at the Glendale Atari Faire. They said
>they expect to have production underway in 2-3 weeks. Looks like a real
>winner... I brought a copy of Fractint to run, it was easily 10 times faster
>when running in fast RAM on the SST. (Ran side-by-side with a non-accelerated
>STacy.) Running in ST RAM there wasn't a whole lot of speed increase. If you've
>got programs that can only run in ST RAM it may be kind of bothersome, might
>make the thing less worthwhile for you. The only thing I can think of that
>would run only in ST RAM tho is a program with statically allocated screen
>or disk I/O buffers.

This begs the question, has anyone run it side by side with a TT? I would
be curious to see how it compares to Atari's 68030 box. If the speed is
comparable then users could save big $$$ by purchasing Dave Small's upgrade.

Regards,

Chris

p.s. The last Gadgets newsletter I got list the SST's price at under $1,000.
It makes a lot more sense than buying a TT if the speed is up to snuff.
--------------+--
Chris Mauritz |Homebrewing: The only hobby perfectly tailored for
| anal retentive alcoholics. :-)
--------------| (ripped off from someone on the net...)

2729. Re: More Lies From Atari?

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 21:48:50 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Sep17.214850.21544@elroy.jpl.nasa.gov>
Source record: 228755

In article <9411@cactus.org> covert@cactus.org (Richard Covert) writes:
> More Of The Same?
>
> I am really disgusted with Atari's dismal marketing of the Atari
>ST/TT computers here in the USA. So much so that I just don't believe
>anything that Atari promises any longer. I am including a copy of
>an early ZNET magazine describing the recent Atari show held on
>Saturday Sept 14 and Sunday Sept 15 in Glendale, CA USA. Glendale
>is a suburb of Los Angeles, CA, still one of the largest cities
>in the USA.
>
> Does anyone believe any of this from Atari? I don't for sure!!

Well, I was there. Lemme run thru and see if they saw what I saw.
>
> ==((((((((((== Z*BREAK Z*NET SPECIAL REPORT Issue #91-39
> =========((=== ....
> =======((===== ..LIVE REPORT FROM THE GLENDALE ATARIFEST..
> =====((======= ....
> ==((((((((((== .....September 14, 1991...................
>
> Edited by Ron Kovacs
> Reported by John Nagy
>
>
> This is a transcript of a live GEnie ST RT conference where John Nagy
> reported on the first day happenings at the Glendale Atarifest in
> California.
>
> The show had better attendance then was expected and vendors are sorry

There were 2100 attendees in the first day alone. I was there both days.

> they didn't bring more to the show. Atari held a seminar along with
> David Small of Gadgets by Small and Nathan Potechin with Calamus SL.
>
> The following has been edited and any additional information not part
> of this live conference is in brackets. []
>
> Special thanks to Darlah Pine, GEnie ST RT Chief Sysop for her
> assistance!
>
>
> THE Z*NET LIVE REPORT FROM THE GLENDALE ATARIFEST
>

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> be reprinted only with this notice intact. The Atari RoundTables on
> GEnie are the *official* information services of the Atari Corporation.
> To sign up for GEnie service, call (with modem in HALF DUPLEX) 800-638-
> 8369. Upon connection, type HHH Wait for the U#= prompt. Type
> XJM11877,GENIE and hit RETURN. The system will now prompt you for your
> information.

God, a half duplex computer service, and people use it in droves. (Sorry, uncalled for editorializing... And yes, I know you can set it for full duplex, but it always resets to half duplex after a file transfer. Stupid system.)

>
> <R.KOVACS> Hi there, I am waiting for John Nagy too!! Shoud be around
> shortly!
>
> <DARLAH> Great!
>
> <R.KOVACS> I am going to call.. I will be here but not here in a
> minute...
>
> <R.KOVACS> John is on the phone!!!
>
> <R.KOVACS> Attendance today is near 2000!
>
> <R.KOVACS> Bob [Brodie] left early this mornig and Bill Rehbock held the
> Atari seminar...Sooooo much news was discussed it is going to take 4
> issues of Z*Net to get it out.
>
> <DARLAH> Ask him if our GEnielamp writer was doing his poll..
>
> <R.KOVACS> As far as John know yes...
>
> <R.KOVACS> New Story #1
>
> The TT is class B as of this week!
>
>((((((How many times times have we heard this before? It seems that
> each time there is a regional Atari show someone says that
> the TT is FCC Class B certified and that there are warehouses
> full of them!! So now someone at the Glendale Atari show is
> saying that the TT is Class B certified.
> We shall see!!
>))))))

There was a pretty interesting story about that FCC certification. Seems they fired their previous FCC certification lab and hired on a guy who's an old hand at getting stuff certified, and he got 'em certified real quick.

>
> News Story #2

>
> FSM GDOS starts shipping today at Glendale show as part of the WordFlair
> package. It will be available seperate within weeks at dealers.
>
>((((((Ditto with this new GDOS replacement. It always seems to
> ready Real Soon Now but it never seems to make it out.
>))))))

Gee, I didn't hear about that, but then again, I wasn't looking...
>
> The STBook was shown at the show, and it is going into production
> already.
>
>((((((Just where is the ST Book being produced? Atari sold all of
> its manufacturing plants.
> Once again remember this date and announcement so that when the
> ST Book stillhasn't appeared by this time next you you will
> remember just what Atari's promises are worth!!
>))))))
Dunno. But I saw it, what the hell. Cool unit.
>
> <DARLAH> How was it received?
>
> <R.KOVACS> Very well, they were alot of oohs and ahs... Very Sexy sez
> John! The STBook has a 10 hour battery life.
>
> <[Larry Rymal] LRYMAL> How much for the STbook?
>
> <R.KOVACS> Around 1800.oo with hard drive.
>
> <DARLAH> what size drive?
>
> <R.KOVACS> The hard drive for the Book is 40 meg will larger available
> later.

2-1/2" form factor. Cool.
>
> <E.JOLLEY> Does the STbook have a floppy drive?
>
> <[Larry Rymal] LRYMAL> Has it been FCC certified, yet? (ouch!)
>
> <R.KOVACS> News about Falcon and the future of the 1040, but you will
> have to read ZNET for that one sez John.
>
> <[Go Auburn!] J.COLE18> Ron, any hints to a show stealer for Fall comdex
> to go agains the Apple 040 machines?
>
> (Job 6)<R.KOVACS> Non hinted
>
> <R.KOVACS> Bill Rhebock spoke for 1 hour 1/2 and there was not a dull
> moment during it!

>
> <DARLAH> How was sales at the show so far?
>
> <R.KOVACS> The stylis (ST Pad) will be at Comdex. Vendors are
> complaining that they didn't bring enough product!
>
> <DARLAH> How were the other seminars attended and who spoke?
>
> <[Go Auburn!] J.COLE18> will STpad (or book for that matter) be for
> sale at Comdex
>
> <R.KOVACS> ST Book will be for sale only at Comdex.
> Attendance and sales well over this point last year!
>
>((((((Atari is always promising to sell things at Comdex, but Comdex
> is not a large flea market so don't go there thinking you
> are going to buy anything! Just re-read old ZNET/ST REPORT
> magazines and see how how Atari products were announced
> at Comdex and never made it to production. Will the ST Book
> and the ST Pad join the list of VaporWare From Hell (opps
> I mean Atari)
>))))))
>
> <[Dave] D.SHORR> Have the winners of the STe Demo Contest finally been
> announced?
>
> <R.KOVACS> Real production for the book with pick up after xmas ...
> The STPAD will be under $1200.00.
>
> <[jdb] JOE.WATERS> Was FSM GDOSD available for sale?
>
> <DARLAH> with Wordflair
>
> <[FAST TECH] J.ALLEN27> After Xmas? Silly?
>
> <R.KOVACS> FSM only available if you purchased WordFlair. Consumer
> packing is NOT ready yet.
>
> <[FAST TECH] J.ALLEN27> Pad $1200...Book $1800
>
> <R.KOVACS> Yes
>
> <R.KOVACS> John Tarpinian is on cloud 2300000202054054543000
>
> <DARLAH> I bet he is
>
> <[jdb] JOE.WATERS> Ron ,does that mean that current owners of WordFlair
> can buy it from Goldleaf?
>
> <R.KOVACS> John will take questions for 5 minutes now!

>
> <[FAST TECH] J.ALLEN27> That leaves little room for the other clouds
> ;-)
>
> <DARLAH> How did the other seminars go and who spoke?
>
> <R.KOVACS> The seminars total 3, Bill Rhebock spoke with James Grunke,
> #2 was Dave Small, doing Neil Young again, and the third in progress now
> is Nathan and Calamus SL and all were HEAVILY 100-200 people in each!
>
> <[FAST TECH] J.ALLEN27> John Nagy....be sure and notice the T25 at the
> San Diego user group booth, and the TURBO030 at the Computer Network/
> ISD booth.
>
> <R.KOVACS> John has noticed it and it is running!

Dang, I didn't see that. Oh well.
>
> <DARLAH> great show it appears like.....very good news
>
> <DARLAH> How does Jim's piece of work look?
>
> <R.KOVACS> He hasn't seen it up close but will take a close up look
> later...
>
> <E.JOLLEY> Is Stalker supposed to be better than Stealth?
>
> <[Go Auburn!] J.COLE18> Ken, is Gribnif still accepting upgrades? (if
> they are, are they doing it at the show?)
>
> <R.KOVACS> Stalker is SUPER!
>
> <E.JOLLEY> How much is Stalker running for?
>
> <[Ken] SFRT-ASST> The exhibitors were a little annoyed. They were
> selling out of stuff. <G>

Yeah, I was pretty annoyed too. Couldn't get the Lynx games I wanted.
>
> <[Ken] SFRT-ASST> $40.
>
> <R.KOVACS> Not sure about Gribnif.... Stalker (think.. $49.00) any
> other questions!
>
> <[Ken] SFRT-ASST> The udgrade is $25. I think. At the show it's $40.
>
> <R.KOVACS> Any other questions for John Nagy?
>
> <DARLAH> Are they seeing brand new users at this show? Or just die hard
> Atarists
>

> <[Ken] SFRT-ASST> Yes. I think there are more music people around.
>
> <R.KOVACS> Not sure.....
>
> <[Go Auburn!] J.COLE18> Any hints for Multitasking tos?
>
> <R.KOVACS> Earth Wind and Fire (the group) was at the show shopping as
> was Jim Hotz and other music and screen stars..
>
> <[jdb] JOE.WATERS> Yes, for John: to what do you attribute the success
> of the H.A,.C.K.S. show after a series of less than wonderful turnouts
> earlier in the year?
>
> [We missed this question originally and have passed it along to John
> King Tarpinian to answer. Look for his comments on this successful
> show in the next regular edition of Z*Net]
>
> <R.KOVACS> Unknown on the STE contest
>
> <R.KOVACS> No multitasking at the show but there is a new TOS.
>
> <[Go Auburn!] J.COLE18> WHAT new tos??? :-)
> <G.RICHARDSO1> What new TOS is that?
>
> <[FAST TECH] J.ALLEN27> A 2.05 that fits in the old machines.
>
> <[Ken] SFRT-ASST> MultiGem was showing their stuff at the show.
>
> <[Larry Rymal] LRYMAL> Which old machines? Mega STs and older?
>
> <R.KOVACS> The big change [in the new TOS] is the way it starts up...
> Perhaps 2.05 , not sure, John needs more info!
>
> <[jdb] JOE.WATERS> John, is it correct that FSM GDOS requires the use
> of XCONTROL? How does this impact owners of TOS below ver 2.x?
>
> <R.KOVACS> The st-book is already Type C [This was a tying error]
>
> <[FAST TECH] J.ALLEN27> STs as in all the older machines.
>
> <[jdb] JOE.WATERS> Are we talking new ROMS here?
>
> <[FAST TECH] J.ALLEN27> The Book is the best peice of work Atari's done
> in years...way to go Tracy!!!
>
> <R.KOVACS> To properly operate FSM yes, it also requires 2 meg or more
> to get the full features!
>
> <R.KOVACS> New ROMS, yes
>

> <E.JOLLEY> What does FCC type C mean?

FCC class C would be pretty interesting tho. Same as my HP 41CV...

> <[Dave] D.SHORR> When will the ROMs be available? $$$?
> <[jdb] JOE.WATERS> Any release date on the new ROMS?
>
> <[FAST TECH] J.ALLEN27> Usable on an Airplane = Class C
>
> <R.KOVACS> ST Book is type B not C my error (Rons)
>
>
>(((((((Oh good, another ST product which is supposed to be
> Class B certified. Remember the STacy? Well, it NEVER
> got Class B certified!!
>)))))))
>
> <[jdb] JOE.WATERS> Can the old ROMS be patched with software?
>
> <R.KOVACS> ROMs, not announced, but except for using them in upgrades
> the difference is insignficant.
>
> <[Go Auburn!] J.COLE18> Any marketing Blitzes scheduled?????
>
> <[jdb] JOE.WATERS> How much meory is it theoretically possible to stuff
> in a Mega or an older ST?
>
> <R.KOVACS> If you are using them in an ST you do not need the change.
>
> <R.KOVACS> Marketing plans are magazines near xmas, no TV.
>
> <G.RICHARDSO1> WIth TOS 2 in an older machine you could get up to 15
> megs of RAM to live in a Mega.
>
> <R.KOVACS> Computers don't sell on TV, image sells on TV, says Mr. Nagy
>
> <E.JOLLEY> Which magazines?
>
> <R.KOVACS> Publishing and Music and Computer magazines
>
>(((((((But NO ST/TT magazines becuase ALL of the USA ST magazines
> are DEAD DEAD DEAD!! And have the Tramiels EVER advertised?
> So don't believe this rumor either!!
>)))))))
>
> <[Go Auburn!] J.COLE18> Will there be enough machines in the US for an
> Xmas Ad blitz?
>
> <E.JOLLEY> Well which computer magazines, just Atari mags?
>
> <R.KOVACS> Any blitz will be co-op, the machines are here and they are

> ready!
>
> <[Ken] SFRT-ASST> Mark is running Avant Vector and Dynacadd on it.
>
> <R.KOVACS> Dave Small is relaxing after his seminar...
>
> <R.KOVACS> Mark Booth is selling the buttons for $3.00, people have
> tried to pay him more.. They say ST-REPORT, with the universal NO over
> it!
>
>((((((A little partisan dig at a competing magazine I see!!
>))))))
>
> <[FAST TECH] J.ALLEN27> ;-)
>
> <E.JOLLEY> Geez, that's not very original.
>
> <[jdb] JOE.WATERS> I guess Ralph stayed home?
>
> <DARLAH> yes, Ralph did not attend
>
> <R.KOVACS> Ralph Mariano is not in attendance it is a very up crowd!
>
> <R.KOVACS> He wouldn't have felt at home. :-)
>
> <[Ken] SFRT-ASST> Diamond Back now works with Mega STE's.
>
> <R.KOVACS> Closing comments
>
> <[Ken] SFRT-ASST> The DJ Utilities will be upgraded in the middle of
> next month.
>
> <R.KOVACS> Everybody is thinking smaller this year. Glendale is the
> first sign that this type of thinking is wrong.
>
> <[FAST TECH] J.ALLEN27> Anyone showing Matrix video boards?

Didn't see that, tho I saw two other video boards. "reSolution" being marketed by RIO Datel, and OmniChrome by Omni Peripherals Inc. Both looked pretty slick, tough choice which I'd want. reSolution is like super VGA, 256 colors out of 256K, resolutions up to 1600x1200. OmniChrome is also 256 colors, but out of 16.7M, and the specs I saw said rez only up to 800x600. Both are specs for non-interlaced. (Cool!) reSolution is $500, but they wanted to charge another $60 for the NVDI driver, which seemed a little poor to me. Oh well. OmniChrome was $200 for their "Level 1" product, which was only 640x480.

> <G.RICHARDSO1> Did Gadget's anounce a ship date for SST?

Soon. 2-3 weeks, probably. If you wanna order, order fast because they got swamped with orders from the German folks already...

>
> <R.KOVACS> John is leaving and thanks you for appearing here!
>
> <DARLAH> Thank you!!!
>
> <R.KOVACS> Color pictures are coming!
>
> <R.KOVACS> AtariUser's October issue was also distributed.
>
> <[Ken] SFRT-ASST> Codehead ran out of Multidesk Deluxe.
>
> <[Ken] SFRT-ASST> They only thought they would sell 20. They ran out of
> 50 in the first four hours.
>
> <[jdb] JOE.WATERS> I don't think I ever did get an answer to my question
> about the factors behind the success of the show.
>
> <[anthony] A.DIPIETRO> Any news on Jaguar?? :)
>
> <[Ken] SFRT-ASST> The CDAR 504 was there. It looked pretty good.
>
> <[anthony] A.DIPIETRO> Did the big Ts make an appearance?
>
> <[Ken] SFRT-ASST> T"s?
>
> <[anthony] A.DIPIETRO> is the 504 ready for sale?
>
> <[jdb] JOE.WATERS> The 504 is that not the older CD ROM?
>
> <[anthony] A.DIPIETRO> Tramiels
>
> <[Ken] SFRT-ASST> No one mentioned them.
>
> <[jdb] JOE.WATERS> What was the model number on the CD-ROM that they
> refused to sell?

The 504 is the older model, the 505 is coming out but they didn't have
one at the show. The 505 has no ACSI port, only SCSI.

>
> <[anthony] A.DIPIETRO> how much (for the 504)
>
> <[Ken] SFRT-ASST> Around 4-500?
>
> <R.KOVACS> any news tomorrow, John will pass it along.
>
>
> Please note that this has been edited down from the original capture
> and answers to some questions did not occur although they are listed
> here. We missed them either by scrolling off or simply missing them
> altogether.

>
> John Nagy was NOT attending the conference live. He reported over
> the phone and I typed as fast as possible.
>
> If there is more information worth reporting on this weekend, we will
> issue an additional report, till then look for a full eyewitness report
> in Issue #91-40 of Z*Net Online.
>
> ~~~~~~
> Z*BREAK #91-39
> Copyright 1991, Rovac Industries, Inc.
> Transcript Copyright 1991, Atari Corporation, GEnie ST RT
> ==
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

2730. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 21:54:19 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Sep17.215419.21678@elroy.jpl.nasa.gov>
Source record: 228756

In article <1991Sep17.205708.3903@cunixf.cc.columbia.edu> cmm1@cunixb.cc.columbia.edu (Christopher M Mauritz) writes:
>In article <1991Sep17.205010.20261@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>I just saw several of them running at the Glendale Atari Faire. They said
>>they expect to have production underway in 2-3 weeks. Looks like a real
>>winner... I brought a copy of Fractint to run, it was easily 10 times faster
>>when running in fast RAM on the SST. (Ran side-by-side with a non-accelerated
>>STacy.) Running in ST RAM there wasn't a whole lot of speed increase. If you've
>>got programs that can only run in ST RAM it may be kind of bothersome, might
>>make the thing less worthwhile for you. The only thing I can think of that
>>would run only in ST RAM tho is a program with statically allocated screen
>>or disk I/O buffers.
>
>This begs the question, has anyone run it side by side with a TT? I would
>be curious to see how it compares to Atari's 68030 box. If the speed is
>comparable then users could save big $$$ by purchasing Dave Small's upgrade.
>
>Regards,
>
>Chris
>
>p.s. The last Gadgets newsletter I got list the SST's price at under $1,000.
> It makes a lot more sense than buying a TT if the speed is up to snuff.

I wasn't gonna mention it before, but since you ask - considering that the SST board is certified to run up to 40MHz, it's pretty obvious to me that you can go faster than a TT with the SST. The bare board is $600, you have to buy RAM and processor(s) separately. The board accomodates up to 8 MB of SIMMs. Sockets for '030 and '881/882, and there is also a processor-direct slot. It replaces the onboard 68000, leaving the Mega bus slot free.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

2731. What is the latest version of FS II???

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 22:26:04 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <9907@vela.acs.oakland.edu>
Source record: 228757

Anyone that has the latest version of FS II, I could really use your help.
I am having problems getting my version of FS II working on my STe. I was
told that I could send the thing all the way to Indiana to get a new version,
but there has to be an easier way about it. Anyone that does not believe
that I just bought a copy of this thing, just drop me email if you think
you can help, and we can figure something out (I hope) or call me directly
at 313-394-0080

I do not wish to illegally copy this software, just update it. I bought it
from a local store as 'new merchandise' only to find out that it was in
fact used, and old. Not only that, but they have no more copies of the
newer version. So it is either find an updated version or mail to Indiana.

thanks

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

2732. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-17 23:26:58 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1991Sep17.232658.4637@umbc3.umbc.edu>
Source record: 228754

Howard and Chris, thanks for the replies!

I have my 33mhz 68030 and 8 megs of RAM ready for the board! All I need to get is a 68882 and the board itself....

BTW, do you happen to know what speed of RAM I should have? And, does the 68030 automatically use the 68882 or do the programs have to be written for it?

Thanks again!

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

2733. UUCP Program?

Newsgroup: comp.sys.atari.st
Date: 1991-09-18 00:44:34 UTC
From: wolf@flex
Message-ID: <ZsZF91w164w@flex>
Source record: 228758

IS there a UUCP program for the ST like there is for the IBM and Amiga?
I'm trying to locate one outside of the net if possible, as I don't think
we will have files available here for some time...Help?

2734. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-18 01:51:43 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Sep17.205144.25824@doug.cae.wisc.edu>
Source record: 228752

In article <1991Sep17.215419.21678@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <1991Sep17.205708.3903@cunixf.cc.columbia.edu> cmm1@cunixb.cc.columbia.edu (Christopher M Mauritz) writes:
>>In article <1991Sep17.205010.20261@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
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>>>winner... I brought a copy of Fractint to run, it was easily 10 times faster
>>>when running in fast RAM on the SST. (Ran side-by-side with a non-accelerated
>>>STacy.) Running in ST RAM there wasn't a whole lot of speed increase. If you've
>>>got programs that can only run in ST RAM it may be kind of bothersome, might
>>>make the thing less worthwhile for you. The only thing I can think of that
>>>would run only in ST RAM tho is a program with statically allocated screen
>>>or disk I/O buffers.
>>
>>This begs the question, has anyone run it side by side with a TT? I would
>>be curious to see how it compares to Atari's 68030 box. If the speed is
>>comparable then users could save big $$$ by purchasing Dave Small's upgrade.
>>
>>Regards,
>>
>>Chris
>>
>>p.s. The last Gadgets newsletter I got list the SST's price at under $1,000.
>> It makes a lot more sense than buying a TT if the speed is up to snuff.
>
>I wasn't gonna mention it before, but since you ask - considering that the
>SST board is certified to run up to 40MHz, it's pretty obvious to me that you
>can go faster than a TT with the SST. The bare board is $600, you have to
>buy RAM and processor(s) separately. The board accomodates up to 8 MB of
>SIMMs. Sockets for '030 and '881/882, and there is also a processor-direct
>slot. It replaces the onboard 68000, leaving the Mega bus slot free.
>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

This would really suck if you couldn't put one of those nice SST
boards in a MEGA STE...

Really suck indeed. Most people are dumping thier MEGA ST's for STE's.

I wonder if Mr. Small has taken this into consideration.

I hope so!! I would love to buy one of those boards at the November
show in Chicago.

--Gregory

2735. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-18 03:34:59 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Sep18.033459.24136@watdragon.waterloo.edu>
Source record: 228759

In article <1991Sep17.232658.4637@umbc3.umbc.edu> chuck@umbc5.umbc.edu (Chuck Rickard; ACS (UGRAD)) writes:
}Howard and Chris, thanks for the replies!
}
}I have my 33mhz 68030 and 8 megs of RAM ready for the board! All I need
}to get is a 68882 and the board itself....
}
}BTW, do you happen to know what speed of RAM I should have? And, does the
}68030 automatically use the 68882 or do the programs have to be written
}for it?
}
Programs would have to be recompiled to use the '882... Though I think
some floating point libraries are set up to use the '881/'882 if it's
there, otherwise they do (slow) emulation. That's hersay though... ;-)

I think your RAM should be 80ns or faster... 'could be wrong though.
Dave Small found some 60ns 1M SIMMs for about $41 US a peice in a MacUser
or something like that (Mac magazine...). As with the CPU, the faster
the better...

2736. Re: Looking for term program...

Newsgroup: comp.sys.atari.st
Date: 1991-09-18 04:11:06 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0bbww2i@jonh.wimsey.bc.ca>
Source record: 228778

In <1991Sep17.105617.9110@actrix.gen.nz>, Roger Sheppard writes:
>
>From what I have read there is No Real Flash 2.0.
>There is a Ozzy Version that has useses the Name Flash 2.0,
>but has nothing to with Flash at all..

There was a Flash 2.0 under development by Antic just before
they dropped all Atari support. The last news I heard on
GEnie was that Lexicore was helping the programmer negotiate
the rights back from Antic and would distribute it wehen it
was done. That was last spring and there's been no news
since.
I guess either they got to busy with their graphics packages,
which are still not all released, or they didn't reach an agreement
with Antic.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

2737. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-18 04:16:42 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0bbwwbu@jonh.wimsey.bc.ca>
Source record: 228777

In <1991Sep17.205144.25824@doug.cae.wisc.edu>, Gregory Carter writes:

>This would really suck if you couldn't put one of those nice SST
>boards in a MEGA STE...
>

George Richardson, SST designer, said he has started work on
the Mega Ste SST board. It will be a different board, not just an
adapter. GBS was weaiting to see if Mega STe sales warranted the
bother. I guess they do.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

2738. OXYD

Newsgroup: comp.sys.atari.st
Date: 1991-09-18 12:47:00 UTC
From: Christian_Felsch@hh.maus.de
Message-ID: <A6256@hh.maus.de>
Source record: 228898

Since some People are experiancing some trouble with OXYD here some info
which may help you.
Meinolf Schneider has his own business now and you can reach him
at this address:
Dongleware Verlag
Meinolf Schneider
Im Spitzerfeld 30
D- W6903 Neckargemuend

Telephone and Fax: Germany 06223-8740

When calling from overseas you have to skip the leading zero.

OXYD was a bestselling game in Germany and Meinolf comes in Oktober
with the second part called OXYD2. He also designed a new game called
SPACOLA which is a space adventure. All these programms are Dongelware.
This means that you can copy these programms freely and you can play
the first couple of levels. But to play the entire game you need a
code Book. The Dongle. The book for OXYD costs 50 DM.

2739. Re: Zoo 2.1

Newsgroup: comp.sys.atari.st
Date: 1991-09-18 12:54:38 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91261.123937ONM07@DMSWWU1A.BITNET>
Source record: 228763

In article <A6201@hh.maus.de>, Christian_Felsch@hh.maus.de (Christian Felsch) says:
>
>Write a Mail to Thomas Quester Mouse HH. He is the only reliable
>address for Compressing programs. He did the porting of the new LHARC.

But definitively NOT the best adress for RELIABLE compression programs, especially not for zoo. Write to Gereon Steffens (gs@k2.maus.de), he did a fine TC port of Zoo 2.1 (including ARGV), and most people I know now use HIS version.

_____________________________ cut here _____________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong _____________________

2740. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-18 13:30:49 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Sep18.133049.571@magnus.acs.ohio-state.edu>
Source record: 228764

>
>This would really suck if you couldn't put one of those nice SST
>boards in a MEGA STE...
>
>Really suck indeed. Most people are dumping thier MEGA ST's for STE's.
>
>I wonder if Mr. Small has taken this into consideration.
>
>I hope so!! I would love to buy one of those boards at the November
>show in Chicago.
>
>--Gregory

This is simply not true. Nobody I know has upgraded their Mega to a Mega STe. In fact, everyone I know looked at the Mega STe and laughed (have you ever seen, better yet used the keyboard, what a piece of junk!). Everyone I know, including myself, with the original Mega's is wonderfully happy with them and just won't consider "upgrading". AdSpeed is better than the Mega STe 16mhz 68000 settup too, seeing as it will switch, hands-off, at the execution of any program you set it to, and switch back when you quit. The local store has a Mega STe they have not been able to sell for 6 months, but still gets TONS of requests for the original Megas. Whenever they do get a Mega in, it sells the same day, meanwhile the Mega STe sits there..... Also, the compatibility seems to be extremely poor. Virtually none of the demos, and a couple of applications crashed and burned in the Mega STe, even with the cache turned off and running at 8mhz. All these same programs work fine with AdSpeed. Lastly, ever seen how the hard drive is held in a Mega STe? GLUE, can you believe it! Take the little case on the right side of the machine off and just look at how Atari installed the hard drive, this is why the hard drive is so damn loud (it sounds like it is destroying itself anytime you do drive access). Wait, one last thing, the hard drive light is not built into the machine. Ever noticed that the hard drive light is difficult to see because it is so dim? This is because the "light" on the Mega STe is really just a hole with a little piece of plastic in it. It relies on the light built into the drive, which just sits in there behind the little piece of plastic...now that's engineering for you.

Really though, my biggest gripe is the keyboard, I've literally never seen a keyboard on a modern computer this poor (it makes a Mac Plus keyboard look good). Anyone that has a Mega STe should know that you can purchase the original MEGA keyboards from BEST electronics, and they will work fine...

|| || || - David Butler (dhbutler@magnus.acs.ohio-state.edu)
|| || ||
|| || || H H RRRR [High Resolution DTP]
|| || || HHHH R R [1996 Summit St. Apt. B]

|| || || H High RRRR [Columbus, Ohio 43201]
||| || ||| R Resolution [voice: (614)-297-7967]
|||| || |||| R R [BUSINESS CALLS ONLY]
- Desktop Publishing

-[For Free ST consulting]- -(Just a little plug for my company)-
-[the Columbus Ohio area]-
-[call Academic Computing]-
-[Services, 9am - 5pm]-
-[Monday - Friday at:]-
-[(614)-292-2919]-

2741. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-18 13:32:25 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1991Sep18.133225.22187@cunixf.cc.columbia.edu>
Source record: 228767

In article <1991Sep17.215419.21678@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <1991Sep17.205708.3903@cunixf.cc.columbia.edu> cmm1@cunixb.cc.columbia.edu (Christopher M Mauritz) writes:
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>SIMMs. Sockets for '030 and '881/882, and there is also a processor-direct
>slot. It replaces the onboard 68000, leaving the Mega bus slot free.

That sounds slick indeed. For the price of this board and a used Mega, you could have a real screamer that costs less than a TT. You gotta love Dave Small.

Cheers,

Chris

```
--------------+------------------------------------------------------------
Chris Mauritz |Homebrewing: The only hobby perfectly tailored for
| anal retentive alcoholics. :-)
--------------| (ripped off from someone on the net...)
```

2742. Atari Mega 2, Notator for sale

Newsgroup: comp.sys.atari.st
Date: 1991-09-18 13:48:41 UTC
From: dan@midi.enet.dec.com
Message-ID: <4135@shodha.enet.dec.com>
Source record: 228768
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,rec.music.synth

For Sale:

Atari Mega ST2 computer: 2 Meg RAM, internal floppy drive with
2 30 meg HD's in a single case ("roll yer own project")
Atari monochrome monitor

Software included:
Neodesk, Band-in-a-Box, TakeNote (ear training/music software),
DX/TX Synthworks (patch editor/librarian for DX7 series synths),
lots of PD games and utilities

Hardware in *mint* condition - only moved a couple times. All for $750 or bo.

****

Also for sale: CLab Notator *version 2.2* (can be upgraded to 3.1 for $95)
The most powerful sequencer and notation software out for the Atari.

Only $250 or bo. (Note: typical retail price for Notator is $500 for 3.1)

****

Everything may be seen in Nashua, NH.

Send mail to dan@midi.enet.dec.com or call (603)881-1999
or home (603)891-2880 at night

2743. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-18 17:15:27 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Sep18.121528.2347@doug.cae.wisc.edu>
Source record: 228769

I have never been one to say that Atari's machines are any good pieces of masterful engineering, far from it. Most of you know me enough to write me flame mail on my wise cracks about Atari in general.

However, the points you raised about the Mega STE's could be said of any machine Atari makes. MEGA's are not immune with thier incredibly cheesy power supplies, something I am glad to see Atari fixed with thier switching power supplies in the MEGA STE's. At least I don't have to worry about adding a 100+ Megabyte HD and having my power supply literally die from the load.

I don't know about you, but the MEGA keyboards aren't all that great component wise either, they are designed with the same screwy under the river through the woods joystick ports as the 1040ST's.

I personally love my keyboard, Dave and it does have a solid feel on my desk. The smaller key tops enable you to type much quicker, without hitting a nearby key.

I would also suspect there are some interesting capabilities and products in the future for the VME bus on Mega STE's also. (Although probably not available for sale in the US, Europe already has cpu cards, display cards, etc for people to buy.)

The MEGA STE also comes with a bar none onboard host adapter for its internal HD which blows a lot of equavalent HD setups into the weeds.

As for the AdSpeed advantage, I don't know yet, a friend of mine has recently upgraded his MEGA just as you say, internal HD, plus an AdSpeed upgrade...as soon as we get together I'll let you know.

But all in all, the MEGA STE is a vast upgrade, from the MEGA's. And considering you get an HD, VME support twice the speed, and a nice box to fit it all in, its pretty nice. TWO power cables. Thats it.

You also get three different serial ports, a LAN port. 4096 colors standard, stereo sound standard, the capability to add a 1.4 megabyte drive with a simple chip and drive swap, makes the MEGA STE a very very strong contender for the new 68K flagship machine.

If you look at the price to, for what a MEGA ST/4 use to cost, and what you can buy a MEGA STE/4 for now, I think its cheaper, but still a bit pricey.

I personally can't see with all this going for you, why you would buy a MEGA 4 and spend mega bucks, and sacrifice features, and then on top of that buy Mr. Small's SST board.

If he is counting on that, which I don't think he is, Mr. Small isn't going to make as much money as I previously stated.

Dave Small is much smarter than that.

--Greg

(Read it and weep people, the only defensive message I will make, it wasn't even all that defensive really, just a factual comparison. The closest I will EVER get to supporting Atari.)

2744. 128K Mac ROMs for sale!

Newsgroup: comp.sys.atari.st
Date: 1991-09-18 17:28:16 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1991Sep18.172816.21847@umbc3.umbc.edu>
Source record: 228770

I have a few sets of 128K Mac ROMs that I am selling for $175
each set. These work great in your Spectre 128/GCR carts!
If interested, please contact me at the address below.

Thanks!

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

2745. BBSes???

Newsgroup: comp.sys.atari.st
Date: 1991-09-18 18:30:44 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <6171.28d75504@miavx1.acs.muohio.edu>
Source record: 228774

New Atari ST BBS online as of midnight (EST) last night!

Call (513)294-7704 ... 1200/2400 baud ... board only up from midnight-10am.
(please don't call during non-board hours)

Don't call long-distance either...it's not worth it! 8^)
^^^^^^^^^^^^^it's in Dayton, Ohio

Also, does anyone have an accurate, up-to-date list of Atari ST BBSes????
Or even if you just know of one or two...please send me info on 'em.

Stuff I'd like to know: baud rates of the BBS...name & phone number (including
area code and country code)...location of bbs (city,
state/province, country)...storage capacity (hard
drive space)...BBS software (FoReM? Express? Michtron?)

advTHANKSance!!!
--Dennis (Cogito cogito, ergo cogito sum.)

PS: Please e-mail all responses...anyone that wants a list of all the BBSes
I find out about, I'll be more than happy to e-mail it to you in about
a week or so.

2746. Mega Keyboard on old ST (Was- Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-18 19:04:08 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <6172.28d75cd9@miavx1.acs.muohio.edu>
Source record: 228780

In article <1991Sep18.133049.571@magnus.acs.ohio-state.edu>,
dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:
> Really though, my biggest gripe is the keyboard, I've literally never seen a
> keyboard on a modern computer this poor (it makes a Mac Plus keyboard look
> good). Anyone that has a Mega STe should know that you can purchase the
> original MEGA keyboards from BEST electronics, and they will work fine...

Ok, now for something totally off the subject.

I remember reading about using a mega keyboard with an orginal ST. Since
I'm in the process of moving my ST to a PC case, this would help me
instead of adding a cable to my original keyboard and using it bare.
Does anyone have any information they would kindly impart on doing this.

And what is the going price for a keyboard?

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

2747. CLAB Flames! (Re: Creator/Notator 3.1 Update)

Newsgroup: comp.sys.atari.st
Date: 1991-09-18 19:53:45 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <1991Sep18.195345.3235@watserv1.waterloo.edu>
Source record: 228788
Cross-posted to: comp.sys.atari.st,rec.music.synth

I have been using Creator since v2.1. I purchasd the 3.0 update
at a cost of $80CDN. The new manual is nice. Great... it would have been
nice to have had it when I was first starting out. The new version is fine
except that I bought it for one particular feature - song chain. This new
feature apparently doesn;t work. CLAB said 'Oh well'. Great. Assholes.
Then v3.1 comes out for $40CDN. Instead of trusting them, I borrowed the
store copy and sure enough the SOFTLINK feature doesn;t work - it won;t
continue to play the sequencer when you switch partitions - useless. So,
for $120CDN you get a new manual, but you already know how to use the sequencer
because you spent weeks with the poor translated original manual, and you get
some new bugs. Damn them.

Brett Maraldo
Plexus Productions

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

2748. SLM804 for sale

Newsgroup: comp.sys.atari.st
Date: 1991-09-18 21:09:36 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <scpw2E200WBN44IqAM@andrew.cmu.edu>
Source record: 228772

I want to sell my laser. Start making offers

mark

2749. MEGA4 for sale

Newsgroup: comp.sys.atari.st
Date: 1991-09-18 21:10:05 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <Icpw2h600WBNQ4IqhC@andrew.cmu.edu>
Source record: 228773

I want to sell my MEGA. Start making offers

mark

2750. SPECTRE128 with ROMS and Translator for sale

Newsgroup: comp.sys.atari.st
Date: 1991-09-18 21:15:07 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <scpw7PO00WBN44IrYA@andrew.cmu.edu>
Source record: 228775

I want to sell my SPECTRE128 and translator. The translator is not as
nice as the GCR, but it is cheaper than upgrading if you have the 128.

SPECTRE128 w/ Mac ROMS $225

Translator 1 w/cables $ 50

Both $275 (a bit cheaper than the GCR, but not as good,
it's your call)

mark

2751. Re: 128K Mac ROMs for sale!

Newsgroup: comp.sys.atari.st
Date: 1991-09-18 22:44:58 UTC
From: st11w@menudo.uh.edu
Message-ID: <1991Sep18.224458.27175@menudo.uh.edu>
Source record: 228776

In article <1991Sep18.172816.21847@umbc3.umbc.edu> chuck@umbc5.umbc.edu (Chuck Rickard) writes:
>
> I have a few sets of 128K Mac ROMs that I am selling for $175
> each set. These work great in your Spectre 128/GCR carts!
> If interested, please contact me at the address below.
>

Better yet! I'll sell you a whole Spectre 128 with the ROMs for that same price!!! Or, a Magic Sac with the ROMs for $75. If you want the ROMs separate I night do that too... say... $50 each?

Send me mail at the address below...

-dennis
(st11w@menudo.uh.edu)

2752. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-18 23:25:58 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3314@cod.NOSC.MIL>
Source record: 228860

Does anyone know if the SST will fit into a 1040stf? A friend of mine has
a 25 MHz 68030 just looking for a good home. It wouldn't be 40 MHz, but
I imagine a little bit faster than my 8 MHz 68000.

Mike Healy

healy@cod.nosc.mil

2753. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-18 23:39:50 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Sep18.233950.22951@elroy.jpl.nasa.gov>
Source record: 228781

In article <1991Sep17.232658.4637@umbc3.umbc.edu> chuck@umbc5.umbc.edu (Chuck Rickard; ACS (UGRAD)) writes:
>Howard and Chris, thanks for the replies!
>
>I have my 33mhz 68030 and 8 megs of RAM ready for the board! All I need
>to get is a 68882 and the board itself....
>
>BTW, do you happen to know what speed of RAM I should have? And, does the
>68030 automatically use the 68882 or do the programs have to be written
>for it?

80ns is the slowest I'd consider, which will work fine for 33MHz. 60ns is good if you're gonna run at 40MHz or faster. (Certified at 40MHz, means a 10% margin, so 40-45 MHz for you real speed freaks.) Also, you must use page-mode DRAMs, not nibble mode or static column mode. (Page-mode are typically the cheapest kind of DRAM so this should be no problem.)

Programs have to be written specifically to use the math coprocessor. You could probably get an emulator working pretty easily. The SST ships with TOS 2.05 onboard, so there is no Line-F trap conflict.

At any rate, while the '030 will automatically run most 68000 code much faster, there are new addressing modes and such on the '030 which could conceivably yield further improvements for '030-specific code. (As well as obvious stuff like the 32-bit integer arithmetic vs the 68000's 16 bit instructions...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

2754. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-18 23:52:53 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Sep18.235253.23539@elroy.jpl.nasa.gov>
Source record: 228784

In article <1991Sep18.121528.2347@doug.cae.wisc.edu> carter@cae.wisc.edu (Gregory Carter) writes:
>However, the points you raised about the Mega STE's could be said of
>any machine Atari makes. MEGA's are not immune with thier incredibly cheesy
>power supplies, something I am glad to see Atari fixed with thier switching
>power supplies in the MEGA STE's. At least I don't have to worry about adding
>a 100+ Megabyte HD and having my power supply literally die from the load.

Cheesy power supplies - yeah, I'd agree with that. My Mega is sitting in a full-size tower case with a 200 watt power supply...
>
>I don't know about you, but the MEGA keyboards aren't all that great
>component wise either, they are designed with the same screwy under
>the river through the woods joystick ports as the 1040ST's.

Um, wait. The ports *are* on the back/underside, but they're not hard to get to. Much easier than on the 1040 style case, anyway.
>
>I personally love my keyboard, Dave and it does have a solid feel on
>my desk. The smaller key tops enable you to type much quicker, without
>hitting a nearby key.

Haven't actually typed on a Mega STe keyboard, no comment.
>
>I would also suspect there are some interesting capabilities and products
>in the future for the VME bus on Mega STE's also. (Although probably
>not available for sale in the US, Europe already has cpu cards, display
>cards, etc for people to buy.)

VMEbus. Yeah! Despite folks gripes, A24/D16 is not a waste of time. There are plenty of useful devices out there that only require 24/16 bus size: ethernet boards, terminal multiplexers, drive controllers... The only thing you might want A32/D32 for is memory, and Atari never intended to hang memory off the VME bus.
>
>The MEGA STE also comes with a bar none onboard host adapter for its internal
>HD which blows a lot of equavalent HD setups into the weeds.

Sounds cool. Obtw, I currently have my 1040STe and Mega 4 ST sharing a single SCSI bus. Pretty cool, as long as I don't try to boot both machines at once...
>
>As for the AdSpeed advantage, I don't know yet, a friend of mine has
>recently upgraded his MEGA just as you say, internal HD, plus an AdSpeed
>upgrade...as soon as we get together I'll let you know.

I ordered an AdSpeedSTe for my system. I'm kinda bummed at not having
a Mega STe. Oh well.
>
>But all in all, the MEGA STE is a vast upgrade, from the MEGA's.
>And considering you get an HD, VME support twice the speed, and a
>nice box to fit it all in, its pretty nice. TWO power cables. Thats
>it.
>
>You also get three different serial ports, a LAN port. 4096 colors
>standard, stereo sound standard, the capability to add a 1.4 megabyte
>drive with a simple chip and drive swap, makes the MEGA STE a very
>very strong contender for the new 68K flagship machine.

Also sounds very good. Another btw - there was a company selling 1.44MB
drive+controller for $159 at the Glendale fair. Tiny board that replaces
the WD1772 chip. But news is that Atari is coming real close on their
single-chip replacement, so the options are ever-widening...
>
>If you look at the price to, for what a MEGA ST/4 use to cost, and what
>you can buy a MEGA STE/4 for now, I think its cheaper, but still a bit pricey.

Personally, if I were buying right now, I would get the Mega STe.
>
>I personally can't see with all this going for you, why you would buy
>a MEGA 4 and spend mega bucks, and sacrifice features, and then on top
>of that buy Mr. Small's SST board.
>
>If he is counting on that, which I don't think he is, Mr. Small isn't going
>to make as much money as I previously stated.

And who's to say that it won't work in a Mega STe. The only reason that it's
listed as only for Mega STs is that those are the only systems with enough
space inside the case. The implication is that if you own a 520 or 1040 and
don't mind ripping it out of its case and installing it in some other chassis,
you could also use the SST. I don't know anything about the STe so this is
purely speculation, but I'd guess since the SST already has to talk to the
ST bus at 8MHz, it should work in 1040 STe and Mega STe as well. (Problem then
is simply getting the right chip socket.)
>
>Dave Small is much smarter than that.
>
>--Greg
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

2755. Re: Mega Keyboard on old ST (Was- Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-18 23:58:07 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Sep18.235807.23745@elroy.jpl.nasa.gov>
Source record: 228785

In article <6172.28d75cd9@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>Ok, now for something totally off the subject.
>
>I remember reading about using a mega keyboard with an orginal ST. Since
>I'm in the process of moving my ST to a PC case, this would help me
>instead of adding a cable to my original keyboard and using it bare.
>Does anyone have any information they would kindly impart on doing this.
>
>And what is the going price for a keyboard?

Dunno about a Mega keyboard, but you could also get a DEKA extender kit, which lets you hook up any PC keyboard to your ST. Don't remember how much those cost. Also sold by Omni Peripherals Inc. Saw a couple of them at the show, pretty nice. They have also done something to the mouse driver which makes it handle higher speed motions. (Try this with your mouse sometime - just move it back and forth as fast as you can. Or if you have a trackball, give it a good whirl. Instead of tracking from side to side as it should, the cursor will probably shake back and forth in about a 2-3 inch span. The DEKA part also fixes this, so you *can* really move the cursor quickly, and precisely. Of course, while I was impressed with this demonstration, I wasn't sufficiently motivated to buy it for myself...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

2756. Re: More Lies From Atari?

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 01:42:51 UTC
From: baffoni@aludra.usc.edu
Message-ID: <19764@chaph.usc.edu>
Source record: 228779

In article <1991Sep17.214850.21544@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <9411@cactus.org> covert@cactus.org (Richard Covert) writes:
<stuff deleted>

>> <[FAST TECH] J.ALLEN27> John Nagy....be sure and notice the T25 at the
>> San Diego user group booth, and the TURBO030 at the Computer Network/
>> ISD booth.
>>
>> <R.KOVACS> John has noticed it and it is running!
>
>Dang, I didn't see that. Oh well.
I saw both of them while I was there, although all I got to see of the T25 (which is FAST's 25MHz 68k running in a Mega2 box) was it doing a cheesy bounce demo (which was admittedly fast). I believe he said that it had a 68881 in it too.
As far as the TURBO030 and the SST, I saw the reps from GSB and the rep responsible for bringing the TURBO030 to the fair run a speed comparison. i.e. they made each do a complicated redraw on CAD-3d I believe. Running at the same speeds (32MHz), the SST redrew in 45 secs what took the TURBO 54 secs. which (off the top of my head) is around 20% faster. Supposedly, the SST auto senses the speed of the DRAMS installed and so it adjusts its wait states accordingly. However, I don't know if either one used/had a co-processor.
Does CAD-3d use the 68881/68882?

<stuff deleted>

>> <G.RICHARDSO1> Did Gadget's anounce a ship date for SST?
>
>Soon. 2-3 weeks, probably. If you wanna order, order fast because they got
>swamped with orders from the German folks already...
No kidding. They were selling them there. If only I had the MegaXST and the $750+ to buy it ... <sigh>
<stuff deleted>
>>
>> ~~~~~~
>> Z*BREAK #91-39
>> Copyright 1991, Rovac Industries, Inc.
>> Transcript Copyright 1991, Atari Corporation, GEnie ST RT
>> ==
>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

-Mike

2757. Re: CLAB Flames! (Re: Creator/Notator 3.1 Update)

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 03:17:44 UTC
From: darling@cellar.UUCP
Message-ID: <0B5H91w164w@cellar.UUCP>
Source record: 228796
Cross-posted to: comp.sys.atari.st,rec.music.synth

bmaraldo@watserv1.waterloo.edu (Commander Brett Maraldo) writes:

> I have been using Creator since v2.1. I purchasd the 3.0 update
> at a cost of $80CDN. The new manual is nice. Great... it would have been
> nice to have had it when I was first starting out.

Tell me about it. I wasn't too thrilled with the old manual either. Took me
forever to learn some of the advanced stuff. At least they're getting better.

> The new version is fine except that I bought it for one particular feature
> - song chain. This new feature apparently doesn;t work. CLAB said 'Oh
> well'. Great. Assholes.

Uh, Brett...it works on my machine. You might have incompatible hardware or
some odd TSR kicking around. Some things have been known to interfere with
Creator's timing.

> Then v3.1 comes out for $40CDN. Instead of trusting them, I borrowed the
> store copy and sure enough the SOFTLINK feature doesn;t work - it won;t
> continue to play the sequencer when you switch partitions - useless.

This I haven't tried. But, seriously, you bought Creator updates to get
Softlink and Song Chain? I always thought of these things as extra stuff.
I'm in it for the great editing and ease of use. Whatever it takes, I guess.

> So, for $120CDN you get a new manual, but you already know how to use the
> sequenc because you spent weeks with the poor translated original manual,
> and you get some new bugs. Damn them.

Brett, if you think you know all of 3.1's editing features from the 2.2
manual, I'm not surprised you feel cheated. You're missing all the best
stuff!

I've had problems with C-Lab's support people myself. But, Jeez, $120 for a
manual? You should at least check out the P_USER part, where it tells you how
to load a song into the buffer automatically and program a run-time switch.
This is how you chain songs, and it works like a charm.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

2758. Re: Rufus with Matrix M110 possible?

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 03:39:02 UTC
From: ripley@cs.tu-berlin.de
Message-ID: <RIPLEY.91Sep19053902@athene.cs.tu-berlin.de>
Source record: 228782

In article <A0bbvvtm@pfunk.hanse.de> blackbox@pfunk.hanse.de (Michael Kistenmacher) writes:

On the ATARI Messe in Duesseldorf we asked at Matrix, if they will deliver a new version of their drivers to run NVDI, but they said "Monochrome is out of time" and they probably will not support tose screens in the future.

Then they should realize, that NVDI 2.0 speeds up the colour display as well ! Atari should ask for a license for new TOS-versions (just dreaming :-)

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)
Attention: My phone-# is changing 01-Jan-1991 ! s/246292/2186292/

2759. Re: Zoo 2.1

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 03:45:58 UTC
From: ripley@cs.tu-berlin.de
Message-ID: <RIPLEY.91Sep19054558@athene.cs.tu-berlin.de>
Source record: 228783

In article <91261.123937ONM07@DMSWWU1A.BITNET> ONM07@DMSWWU1A.BITNET writes:

[Th.Quester] not for zoo. Write to Gereon Steffens (gs@k2.maus.de), he did
a fine TC port of Zoo 2.1 (including ARGV), and most people I know now
use HIS version.

What's wrong about the version that had been ported to comp.binaries.atari.st ?
Is there any difference (from the user's POV) between Gereon's and the
Usenet version ?

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)
Attention: My phone-# is changing 01-Jan-1991 ! s/246292/2186292/

2760. Music - Atari

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 07:08:25 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <1991Sep19.070825.29446@watserv1.waterloo.edu>
Source record: 228794

In article <1991Sep17.164847.27820@watdragon.waterloo.edu> cjherborth@rose.waterloo.edu (Chris Herborth) writes:
>Last I heard, Mick Fleetword was using an ST, and Tangerine Dream had
>13 of them...
>

I run CLAB Creator/Notator on my Atari. If it wasn't for Creator/Notator (and of course Calamus) I would not own an Atari. As far as I am concerned, and I have experience with many sequencers on many systems, Creator/Notator is the best all round sequencer/notator package there is and it's only for the Atari (same for Calamus in the DTP world).
I use my computer for music composition and all my promo typesetting, including the j-cards for my cassette tape release. A little 520ST goes a long way (especially with 4meg in it :-)

Brett L Maraldo
Plexus Productions

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

2761. dump files

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 07:47:58 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <LAHTINEN.91Sep19094758@gideon.gideon.fmi.fi>
Source record: 228793

I am looking for a programs that lets you see (in hex and ascii) a file
and perhaps also edit it. There should be some programs like this, so
I think it is not worth doing it myself. I have been using DLII, but
it quite complicted to go to the file editor.

Also I would like to suggest one program. I would like to direct
printer output from a program to a file. There is program called
BARREL, but it has limits (128 KB buffer), so it can not be used
wih graphics programs.
--
* *

Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi or
Finnish Meteorological Institute kimmo@field.fi
Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

2762. Re: Driver for Deskjet 500 ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 08:13:05 UTC
From: markb@hpwin052.HP.COM
Message-ID: <95630002@hpwin052.HP.COM>
Source record: 228852

Perhaps I should have qualified this a little further. The driver
is needed for First Word Plus.

Thanks,
Mark.

2763. Re: Rufus with Matrix M110 possible?

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 11:06:45 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91262.114240ONM07@DMSWWU1A.BITNET>
Source record: 228797

In article <A0bbvvtm@pfunk.hanse.de>, blackbox@pfunk.hanse.de (Michael Kistenmacher) says:
>As far as I know, the software for the Matrix 19" monochrome monitors
>consists of two parts. One of them is GOLIATH, which is a complete
>driver with GDOS support. But it is very very slow.
No, it isn't. As far as I remember, it's considerably faster than the original VDI.

>So MATRIX added another driver named DAVI, which is capable to support
>some screen accellerators like Turbo ST and Quick ST II. We tried
>to install NVDI in several ways, but it broke every time. DAVI is written
>by some guys from France and if you know of TURBODOS, you may understand
>why this can't work. OK, this is another prejudice like "GFA programs don't
>make reliable redraw".
I just spoke with Arnd: there are definitively people using NVDI. Perhaps you should ask directly Arnd (ab@ms.maus.de), the authors of NVDI OR Matrix.

>
>On the ATARI Messe in Duesseldorf we asked at Matrix, if they will deliver
>a new version of their drivers to run NVDI, but they said "Monochrome is
>out of time" and they probably will not support tose screens in the
>future.
I see their point -- the software obviously works, and they will get no new customer by enhancing old driver software.

>
>What about Arnd Beissner's PROTAR screen driver, does he support all
>screen accelerators or is it fast enough without them. I never saw
>an article comparing the quickness of these graphic cards.
There is no such driver. And Arnd would be very interested about who is saying such things (please reply by email to Arnd).
>
>Bye......Michael
>
>--
>/-----------------------------------\
>| Michael Kistenmacher / blackbox |
>| 2000 Hamburg 61 / Schippelsweg 64 |
>| West Germany / ++ 49 40 552 37 66 |
>\-----------------------------------/
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

2764. Looking for 1stWord+ to Mac (WORD,RTF,MACWRITE) converter

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 11:44:44 UTC
From: zeller@bernina.ethz.ch
Message-ID: <1991Sep19.114444.13735@bernina.ethz.ch>
Source record: 228851
Cross-posted to: comp.sys.mac.wanted,comp.sys.atari.st

I'm looking for a program, either running on a Mac or Atari ST, that converts 1st Word plus documents into a text format for the Mac, i.e. MS-WORD, MAC-WRITE, WriteNow, DCA/RFT or RTF.
Thanks for any pointers!

========================== +--------------------------+ *****************
Lukas Zeller |\ E-Mail: /| * Never trust a *
ETH Zurich, Switzerland | _____________________/ | * computer *
(SFIT, Swiss Federal | / zeller@ethz.UUCP \ | * bigger than *
Institute of Technology) | / ..chx400!ethz!zeller \ | * you can lift *
========================== +--------------------------+ *****************

2765. Re: TeX, which do I get? (Now that I kno

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 11:52:27 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91262.123150ONM07@DMSWWU1A.BITNET>
Source record: 228798

In article <A0bbvwfk@pfunk.hanse.de>, blackbox@pfunk.hanse.de (Michael Kistenmacher) says:
>The perfect one, always reliable with a nice shell. speedy and makes the
>best output. It's shareware. Since Metafont is not ported by Stefan Lindner
>himself and Lutz Birkhan hasn't ported the version 2.9 to the ST, you have
>to run SL's TeX 3.1 combined with old Metafont 1.7
Hu? As far as I know, Lutz Birkhahn has just finished the new version (and the newest version of Metafont is 2.7x, isn't it?)

_____________________________ cut here _____________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong _____________________

2766. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 11:52:30 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91262.123617ONM07@DMSWWU1A.BITNET>
Source record: 228799

In article <1991Sep18.133049.571@magnus.acs.ohio-state.edu>,
dhbutler@magnus.acs.ohio-state.edu (David Butler) says:
>This is simply not true. Nobody I know has upgraded their Mega to a Mega STe.
I know several people -- but there are more people, who upgrade to an TT,
right (at least here in Germany).

>In fact, everyone I know looked at the Mega STe and laughed (have you ever
>seen, better yet used the keyboard, what a piece of junk!). Everyone I know,
>including myself, with the original Mega's is wonderfully happy with them and
The Mega STE has the same keyboard as the TT, and EVERYBODY I know of is
absolutely happy with it. It's much better than the Mega ST keyboard, which
in turn is better than every other keyboard I've ever used. Did you ever
try to type on a Sparcstation keyboard??

>just won't consider "upgrading". AdSpeed is better than the Mega STe 16mhz
>68000 settup too, seeing as it will switch, hands-off, at the execution of any
>program you set it to, and switch back when you quit. The local store has a
>Mega STe they have not been able to sell for 6 months, but still gets TONS of
>requests for the original Megas. Whenever they do get a Mega in, it sells the
>same day, meanwhile the Mega STe sits there..... Also, the compatibility seems
>to be extremely poor. Virtually none of the demos, and a couple of
>applications
>crashed and burned in the Mega STe, even with the cache turned off and running
>at 8mhz. All these same programs work fine with AdSpeed. Lastly, ever seen how
>the hard drive is held in a Mega STe? GLUE, can you believe it! Take the
>little
>case on the right side of the machine off and just look at how Atari installed
>the hard drive, this is why the hard drive is so damn loud (it sounds like it
>is destroying itself anytime you do drive access). Wait, one last thing, the
>hard drive light is not built into the machine. Ever noticed that the hard
>drive light is difficult to see because it is so dim? This is because the
>"light" on the Mega STe is really just a hole with a little piece of plastic
>in
>it. It relies on the light built into the drive, which just sits in there
>behind the little piece of plastic...now that's engineering for you.
>
>Really though, my biggest gripe is the keyboard, I've literally never seen a
>keyboard on a modern computer this poor (it makes a Mac Plus keyboard look
>good). Anyone that has a Mega STe should know that you can purchase the
>original MEGA keyboards from BEST electronics, and they will work fine...
>
> || || || - David Butler (dhbutler@magnus.acs.ohio-state.edu)
> || || ||
> || || || H H RRRR [High Resolution DTP]
> || || || HHHH R R [1996 Summit St. Apt. B]

```
> || || || H High RRRR [ Columbus, Ohio 43201 ]
> ||| || ||| R Resolution [ voice: (614)-297-7967 ]
> |||| || |||| R R [ BUSINESS CALLS ONLY ]
> - Desktop Publishing
>
>-[ For Free ST consulting ]- -(Just a little plug for my company)-
>-[ the Columbus Ohio area ]-
>-[ call Academic Computing ]-
>-[ Services, 9am - 5pm ]-
>-[ Monday - Friday at: ]-
>-[ (614)-292-2919 ]-
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________
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2767. Gemini installation.

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 13:23:42 UTC
From: chang@cme.nist.gov
Message-ID: <8718@squire.cme.nist.gov>
Source record: 228853

Is there an english installation doc for gemini? I recently
got gemini11.zoo off of a.a and I couldn't get it to work right. I've
deciphered some stuff about order in which to copy the files in one of
the docs, but I haven't had any luck in getting it to work.

Possibly related, I just had my computer shipped back from
Korea (where I was for year) and I'm not sure it's working entirely.
My harddisk is acting a bit flakier than it did after it was shipped
to Korea, and stuff regularly bombs. I haven't quantified the
problem/symptoms, yet, but the following newstuff also give me
problems. UIS III doesn't installfrom auto, I can't get mint to run
from floppy as described in the docs, either auto or from the
desktop., none of the seq files I've down loaded from a.a work. Seems
Shadow of the Beast (brand new) doesn't boot right, goes past the the
eldritch cat part, can hear violent change of tracks form disk drive
and then some varied colors on the screen. like some of the symptoms
may be memory related, could it be the shipping back and forth has
zonked out some of the 256K chips in my machine. Is there a way to
check that they are all ok.

The machine is a 1040stf (circa 87 I think) and I've only had
it back from Korea since last thursday. Any ideas anyone.

Fo

2768. .au <=> .snd conversions -- How?

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 13:48:49 UTC
From: bcc@Eyring.COM
Message-ID: <1991Sep19.134849.3777@Eyring.COM>
Source record: 228854

I now have a Sun-4 workstation to use, with a built in audio capability. Does anyone know how my .snd files (remac/replay format) can be converted to play on the Sun-4 (.au format). Or, I am supposed to be able to record sound on the Sun -- does anyone know how to convert these sounds to .snd format? I found a pair of programs that were supposed to convert Iff to Law format, and back, but running the conversion on a simple .snd file resulted in something just barely recognizeable on the Sun.
This ranks fairly low on the importance scale, but it would be nice...

--
Brian Cooper bcc@Eyring.COM uunet!lanai!bcc
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

2769. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 14:21:56 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Sep19.142156.11335@magnus.acs.ohio-state.edu>
Source record: 228855

>If he is counting on that, which I don't think he is, Mr. Small isn't going
>to make as much money as I previously stated.
>
>Dave Small is much smarter than that.
>
>--Greg
>
>(Read it and weep people, the only defensive message I will make, it wasn't
> even all that defensive really, just a factual comparison. The closest
> I will EVER get to supporting Atari.)

I agree, Dave Small is smarter than that. I'm sure he is working on a MEGA STe version. Personally, with all the problems I've been hearing about the new Atari systems, I'm still glad I have a Mega (I just had the fatal Power Supply problem myself, what a pain...) I've had a number of problems (trust me). My drive shielding is so poor that I had to wrap the drive cable in aluminum foil, as well as the drive itself...

Anyway, I'm considering going to a TT (even though it has lots of problems too), and would like to know a couple things:

1) How well does the Spectre GCR work with it?

2) Where can I get a BIGSCREEN color card for it, not this crappy 640*480*16colors (16 colors? come on Atari....). I need at least 1024*768*16colors like my ISAAC, or better yet 256 colors from a 16million palette).

3) Has anyone used Calamus SL in conjuction with a High-Rez card on the TT?

4) How is the keyboard? Will my Mega Keyboard work with the TT (just in case the TT keyboard sucks)?

5) Where can I get one cheapest?

- Free Love Always -

David Butler

2770. Re: Music - Atari

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 14:27:47 UTC
From: bobhays@spss.com
Message-ID: <1991Sep19.142747.29286@spss.com>
Source record: 228857

I use Tiger Cub and a 1040ST w/ 2 floppies for sequencing and software development. I love it! I compared the ST to PCs, Macs and Amigas back about five years ago and decided it was the best for my goals:

68000 assembler learning tool
Music sequencing tool

and I have been pleased since.

My question: does anyone know of any way to get Tiger Cub to send out system exclusive messages? I've found that it will if I convert a MIDI Recording Studio file up to Cub format, but that is really painful (unfortunately, since I at that time used relatively slow clocks for my sequences, like 24-96 spm). If anyone has any ideas, please let me know via e-mail to bobhays@spss.com.
--
==========
The opinions expressed above are those of the author and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3522
Bob Hays Fax: (312) 329-3657

2771. Mega STe Keyboard

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 14:40:58 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Sep19.144058.11532@magnus.acs.ohio-state.edu>
Source record: 228856

I still say the the Mega STe keyboard stinks. I do LOTS of typing, and I like the MEGA keyboard ok, but hate the Mega STe keyboard with a passion. So do most of the people I've talked to. I do know one guy who likes it though, so I guess it is just a matter of how your hands work (mine are big and clumsy, so I like the oversized keys on my Mega)...

Anyway...

Is the TT keyboard really the same as the MEGA STe keyboard? I heard differently, but that was probably a year ago, and things change...

- What ever happened to free love anyway? -

David Butler

2772. Re: Music - Atari

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 14:47:25 UTC
From: darling@cellar.UUCP
Message-ID: <q0Zi92w164w@cellar.UUCP>
Source record: 228869

bmaraldo@watserv1.waterloo.edu (Commander Brett Maraldo) writes:

> I run CLAB Creator/Notator on my Atari. If it wasn't for Creator/
> Notator (and of course Calamus) I would not own an Atari.

Same here. When it came time to move on from my QX1 hardware sequencer, I spent months shopping for sequencing software. Creator won it, no contest, so I had to get it. And I was QUITE relieved to find that the computer it runs on was the cheapest variety I had seen. (Bought a Mega 2 ST)

> As far as I am concerned, and I have experience with many sequencers on
> many systems, Creator/Notator is the best all round sequencer/notator
> package there is and it's only for the Atari (same for Calamus in the DTP
> world).

I agree. That's why I put up with C-Lab's release schedule bullshit. They never know when the next version's coming out, but that's typical of the Atari world. So I've got no real gripes.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

2773. Re: Zoo 2.1

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 14:52:16 UTC
From: michaels@akela.informatik.rwth-aachen.de
Message-ID: <michaels.685291936@akela>
Source record: 228795

Christian_Felsch@hh.maus.de (Christian Felsch) writes:

>Write a Mail to Thomas Quester Mouse HH. He is the only reliable
>address for Compressing programs. He did the porting of the new LHARC.
The one that did not work right ? don't talk about lharc. I have had
much trouble with this assembler-optimized lharc versions (not UNIX-
compatible etc) - finally, I've got the UNIX-Lharc-source and compiled
it using GCC. At least that worked!
As a result, I have now switched to ZOO2.1 which does not have such
problems. I have the version that was posted in comp.binaries.atari.st
(which is the OK version). It should be available from atari.archive or
at least from any comp.binaries.atari.st archive site.
I hope that we will stay at the present, stable version of ZOO2.1
without zillions of different versions with slight optimizations and
modifications appearing soon.

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany
michaels@messua.informatik.rwth-aachen.de
PLEASE KEEP MAIL FROM OUTSIDE GERMANY SHORT-I HAVE TO PAY FOR INCOMING MAIL

2774. Re: Music - Atari

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 15:02:50 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Sep19.150250.22884@watdragon.waterloo.edu>
Source record: 228861

In article <1991Sep19.070825.29446@watserv1.waterloo.edu> bmaraldo@watserv1.waterloo.edu (Commander Brett Maraldo) writes:
}In article <1991Sep17.164847.27820@watdragon.waterloo.edu> cjherborth@rose.waterloo.edu (Chris Herborth) writes:
}>Last I heard, Mick Fleetwood was using an ST, and Tangerine Dream had
}>13 of them...
}>
} I use my computer for music composition and all my promo typesetting,
}including the j-cards for my cassette tape release. A little 520ST goes
}a long way (especially with 4meg in it :-)
}
}Brett L Maraldo
}Plexus Productions

Hmmm, maybe I'll sneak down to The Princess next time you're doing Metropolis...

(Then again, DigiT, the Front-242 clones, have an ST... Dunno what sequencer they're using though...)

Chris Herborth cjherborth@rose.waterloo.edu
3B Hons English RPW cjherborth@lotus.waterloo.edu
Disclaimer: I was under the influence of Earl Grey tea when I said that...

2775. Rumours from ST Format.

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 15:05:27 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1991Sep19.150527.20769@newcastle.ac.uk>
Source record: 228864

Having just read the 6 interesting pages in ST Format (some had to I suppose), The rumour mill had the following:

TT To Get Multitasking OS by Next Year.

The story also went on to say that HD floppies would be included as standard and that the multitasking OS would be avaible as an upgrade for older TT owners.

Has any one else heard this from a different source.

Dave J.

2776. Re: Driver for Deskjet 500 ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 15:09:22 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Sep19.150922.23209@watdragon.waterloo.edu>
Source record: 228862

In article <95630002@hpwin052.HP.COM> markb@hpwin052.HP.COM (Mark Bridgett) writes:
}Perhaps I should have qualified this a little further. The driver
}is needed for First Word Plus.
}
}Thanks,
}Mark.

Wait a minute... You're at HP...

Anyway, check atari.archive, there's a file in the printing (?) directory
that is a DJ500 driver for first word... Email to
atari@atari.archive.umich.edu with "send Index" as the body of your
message, and then take a look through it...

Chris Herborth cjherborth@rose.waterloo.edu
3B Hons English RPW cjherborth@lotus.waterloo.edu
Disclaimer: I was under the influence of Earl Grey tea when I said that...

2777. Heat & Serve MiNT?

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 15:19:21 UTC
From: cjherborth@rose.uwaterloo.ca
Message-ID: <1991Sep19.151921.23444@watdragon.waterloo.edu>
Source record: 228863

Now that Ian Lepore has been kind enough to roll us a "Heat & Serve"
version of Sozobon C, wouldn't it be nice if Eric Smith set up a nice
"Heat & Serve" version of MiNT? Yah-yah-yah... :-)

It'd be really great if the authors of Mupfel created a version that
threw out all the GEM support, and was MiNT'd instead... Ah well...
(Or if I could find something more like csh...)

Chris Herborth cjherborth@rose.waterloo.edu
3B Hons English RPW cjherborth@lotus.waterloo.edu
Disclaimer: I was under the influence of Earl Grey tea when I said that...

2778. Any Panasonic 1123/1124 Owners Out There?

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 16:57:15 UTC
From: rost@rgb.dec.com
Message-ID: <1991Sep19.170237.12983@ryn.mro4.dec.com>
Source record: 228884

I'm interested in getting a 24 pin dot matrix printer to use with my STs, and am very interested in the Panasonic 1123. There are no local Atari dealers (what else is new) and the ones I called on the phone were unsure if the 1223 can do screen dumps, as it is Epson LQ compatible, rather than Epson LX (9 pin) compatible. I'm not worried about my programs that have printer drivers, as they all have drivers for the LQ series, but I have some children's software that does graphic screen dumps to let my kids print out their pictures, and I'm not about to have TWO printers in the house.

So what I wanna know is...if anybody has an 1123, 1124 or 1124i, can you do screen dumps to it?

Brian Rost @rgb.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

2779. Atari SC212 modem: yea or nay?

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 17:01:18 UTC
From: carlsonb@grendel2.acc.stolaf.edu
Message-ID: <CARLSONB.91Sep19110118@grendel2.acc.stolaf.edu>
Source record: 228866

I'm looking at a mail-order ad for a 1200bps Atari modem, #SC212 (the picture shows a #SX212, though) for $25. Does anybody know if this modem has a standard DB25 port (e.g., RS232 serial)? Any comments as to its quality are appreciated.

-carlsonb@acc.stolaf.edu

--

"The more you drive, the less intelligent you are." -from 'Repo Man'
PAPER-NET:c/o St.Olaf ACC, 1500 St.Olaf, Northfield MN 55057-1001, USA
APPLIANCE-NET: USA 507.663.3096 *REAL*-NET: carlsonb@acc.stolaf.edu

2780. TOS 2.05 loader?

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 17:48:53 UTC
From: data3d@aahs.no
Message-ID: <"855*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 228870

Since I posted my last message about the tos 2.05 loader/booter, I've been getting lots of response, some positive, some negative. Some even claimed that the program was illegal, which it most certainly isn't.

The program was written in an attempt to load the tos 2.05 from a disk in a fashion similar to the many tos loaders that appear with every new tos release. This _has_ happened a few times, so it cannot have gone completely unnoticed by.

The program can be very useful when trying out new patches, enhancements etc. The ability to load and run TOS 2.05 is merely a bieffect, and I won't be held responsible for any abuse of this program.

Does anyone care to comment whether I should upload the program to atari-archive, or let it lie in rest on my harddisk?

Karl Anders Oygard - Karl A Oygard <data3d@aahs.no>

2781. GEM/MC trouble...

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 17:49:31 UTC
From: data3d@aahs.no
Message-ID: <"856*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 228871

I've been trying to write an small accessory which involves some form handling. I'll have to admit this is my first approach to GEM with machinecode, so anything could be wrong.

Anyway, the action goes something like this:

Growbox
Form is drawn
The user interacts
Form is closed
Shrinkbox

And this is where the fun starts. Now the windows behind the box is supposed to be redrawn. They aren't. Instead they are redrawn when I put the _next_ form on the screen. Wiping out my new form.

The fact that removing the grow/shrinkbox effect makes the problem even larger doesn't help very much.

Has anyone experienced something like it?

Karl Anders Oygard - Karl A Oygard <data3d@aahs.no>

2782. Re: Heat & Serve MiNT?

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 18:05:25 UTC
From: schultzd@silver.egr.msu.edu
Message-ID: <1991Sep19.180525.7964@msuinfo.cl.msu.edu>
Source record: 228879

I'm thinking of getting an STe soon (ie. as soon as a poor college
student can scrape up $300). Does MINT definitely work on a STe?

--
Dave Schultz - "If it's on-line, you're a fool to think it's private."
120 Engineering Bldg. | schultzd@frith.egr.msu.edu |
Michigan State Univ. | schultzd@clvax1.cl.msu.edu | "The Samurai"
E. Lansing, MI 48823 | Work - (517)353-8891 |

2783. Re: dump files

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 18:07:09 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991Sep19.180709.10158@cs.yale.edu>
Source record: 228873

In article <LAHTINEN.91Sep19094758@gideon.gideon.fmi.fi> lahtinen@gideon.gideon.fmi.fi (Kimmo Lahtinen) writes:
>
>I am looking for a programs that lets you see (in hex and ascii) a file
>and perhaps also edit it.

Try "xxed11.arc" on atari.archive.umich.edu.
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

2784. Re: .au <=> .snd conversions -- How?

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 18:43:17 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Sep19.184317.21088@wam.umd.edu>
Source record: 228878

In article <1991Sep19.134849.3777@Eyring.COM> bcc@Eyring.COM (Brian Cooper) writes:
>I now have a Sun-4 workstation to use, with a built in audio capability. Does
>anyone know how my .snd files (remac/replay format) can be converted to play
>on the Sun-4 (.au format).

You don't want to convert sounds this way if at all possible. Converting
from uLaw to .snd usually yields very bad samples. It's much more
productive to go the other route: sample on an Atari or Mac and then
convert to .au format. In either case, you can find conversion
programs on atari.arhive:

atari/sound/convert/st2sparc.doc .snd -> .au (source)
atari/sound/players/digistuf.arc .au->.snd (and other stuff)

Dave Baggett
dmb@wam.umd.edu

2785. Address of Atari Corp?

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 18:44:25 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1991Sep19.184425.8071@exu.ericsson.se>
Source record: 228886

This is the sort of question I really hate to post to the net, but I'm in the process of moving and can't find anything. Could someone please email me with Atari Corp's address? I believe it is in Sunnyvale...

Thanks greatly!

--
James Hague
exuhag@exu.ericsson.se

2786. Re: Looking for 1stWord+ to Mac (WORD,RTF,MACWRITE) converter

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 19:11:17 UTC
From: ripley@cs.tu-berlin.de
Message-ID: <RIPLEY.91Sep19211117@athene.cs.tu-berlin.de>
Source record: 228800
Cross-posted to: comp.sys.mac.wanted,comp.sys.atari.st

If someone's writing on that, please don't forget the reverse
direction. BTW: Where can one get a definition of RTF ?

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)
Attention: My phone-# is changing 01-Jan-1991 ! s/246292/2186292/

2787. Re: Atari SC212 modem: yea or nay?

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 19:17:10 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <6191.28d8b166@miavx1.acs.muohio.edu>
Source record: 228875

In article <CARLSONB.91Sep19110118@grendel2.acc.stolaf.edu>,
carlsonb@grendel2.acc.stolaf.edu (Bradley Carlson) writes:
> I'm looking at a mail-order ad for a 1200bps Atari modem, #SC212 (the
> picture shows a #SX212, though) for $25. Does anybody know if this
> modem has a standard DB25 port (e.g., RS232 serial)? Any comments as
> to its quality are appreciated.

I've had one for almost 3 years now, and except for the internal speaker never working. (And me not getting around to get it worked on). It has never given me any trouble. I've used it with my old 800XL, my ST, and am currently using it with an Apple IIgs at work. (It has both a DB25 port and a SIO port for use with the old 8-bits.)

Too bad its not 2400 baud though...

p.s. It also looks a lot like the box to control the SLM805 laser printer, and the XEP80 80 column adapter for the old 8-bits. Atari must really like reusing the same cases for different projects. The card reader for the portfolio for use with PC's looks just like my XM301 modem from my XL!)

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

2788. Re: CLAB Flames! (Re: Creator/Notator 3.1 Update)

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 19:45:00 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <1991Sep19.194500.10326@watserv1.waterloo.edu>
Source record: 228865
Cross-posted to: comp.sys.atari.st,rec.music.synth

In article <0B5H91w164w@cellar.UUCP> darling@cellar.UUCP (Thomas Darling) writes:
>> The new version is fine except that I bought it for one particular feature
>> - song chain. This new feature apparently doesn;t work. CLAB said 'Oh
>> well'. Great. Assholes.
>Uh, Brett...it works on my machine. You might have incompatible hardware or
>some odd TSR kicking around. Some things have been known to interfere with
>Creator's timing.

CLAB-USA said they couldn't get it to work either. They FAXed Germany,
CLAB-Centraal, and it was reported that PUSER_20 was buggy. Are you sure you
are using v3.0; they fixed it in v3.1.

>> store copy and sure enough the SOFTLINK feature doesn;t work - it won;t
>> continue to play the sequencer when you switch partitions - useless.
>This I haven't tried. But, seriously, you bought Creator updates to get
>Softlink and Song Chain? I always thought of these things as extra stuff.
>I'm in it for the great editing and ease of use. Whatever it takes, I guess.

Uh, i am hardly ignorant of Creators features. I have put it about
1600 hours on Creator. I was perfectly satisfied with the v2.2 but I had
an impending gig and the song-link feature would have been very nice. So,
at the last minute I splurged the $80 and got a bum upgrade (nice *belated*
manual though). I use Cretor because it is the smoothest sequencer on the
planet. I hardly use any of its detailed features.

>Brett, if you think you know all of 3.1's editing features from the 2.2
>manual, I'm not surprised you feel cheated. You're missing all the best
>stuff!

I know all of 3.1 editing features from the 3.1 manual. The 2.2
manual was discarded long ago. I feel cheated because I expect software
perfection for the $400 + $120 I spent on the package. If I have to pay
money for an update I better well get new *working* features and have old
bugs fixed; not with Creator.

>I've had problems with C-Lab's support people myself. But, Jeez, $120 for a
>manual? You should at least check out the P_USER part, where it tells you how
>to load a song into the buffer automatically and program a run-time switch.
>This is how you chain songs, and it works like a charm.

Apparently not in v3.0. v3.1 works... mostly.
Brett Maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"

bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

2789. Lowest price for a color ST?

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 20:05:44 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1991Sep19.200544.13298@exu.ericsson.se>
Source record: 228889

I used to be heavily involved in the Atari world, but have been out of touch for quite a while. What is the going rate for a new bare-bones color ST system with one double sided drive? (I have a very specific use in mind.) Please respond via email.

--
James Hague
exuhag@exu.ericsson.se

2790. Mega keyboards

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 21:40:36 UTC
From: wmagro@bari.uiuc.edu
Message-ID: <1991Sep19.214036.2600@ux1.cso.uiuc.edu>
Source record: 228858

In article <91262.123617ONM07@DMSWWU1A.BITNET>, ONM07@DMSWWU1A.BITNET writes:

|> in turn is better than every other keyboard I've ever used. Did you ever
|> try to type on a Sparcstation keyboard??
|>

Yes, and like it quite a lot. I guess what we need to realize is that everyone has a different ideal keyboard. Most of us agree it isn't the original ST keyboard, though....

--Bill Magro

2791. Re: Mega Keyboard on old ST (Was- Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 22:03:52 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <QcqFv8G00VE444H3kV@andrew.cmu.edu>
Source record: 228859

Here is how to patch a Mega keyboard to an old ST:

DETACHABLE ATARI KEYBOARD MODIFICATION:

I've got a detached keyboard - A Mega keyboard, for that matter -
attached
to the 520 I'm using now. It's a trivially simple modification, if
you're
willing to do some wire fitting. What you need is a 6-wire telephone
jack
and a 17-pin single inline header plug (plus, of course, a Mega
keyboard
and a 520 - dunno about the newer ones, but the older (no internal
flopsies)
520's are happy with this modification.)

4 simple steps, with appropriate cursing relative to success.

1: take apart the 520, remove the old keyboard, leap on it a few times,
tear apart your warranty (leaping on the 520 keyboard provided
incentive
to do the modification properly, tearing apart the warranty just
saves
the people at Atari the effort...)

2: take the telephone jack (er, socket, or whatever - I bought a 6-pin
wall plug and ripped it apart) and run the wires to the header plug
as follows:
blue, yellow -> pin 1
white, black -> pin 13
green -> pin 14
red -> pin 15

(my notes - I can't look at the actual connector for obvious reasons
-
say that the blue wire is #1, yellow #2, white #5, black #6, green
#3
and red #4 on the telephone jack or socket or whatever)

3: plug the header plug back into the 520 at the same place you took
out
the old keyboard. (Pin one is towards the front of the unit, in
case
it's not labeled on the PC board.) feed the un-keyboarded end of
the

Mega keyboard cable through the RF shield where the 520 cable went
in,
then reassemble the whole mess.

4: plug in in and play. You'll have to relocate the mouse cable out to the Mega keyboard from the ST itself, but that's the only difference I've noticed.

Total cost? 1 mega keyboard plus about $6 for the bits. And it's trivially simple, and it doesn't permanently modify _any_ of the offending bits except for the telephone jack and the the 17-pin header plug. I'm noted for my tendency to kill hardware by a glance, but I've managed to rip apart the ST, attach this mod, and put it all back together with no ill-effects so far. (But I guess I'll haveta point out that you're on your own if you do this; I'm not responsible in general, and it'd be inconsistant if I made an exception in this case.)

Hope this helps.

2792. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-19 23:25:57 UTC
From: rosenkra@convex.com
Message-ID: <1991Sep19.232557.10878@convex.com>
Source record: 228867

[sorry if this appears twice. my phone line died while i was responding]

In article <3067@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>Pity, that. I'd dearly love to have ARJ.
>And a word to whoever's doing the port:
> PLEASE do an integrated GEM version! The bewildering array of
>swiches on the DOS version of ARJ is enough to make me tear my
>hair out every time I try to use it! Geez, it's powerful, but
>geez, it's also REALLY confusing!

And a word to whoever's doing the port:
PLEASE do NOT do an integrated GEM version!!!! if you want GEM,
write a shell around it a la argshl (whatever). those of us using
cli's will just alias common commands to a single keystroke if we
want (eg alias a1 'arj -llkfwe./scmsijclwenrlweiajdmfdmfilwe' :-)

and please try and keep it faithful to the original, refrain from
making well meaning (but incompatible) improvements. we don't want
another lharc fiasco.

Personally, i love bewildering arrays of switches...:-)

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2793. Re: SIMMS from a Mac SE into an ST?

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 00:20:33 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep20.002033.3641@actrix.gen.nz>
Source record: 228868

In article <1991Sep17.163007.26794@watdragon.waterloo.edu> cjherborth@rose.waterloo.edu (Chris Herborth) writes:
> In article <1991Sep16.005329.3341@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
> }I've got access to 1 meg worth of memory pulled from a MacSE
> }(I believe it is in the form of 256K simms). I was wondering
> }if it is possible to use this memory in a 520ST? If so, what
> }would I do to install it, and how much total memory would it
> }give me?
> }--Gerry
> }ggreenbe@rodan.acs.syr.edu
>
> If your 520 has only 512k, you'd be able to install two of them as bank 1,
> and have 1M of RAM. The other two 256k SIMMs would be able to sit around
> gathering dust (or you could sell them to another 520 user)...
>
> It's much better to get 1M SIMMs. You can then easily (well, if, unlike
> myself, you know how to wire them in properly) pump your ST up to 4M, unless
> you're unlucky enough to have an old (1985) 1040 STf, like I do. For some
> reason, my MMU won't take more than 512k in bank 0, so 2.5M is as high
> as I can go. This same thing is true of my friend's ST (1985, 1040STf),
> so I suspect it's true of all 1985 1040's... As far as I know, old 520s
> are fine though.
>
> Does anyone know how I could get around this? Install a newer MMU? Have
> you done it? :-) I'd really like to go to 4M one of these days...

I don't think the older ST that are causing the Problem, the problem
MMU's where fitted to the later machines and have this Part No. C0 100109-001

So it could be a good idea to check over the wiring etc, and did you
fit the anty ring resistor ?, in the extra address line.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2794. Re: GEM/MC trouble...

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 02:19:32 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Sep20.021932.3852@watdragon.waterloo.edu>
Source record: 228881

In article <"856*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS> data3d@aahs.no (Karl Anders 0ygard) writes:
}Anyway, the action goes something like this:
}
}Growbox
}Form is drawn
}The user interacts
}Form is closed
}Shrinkbox
}
}And this is where the fun starts. Now the windows behind the box is supposed
}to be redrawn. They aren't. Instead they are redrawn when I put the _next_
}form on the screen. Wiping out my new form.
}
Before you draw the Growbox, you should have a:

form_dial(FMD_START, 0,0,0,0, dial_x, dial_y, dial_w, dial_h);

to lock that portion of the screen. Do a form_dial(FMD_FINISH, etc...)
when you're done. That'll convince GEM to redraw.

If this still doesn't work, do an :

evnt_mesag() so GEM has time to let the WM_REDRAW message get to all of the
open windows. Then open your next form.

Hope that helps...

Chris Herborth cjherborth@rose.waterloo.edu
3B Hons English RPW cjherborth@lotus.waterloo.edu
Disclaimer: This is your brain: "*" This is your brain on USENET: "."...

2795. Re: Heat & Serve MiNT?

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 02:22:48 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Sep20.022248.4126@watdragon.waterloo.edu>
Source record: 228883

In article <1991Sep19.180525.7964@msuinfo.cl.msu.edu> schultzd@silver.egr.msu.edu (The Samurai) writes:
}I'm thinking of getting an STe soon (ie. as soon as a poor college
}student can scrape up $300). Does MINT definitely work on a STe?
}
I think MiNT will work on anything that isn't a TT... Unless you can get the version of MiNT that Alan Pratt at atari is using, or you wait for the next version (Eric told me that it might be done in about a month)...

Chris Herborth cjherborth@rose.waterloo.edu
3B Hons English RPW cjherborth@lotus.waterloo.edu
Disclaimer: This is your brain: "*" This is your brain on USENET: "."...

2796. Atari->put in AT case

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 02:27:08 UTC
From: dinsmm@aix.rpi.edu
Message-ID: <5qqn4pg@rpi.edu>
Source record: 228880

I read an article earlier, caught the tail end of it, by a person
who said that s/he was putting the Atari ST into an AT case. I am wondering
if anyone else has tried this and what the results were and what you need to
do for this to work. I would also like to do this but am unsure where to
begin, so any help would be appreciated. Please post messages or maybe even
e-mail them directly to me if no-one else wants to hear about it. Thank you.

_
/\/\ |\ "You can twist perceptions, reality won't budge."
/ \ike |/insmore - Neil Peart
dinsmm@rpi.edu

2797. BBS HELP!!!

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 03:16:23 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <6199.28d921b7@miavx1.acs.muohio.edu>
Source record: 228872

I'm bummin' about the weak response I got about Atari BBSes. Surely there are more than 26 Atari ST BBSes in the world!!!!! C'mon!!

Again...I'm requesting info on any/all Atari BBSes *anywhere*...

I need: BBS name
phone number
baud rates
hard drive capacity
software it's being run on (FoReM?, Michtron?, Express?)

advTHANKSance,
--Dennis (Cogito cogito, ergo cogito sum.)

2798. Re: Heat & Serve MiNT?

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 03:27:05 UTC
From: ersmith@julian.uwo.ca
Message-ID: <4720@julian.uwo.ca>
Source record: 228874

In article <1991Sep20.022248.4126@watdragon.waterloo.edu> cjherborth@rose.waterloo.edu (Chris Herborth) writes:
>In article <1991Sep19.180525.7964@msuinfo.cl.msu.edu> schultzd@silver.egr.msu.edu (The Samurai) writes:
>}I'm thinking of getting an STe soon (ie. as soon as a poor college
>}student can scrape up $300). Does MINT definitely work on a STe?
>}
>I think MiNT will work on anything that isn't a TT...

And also on the TT.

MiNT works on the ST, STe, TT, and Mega STe. Some minor contortions
are necessary for the latter two (i.e. MiNT has to be started from the
desktop instead of from an AUTO folder); these contortions will be
done away with in the next version (0.9) of MiNT.
--
Eric R. Smith ersmith@julian.uwo.ca eric.smith@uwo.ca

2799. flight simulators wan

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 06:34:19 UTC
From: chris.mueller@execnet.uucp
Message-ID: <199120.943.753@execnet.uucp>
Source record: 228825

> By Evensong (09-19-91) on the subject of FLIGHT SIMULATORS WANTED >>
> ZDDD

2800. Re: BBS HELP!!!

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 08:46:39 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.685356399.larserio@kvart.ifi.uio.no>
Source record: 228888

```
BBS Name: ABK-BBS (Atari)
Owner's Name: Lars-Erik 0sterud (sponsored by Atari Norway)
Sysop's Name: Lars-Erik 0sterud (the '0' should be ASCII $B2)
Phone Number: +47 2 13 26 59
Modem Type: TBK 9600 PLUS (Norwegian)
Modem Speed: 300, 1200/75, 1200, 2400 and 9600 V.32, MNP5
Location: Oslo, Norway
System Config: Atari 1040 STM, SF314, 20 MB SH205 HD
BBS Software: MiniBBS (Public Domain self-made)
Emulation: VT100, VT52 or TTY (no emulation)
Special func: New mail can be ARCed and downloaded,
ReadMail ST does this 100% automatic
Xmodem, Ymodem (Xmodem-1K) and Zmodem transfers
On-Line view/type from ARC/LHARC files
Focus: Atari ST & TT, Programming, MIDI, DTP
Home of MiniTerm, MiniBBS and ReadMail ST
Home of Norway's Atari developers
Home of ST-Klubben (disk-magazin)

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
__________/ _____________________/ _____________________/ ____/ /
```

2801. Mathematical clipping routine

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 09:06:09 UTC
From: bboychuk@sdcc13.ucsd.edu
Message-ID: <23690@sdcc6.ucsd.edu>
Source record: 228809
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'd be thankful if anybody could help me out with this: There are two points defining a line in the area (-long,-long),(long,long). I need anything outside the area (-short,-short),(short,short) clipped off, while preserving the slope of the line. I'm absolutely lousy at math and anybody who can point me in the direction of a solution would save me a sackful of grief. (Grief is measured in sackfuls. Frustration comes in bales and anger in pecks. Stupid emotional measurements come in threes.)

Thanks for any help...

--
---
bboychuk@ucsd.edu "My GOD, did you see the power and majesty radiated by that llama?" "Well, of course I did, you fool..."

2802. Re: Is Fcopy PRO a demo or not

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 09:48:33 UTC
From: elrond@frmug.fr.mugnet.org
Message-ID: <1991Sep20.094833.29086@frmug.fr.mugnet.org>
Source record: 228615

In article <1991Sep13.183045.10706@informatik.uni-erlangen.de>,
lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael) writes:
> elrond@frmug.fr.mugnet.org (Bertrand Petit) writes:
>
>
> > Hello, I have found a version of FCOPY PRO on a BBS and I don't
> >know if it's a demo or the commercial version. Can someone give me a hint to
> >recognise if it's a demo so i can put it in download areas of my BBS.
>
> Hi Bertrand,
> a german ST magazine I saw a commercial of FCOPY Pro. The prize was DM 89,-
> (about 50 bucks). May be in this world (the best of all possible) there is
> also a demo of FCOPY PRO, but I don't think so. If you want a PD version of
> FCOPY try FCOPY V3.0.
>

Not a all. I have a version of FCOPY PRO but i want to be sure that
its a demo before i post it to my BBS download area.

--
Bertrand Petit	Signature is under construction
alias	
>Elrond le demi-Elfe<	Be sure to wear your helmet

2803. Re: Gemini installation.

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 09:51:39 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91263.113036ONM07@DMSWWU1A.BITNET>
Source record: 228887

In article <8718@squire.cme.nist.gov>, chang@cme.nist.gov (Forrest Chang) says:
>
> Is there an english installation doc for gemini? I recently
>got gemini11.zoo off of a.a and I couldn't get it to work right. I've
>deciphered some stuff about order in which to copy the files in one of
>the docs, but I haven't had any luck in getting it to work.

Get the official english version of Gemini 1.21 (or was it 1.2)? Should be
available on Twitterpater.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

2804. Is there an Eiffel system for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 10:12:36 UTC
From: pressler@namu01.gwdg.de
Message-ID: <PRESSLER.91Sep20101236@namu08.gwdg.de>
Source record: 228876

Hi,

does anyone know if there is an Eiffel developement system under TOS?
It should run with 2.5 MB of RAM and preferably be Freeware/Shareware.
Is there anything like that, or Eiffel for TOS at all, available?

Please post or reply vai e-mail; I'll post a summary (if there is anything
to summarize...)

Lutz.

--
+-+
+ Lutz Pressler E-mail: pressler@namu01.gwdg.de +
+ Kreuzburger Strasse 11 Tel.: ([+49] [0]551) 7700178 +
+ W-3400 GOETTINGEN Fed. Rep. of GERMANY +
+-+

2805. Re: Any Panasonic 1123/1124 Owners Out There?

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 10:20:24 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Sep20.102024.16638@rhrk.uni-kl.de>
Source record: 228877

rost@rgb.dec.com (My name is Brian Rost) writes:

>I'm interested in getting a 24 pin dot matrix printer to use with my STs, and
>am very interested in the Panasonic 1123. There are no local Atari dealers
>(what else is new) and the ones I called on the phone were unsure if the 1223
>can do screen dumps, as it is Epson LQ compatible, rather than Epson LX (9 pin)
>compatible. I'm not worried about my programs that have printer drivers, as
>they all have drivers for the LQ series, but I have some children's software
>that does graphic screen dumps to let my kids print out their pictures, and I'm
>not about to have TWO printers in the house.

>So what I wanna know is...if anybody has an 1123, 1124 or 1124i, can you do
>screen dumps to it?

I have worked with the 1123 as well as with the 1124 and had no problems
concerning Epson compatibility.

```
*******************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

2806. Re: Any Panasonic 1123/1124 Owners Out There?

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 10:52:31 UTC
From: r0mill01@ULKYVX.BITNET
Message-ID: <1991Sep20.105231.5631@vlsi.louisville.edu>
Source record: 228890

I've done screen dumps with my 1124 in Proprinter mode but only if the control panel is resident. The dumps are slow and seem to miss lines or leave gaps now and again.

2807. Earlier monitor questions

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 10:57:19 UTC
From: r0mill01@ULKYVX.BITNET
Message-ID: <1991Sep20.105719.5737@vlsi.louisville.edu>
Source record: 228891
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thanks to all those who answered my earlier queries about monitors for the ST. It looks as though my best best for sharpness and high resolution for less than $1000.00 is to use a 640x400 res mono monitor on my vintage ST. Now I have new questions:

1. Is the Atari monochrome my best option, i.e. is its sharpness as good as I can expect from any monochrome in the <$1000.00 price range?
2. What are some other paper-white monos in the $200.00 - 500.00 range that are better?

Beta Testing

A note to those who offered to beta test my hypertext text editor--please send me a snail mail address so I can mail you some DSDD disks with the program and utilities. I have no FTP or GEnie access, so snail mail is the best option. Reply directly to the header address or try one of the following.

Robert Royar
Department of English
New York Institute of Technology
Old Westbury, New York 11568

BITNET: R0MILL01@ULKYVX CIS: 72347,2767 Voice: (516) 686-7751
Internet: 72347.2767@CompuServe.Com

2808. Midi Manager Maps for Cubase

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 11:08:35 UTC
From: koelman@issun3.stc.nl
Message-ID: <1991Sep20.110835.15469@issun3.stc.nl>
Source record: 228896
Cross-posted to: comp.music,comp.sys.atari.st

Hello,

Has anyone developed any interesting Midi Manager Maps
for Cubase? Specifically I'm looking for something to manage
the Roland R8/R8-M and U-220....

Ton Koelman
koelman@issun3.stc.nl

2809. Re: Music - Atari

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 11:14:54 UTC
From: koelman@issun3.stc.nl
Message-ID: <1991Sep20.111454.15727@issun3.stc.nl>
Source record: 228894

In <q0Zi92w164w@cellar.UUCP> darling@cellar.UUCP (Thomas Darling) writes:

>bmaraldo@watserv1.waterloo.edu (Commander Brett Maraldo) writes:

>> I run CLAB Creator/Notator on my Atari. If it wasn't for Creator/
>> Notator (and of course Calamus) I would not own an Atari.

>Same here. When it came time to move on from my QX1 hardware sequencer, I
>spent months shopping for sequencing software. Creator won it, no contest, so
>I had to get it. And I was QUITE relieved to find that the computer it runs
>on was the cheapest variety I had seen. (Bought a Mega 2 ST)

>> As far as I am concerned, and I have experience with many sequencers on
>> many systems, Creator/Notator is the best all round sequencer/notator
>> package there is and it's only for the Atari (same for Calamus in the DTP
>> world).
>
>I agree. That's why I put up with C-Lab's release schedule bullshit. They
>never know when the next version's coming out, but that's typical of the Atari
>world. So I've got no real gripes.

If it weren't for Steinberg Cubase I wouldn't own an Atari. I never even
bothered to look at Notator (no flame, just lack of time..) I wonder
which one has the largest number of users?

Ton Koelman
koelman@issun3.stc.nl

2810. Re: Rumours from ST Format.

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 11:55:47 UTC
From: gary@wraxall.inmos.co.uk
Message-ID: <19102@wraxall.inmos.co.uk>
Source record: 228803

In article <1991Sep19.150527.20769@newcastle.ac.uk> D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:
>
> Having just read the 6 interesting pages in ST Format (some had to I
>suppose), The rumour mill had the following:
>
> TT To Get Multitasking OS by Next Year.
>

Isn't this rather the same type of rumour as was flying about when the STe was about to be launched. All the magazines reported that the new STe was going to have features such as better graphics resolutions, 16MHz processor etc, (i.e. what the Atari user community wanted from the new machine), rather than what Atari was likely to put in the new machine.

When we all saw what the enhancements to the STe actually were, I think most Atarians were disappointed. I feel that this disappointment was the start of the decline of the ST in the UK. From the magazine "guesses" about the new STe, I wouldn't be surprised if some people held back from buying a ST until the STe actually came out. When it didn't have the Amiga beating features it was expected to have they probably bought a different machine (a diplomatic description or what :-)). I also felt that the time was rife for an upgraded ST machine, and perhaps if Atari had got the STe right (i.e with enhanced features that existing owners would want), then there might have been a lot of STe sales from exisining users wanting to upgrade.

All the above IHMO of course.
;-)

--Gary

+--------------------------(Gary Morton)----------------------------+
|Disclaimer: The opinions above are my own personal views etc. |
|Inmos Ltd, 1000 Aztec West, Bristol, UK Email : gary@inmos.com |
+----------------------(+44 454 616616 X526)-------------------------+

2811. Problems upgrading to 4M (was Re: SIMMS from a Mac SE into an ST?)

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 14:00:34 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Sep20.140034.25258@watdragon.waterloo.edu>
Source record: 228895

In article <1991Sep20.002033.3641@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
}I don't think the older ST that are causing the Problem, the problem
}MMU's where fitted to the later machines and have this Part No. C0 100109-001
}
}So it could be a good idea to check over the wiring etc, and did you
}fit the anty ring resistor ?, in the extra address line.

Yep, we made _sure_ we had everything wired in properly before we started banging our heads against the desk... Is the MMU with No. C0 100109-001 the bad one, or a newer one?

To restate my problem a little more clearly:

I have an old 1040STf with 2.5M due to a Z*RAM upgrade. The Z*RAM has put 2M in bank 1, leaving bank 0 at .5M... I bought some SIMMs, my friend wired them in properly as a 2M bank 0, and it wouldn't work at all.

So we took them to my friend's old 1040STf. He tried to wire them in as bank 0. Wouldn't work. So he wires them in as bank 1 (essentially giving him the same setup as me, but with SIMMs instead of a Z*RAM card) and it works properly.

Neither of us could put 2M into bank 0. When the SIMMs were wired up in bank 0, we removed the top address line, essentially fooling the ST into thinking they were 256k SIMMs... We booted, and it thought it had 512k in bank 0, no problem. The SIMMs are fine, and our STs are fine. We assume it's some weird "feature" of an older MMU.

Looking in his parts catalogue, we fine an ST/Mega MMU with part number X (I didn't write it down, and the book's at his house). A little later in the book, we find a Mega MMU, with a different part number.

Has anyone gotten an old 1985 (whether stock or modified) 1040STf to take 4M or RAM? Should we spring for either of the new MMUs to see if that'll fix our problems? Should we start looking for a cheap Mega 4?

Chris Herborth cjherborth@rose.waterloo.edu
3B Hons English RPW cjherborth@lotus.waterloo.edu
Disclaimer: This is your brain: "*" This is your brain on USENET: "."...

2812. ESDI harddrive

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 14:00:58 UTC
From: chang@lurch.cme.nist.gov
Message-ID: <8774@squire.cme.nist.gov>
Source record: 228893
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Anyone familiar with ESDI harddrives. I have a chance to buy a
gargantuan ESDI seagate drive. Is it possible to hook this up my ST.
I figure I'll have to get an atari->scsi host adpater and then a scsi
to EDSI adapter if such a beast.

Please excuse my ignorance here, I've never heard of ESDI.

Thanx

Fo

2813. Re: TeX, which do I get? (Now that I kno

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 14:13:14 UTC
From: raichle@azu.informatik.uni-stuttgart.de
Message-ID: <RAICHLE.91Sep20161314@azu.informatik.uni-stuttgart.de>
Source record: 228882

In article <1991Sep16.135722.19575@netcom.COM> blackbox@pfunk.hanse.de
(Michael Kistenmacher) writes some amusing things... ;-)

> [..] Metafont [..] version 2.9

Sorry, there will never exists a MF version 2.9!
It's now at 2.7 and the version number will convert to e.

> >cs-tex:
>
> Christoph Strunk has ported full TeX 3.1 and Metafont 2.9 using Laser C
> (As I remember).

As I remember he has used GNU CC.

> It's a complete set with a small but useful installation-
> program. CS has made some arbitrary modifications to the TeX macros, so
> that the output may look a bit different from original versions,

Sorry again, he has made modifications to TeX macros (it's the
`german.sty' macros) and he has modified the CM fonts!!!!

Please: do not use these tfm-files, unpack the original tfm-files.
They should be in a separate lharc archive called `tfm_ori.lzh'.

It's also unnecessary to change the macros in `german.sty'.
If the umlaut characters in your TeX output hang below the baseline,
if you are using the original `german.sty'...
... it's *not* `german.sty', it's your incorrect dvi driver!

> >passautex:
>
> I know of an Amiga version of TeX named PasTeX, this should be that one.

It's a fault of the persons maintaining the `rusinfo' ftp archive.
PasTeX (for the Amiga) and br-TeX (my version for the ST) uses the
same sources for initex/virtex.

-bernd

Bernd Raichle, DANTE Koordinator `german.sty' | "Le langage est source
privat: Stettener Str. 73, D-W-7300 Esslingen | de malentendus"
email: raichle@azu.informatik.uni-stuttgart.de | (A. de Saint-Exupery)

2814. Emulate? What about the other way.

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 15:11:33 UTC
From: CATHRYN@bdt.COM
Message-ID: <1991Sep20.151133.5618@bdt.com>
Source record: 228802

How about an ST emulator card which would fit into a slot of a PC clone. So I could run old ST software and clone software without having computers take over the house!

2815. Problems with DC-RRUNREZ

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 15:38:38 UTC
From: mami@opal.cs.tu-berlin.de
Message-ID: <4846@curie.cs.tu-berlin.de>
Source record: 228885

Grueazi everybody !

I recently downloaded the program DCRUNREZ.PRG from a.a. What I understood from their description
is, that I can run any program no matter of the screen resolution my monitor has.

So I tried it out and had no success. DCRUNREZ.PRG didn't run any program beside the one with
the extension .PR3 which would mean to run it in high resolution.

I have an STe and the normal SM124 mono monitor.

Did I misunderstand anything ?

Did anyone else succeed in working with this program meaning what did I wrong ?

Ciao,
Manfred

2816. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 15:45:36 UTC
From: bill@mwca.UUCP
Message-ID: <1912@mwca.UUCP>
Source record: 228807

Pardon my ignorance, but can someone briefly describe ARJ and (assuming it
is an archiver/compresser) highlight its benefits/pratfalls?

Thanks!
--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

2817. FAQ ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 15:49:44 UTC
From: cmfb@lionheart.cray.com
Message-ID: <1991Sep20.104945.28651@timbuk.cray.com>
Source record: 228900

Hi,
I've been out of the Atari world for a couple of years know, is there
an archive site with a FAQ sheet? One thing I'd really like to know is - is the
Unix TT available in the states yet, t what price, and is it any good!
Regards,
Chris Bone (cmfb@cray.com)
--

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```

2818. Re: GEM/MC trouble...

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 16:45:09 UTC
From: harryk@bucsf.bu.edu
Message-ID: <90042@bu.edu>
Source record: 228801

In article <"856*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS> data3d@aahs.no (Karl Anders 0ygard) writes:
> ... [stuff deleted]
>Anyway, the action goes something like this:
>
>Growbox
>Form is drawn
>The user interacts
>Form is closed
>Shrinkbox
>
>And this is where the fun starts. Now the windows behind the box is supposed
>to be redrawn. They aren't. Instead they are redrawn when I put the _next_
>form on the screen. Wiping out my new form.
>
>The fact that removing the grow/shrinkbox effect makes the problem even
>larger doesn't help very much.
>
>Has anyone experienced something like it?
>
I think the solution is to add 2 more lines in your code:
1. **Before** drawing the grow-box do a
'form_dial(FMD_START, 0,0,0,0, dlg_x, dlg_y, dlg_w, dlg_h)'

This is supposed to reserve screen for your dialog.

2. **After** drawing the shrink-box do a
'form_dial(FMD_FINISH, 0,0,0,0, dlg_x, dlg_y, dlg_w, dlg_h)'

This frees screen space, AND sends a REDRAW message

(the values of the constants FMD_START and FMD_FINISH
are 0 and 3 respectively)

>Karl Anders Oygard - Karl A Oygard <data3d@aahs.no>

--

==========
Author of ATZENTA2 Harry Karayiannis _____E-Mail_____

2819. ANSI/vt100 emulator posted

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 17:33:51 UTC
From: rosenkra@convex.com
Message-ID: <1991Sep20.173351.15170@convex.com>
Source record: 228804

i have just uploaded an ANSI/vt100 emulator, with source, i wrote
recently. well, it is almost ansi/vt100 (doesn't do scroll regions).
it should handle most of the commands in a normal vt100 termcap
and all the commands in a pessimistic ANSI termcap. it also switches
the system font (uses line A to find the font header) so that it
recognizes bold, underline, and reverse graphics modes. sorry, no
blinking mode. with that, i have only included fonts for monochrome.
no fancy stuff, but there is a shell escape. executable included.

look for file t100.zoo (zoo 2.1 archive) at atari.archive.

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2820. Re: Any Panasonic 1123/1124 Owners Out There?

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 18:48:58 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <1991Sep20.135033.6148@news.cs.indiana.edu>
Source record: 228806

I am also interested in hearing about the use of 24 pin printers with the
Atari ST computers. (TOS 1.4 if that makes a difference.)

2821. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 18:49:15 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <6212.28d9fc5c@miavx1.acs.muohio.edu>
Source record: 228805

In article <3314@cod.NOSC.MIL>, healy@cod.NOSC.MIL (Mike Healy) writes:
> Does anyone know if the SST will fit into a 1040stf? A friend of mine has
> a 25 MHz 68030 just looking for a good home. It wouldn't be 40 MHz, but
> I imagine a little bit faster than my 8 MHz 68000.

I heard it will if you move the ST to a larger case. The SST board is
too big to fit in the original case.

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

2822. Re: Heat & Serve MiNT?

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 19:04:45 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91263.113521ONM07@DMSWWU1A.BITNET>
Source record: 228892

In article <1991Sep19.151921.23444@watdragon.waterloo.edu>,
cjherborth@rose.uwaterloo.ca (Chris Herborth) says:
>[...stuff deleted...]
>It'd be really great if the authors of Mupfel created a version that
>threw out all the GEM support, and was MiNT'd instead... Ah well...
>(Or if I could find something more like csh...)

The new version of Mupfel will just run fine without GEM. You can use it
from within the auto folder with MiNT. PERHAPS there will be support for
some MiNT features -- when will we see MiNT 0.9??

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

2823. Re: Address of Atari Corp?

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 19:28:32 UTC
From: covert@cactus.org
Message-ID: <9458@cactus.org>
Source record: 228808

In article <1991Sep19.184425.8071@exu.ericsson.se> exuhag@exu.ericsson.se (James Hague) writes:
>This is the sort of question I really hate to post to the net, but I'm
>in the process of moving and can't find anything. Could someone please
>email me with Atari Corp's address? I believe it is in Sunnyvale...

Gee, I don't know but I think that Atari must be on the Moon
cause I have my doubts about their sanity (Lunatics ya know :-)).

But seriuosly they are in Sunnyvale CA. I even saw their office
building several years ago when I happened to be out there for
business.

Ah yes, Sunnyvale Religious Atarian's Mecca!!

Go there and pray to the Great Lords Tramiels!@!

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.
.
.
.
more garbage for newserver
.
.
.
.

--
Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert

2824. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-20 20:30:06 UTC
From: bjsjr@NCoast.ORG
Message-ID: <1991Sep20.203006.10116@NCoast.ORG>
Source record: 228816

In article <3314@cod.NOSC.MIL> healy@cod.NOSC.MIL (Mike Healy) writes:
>Does anyone know if the SST will fit into a 1040stf? A friend of mine has
>a 25 MHz 68030 just looking for a good home. It wouldn't be 40 MHz, but
>I imagine a little bit faster than my 8 MHz 68000.
>
>Mike Healy
>
>healy@cod.nosc.mil

Last that I had heard, you need a Mega ST or an older ST that has been
"moved" into a PC case.

--

Bill Shroka
bjsjr@NCoast.ORG
uunet!usenet.INS.CWRU.Edu!ncoast!bjsjr

2825. Eiffel for Atari ST (TOS)? something called Eiffel/S; details please

Newsgroup: comp.sys.atari.st
Date: 1991-09-21 00:41:27 UTC
From: pressler@namu01.gwdg.de
Message-ID: <PRESSLER.91Sep21004127@namu08.gwdg.de>
Source record: 228899
Cross-posted to: comp.lang.eiffel,comp.sys.atari.st

Hi,

In article <PRESSLER.91Sep20101236@namu08.gwdg.de> of comp.sys.atari.st
I wrote:
>Hi,
>
>does anyone know if there is an Eiffel developement system under TOS?
>It should run with 2.5 MB of RAM and preferably be Freeware/Shareware.
>Is there anything like that, or Eiffel for TOS at all, available?
>
>Please post or reply vai e-mail; I'll post a summary (if there is anything
>to summarize...)
>
[...deleted...]

bremer@cs.sfu.ca replied:
> As I recall, the product is called Eiffel/S, is not free, but not that
> expensive (< $ 100). I think the product is german, but ISE has picked up
> the north american distribution rights. Ask in comp.lang.eiffel for more
> accurate details.

That's what I'm doing now: Does anyone know details about that system or
any other one for the ST (Freeware at best, as I said :-))?

Thanks,

Lutz.

--
+-+
+ Lutz Pressler E-mail: pressler@namu01.gwdg.de +
+ Kreuzburger Strasse 11 Tel.: ([+49] [0]551) 7700178 +
+ W-3400 GOETTINGEN Fed. Rep. of GERMANY +
+-+

2826. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-21 01:20:15 UTC
From: adamd@rhi.hi.is
Message-ID: <3611@krafla.rhi.hi.is>
Source record: 228821

In <1991Sep18.133049.571@magnus.acs.ohio-state.edu> dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:

[comparing Mega ST to the "old" Mega]
>Also, the compatibility seems
>to be extremely poor. Virtually none of the demos, and a couple of applications
>crashed and burned in the Mega STe, even with the cache turned off and running
>at 8mhz. All these same programs work fine with AdSpeed.

Well, since demos are often hacked directly to the hardware, this isn't exactly surprising. The STE does have more capable video hardware, which incidentally happens to fall over some unfortunate code that depends on the older hardware.

Some applications inevitably break with an upgrade to the OS. Either the application will be fixed, or you could install an older OS version from disk (or by using a ROMswitch) for braindead compatibility.

--
Adam David.
(adamd@rhi.hi.is)

2827. Help with Rodime RO5128S drive w/ ICD Host Adapter

Newsgroup: comp.sys.atari.st
Date: 1991-09-21 01:36:03 UTC
From: lodzins@pilot.njin.net
Message-ID: <Sep.20.21.36.03.1991.27899@pilot.njin.net>
Source record: 228812
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.hardware

I have a Rodime RO5128S (Type 02) hard drive that I want to hook up to my ICD Host adapter and my Atari ST. The drive is a SCSI drive. The Adapter isn't recognizing the drive. I don't have any specs on the drive, like number of tracks and cylinders. Does the drive come with parity enabled? I cross posted this to comp.sys.ibm.pc.hardware hoping someone would have information on the drive at least, if not on how to hook it up to the Atari ST with the ICD Host Adapter. Any information would be appreciated. Thanks.
Dean
--
==========

Dean Lodzinski dean_l@turbo.kean.edu, lodzins@pilot.njin.net,
47 Mercury Circle dean_l@support.kean.edu or D.LODZINSKI on GEnie
South Amboy, NJ Dean Lodzinski on Hologram Inc., FNET Node 133,
08879-2464 USA at 908/727-1914 (1200/2400/9600)

2828. Re: Problems upgrading to 4M (was Re: SIMMS from a Mac SE into an ST?)

Newsgroup: comp.sys.atari.st
Date: 1991-09-21 03:09:08 UTC
From: wolfgang@cs.sfu.ca
Message-ID: <1991Sep21.030908.985@cs.sfu.ca>
Source record: 228814

In article <1991Sep20.140034.25258@watdragon.waterloo.edu> cjherborth@rose.waterloo.edu (Chris Herborth) writes:

>So we took them to my friend's old 1040STf. He tried to wire them in as
>bank 0. Wouldn't work. So he wires them in as bank 1 (essentially giving
>him the same setup as me, but with SIMMs instead of a Z*RAM card) and it
>works properly.
>
>Neither of us could put 2M into bank 0. When the SIMMs were wired up in
>bank 0, we removed the top address line, essentially fooling the ST into
>thinking they were 256k SIMMs... We booted, and it thought it had 512k
>in bank 0, no problem. The SIMMs are fine, and our STs are fine. We
>assume it's some weird "feature" of an older MMU.
>
My feeling of this is that you NEED (i never read you did) to remove or
at least deactivate the 256K Chips , which normaly reside in BANK 0
In the case you forgot that, the hardware gets into VERY big Trouble when
reading from the rams at an Address greater than 512K. If you leave the
HIGH Address line unconnected (MAD10 i think) the system reads and writes
into the same bytes, which shouldn't make any Problems.

I somehow lost the beginning of this discussion, so if this was already
done please excuse me.

Bye
Wolfgang

--
Note: Please Use woju@cs.sfu.ca as Address after Monday the 9th Sept
After 25th Sept mail to woju@mist.sub.org

2829. Re: Problems with DC-RRUNREZ

Newsgroup: comp.sys.atari.st
Date: 1991-09-21 05:19:40 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Sep21.051940.4013@menudo.uh.edu>
Source record: 228822

In article <4846@curie.cs.tu-berlin.de> mami@opal.cs.tu-berlin.de (Manfred Mirsch) writes:
>Grueazi everybody !
>
>I recently downloaded the program DCRUNREZ.PRG from a.a. What I understood from their description
>is, that I can run any program no matter of the screen resolution my monitor has.
>

This is where you misunderstand.

DC Run Rez is not an all-in-one any resolution emulator that emulates the correct resolution and runs a program at the same time.

DC Run Rez _is_ a program that will switch resolutions before executing a program, however, the program must be able to run on the type of monitor and system you are using.

In other words, if you only have monochrome, you can't run a low rez game with DC Run Rez.

Sorry for the confusion...

>Did I misunderstand anything ?

Ahhh, the langauge barrier strikes again... :-)

>
>Did anyone else succeed in working with this program meaning what did I wrong ?
>
>Ciao,
>Manfred

Ciao! Adios!

- mike vederman / double click software

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

2830. DC PopBar even better!

Newsgroup: comp.sys.atari.st
Date: 1991-09-21 05:30:23 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Sep21.053023.4568@menudo.uh.edu>
Source record: 228819
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just finished sending the latest program of the week to the usual places
(atari.archive.umich.edu ftp site and comp.binaries.atari.st moderated news).

DC PopBar our most popular program of the week has been updated!

This is a new version of DC PopBar, the DA that gives you a popup menu of
the GEM desktop menubar. This version is _much_ improved. Download this
and see why this is our #1 most popular desk accessory (now even better!).

ST and STe ONLY. Not for the NewDesk desktop. 1.6x and below. 100% assembly.

- mike vederman / double click software

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

2831. Confused about gcc.

Newsgroup: comp.sys.atari.st
Date: 1991-09-21 08:16:49 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1991Sep21.081649.15101@ux1.cso.uiuc.edu>
Source record: 228810

I recently decided to set up a C compiler on my ST. I went to the atari.archive to get the gcc distribution. Unfortunately, I could not find a listing of what files are necessary to get started. Could someone (who is familiar with the atari.archive files) tell me which of the .zoo files I need?

Thanks in advance,

Bill

2832. BIG color

Newsgroup: comp.sys.atari.st
Date: 1991-09-21 08:25:15 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <17967@hydra.Helsinki.FI>
Source record: 228811
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Jambo netters,

I'd like to get few facts & opinnions on following:

Having a TT030/8 and considering buying a CALAMUS SL (you know 16.4 million col.

-What choices do I have in monitors... I want a big one (at least 19")
-How many coclors do they display ?
-what kind of triks do they do to the TOS ? which of them CAL.SL supports ?
- any hints, tips, or things to avoid ?

-anything that's mental as anything or not will help !!!

THANKS !

>>
>>>>>> " I'm completely operational & all my cicuits are functioning <<<<<<
>>>>>> correctly...correc...corr...co...-! " : HAl9000 <<<<<<
>>

2833. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1991-09-21 10:49:30 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1991Sep21.104930.19264@terminator.cc.umich.edu>
Source record: 228815

```
-rw-rw-r-- weiner 9110 Sep 15 20:43 ./games/Index
drwxr-xr-x weiner 512 Sep 15 20:34 ./games/tads
-rw-r--r-- weiner 178333 Sep 15 20:34 ./games/tads/uu2v10.lzh
drwxrwxr-x weiner 512 Sep 15 19:57 ./tex/metafont27
drwxrwxr-x jon 2048 Sep 15 20:20 ./telecomm
-rw-r--r-- weiner 3072 Sep 15 20:21 ./telecomm/Index
-rw-r--r-- weiner 151374 Sep 15 20:19 ./telecomm/opterm05.lzh
drwxrwxr-x weiner 512 Sep 15 20:16 ./gnustuff/tos/g++
-rw-r--r-- weiner 172412 Sep 15 20:15 ./gnustuff/tos/g++/gxxlib.zoo
drwxrwxr-x daemon 1024 Sep 16 08:40 .
drwxrwxr-x jon 1536 Sep 16 08:33 ./demos
-rw-r--r-- weiner 408861 Sep 16 08:33 ./demos/finalep1.msa
-rw-r--r-- weiner 331960 Sep 16 08:33 ./demos/finalep2.msa
-rw-r--r-- weiner 3143 Sep 16 08:35 ./demos/Index
drwxrwxr-x jon 2048 Sep 16 13:31 ./archivers
lrwxrwxrwx weiner 33 Sep 16 13:31 ./archivers/zoo.ttp -> ../gnustuff/tos/archivers/zoo.ttp
-rw-rw-r-- weiner 31224 Sep 16 08:32 ./utilities/cpx_mdls.lzh
drwxrwxr-x weiner 512 Sep 16 08:36 ./sound/players
-rw-r--r-- weiner 26624 Sep 16 08:36 ./sound/players/noisetra.s
-rw-r--r-- weiner 1662 Sep 16 08:37 ./sound/Index
drwxrwxr-x weiner 512 Sep 16 08:36 ./sound/trackrmods
-rw-rw-r-- weiner 110662 Sep 16 08:39 ./Index
-rw-rw-r-- weiner 79543 Sep 16 08:40 ./ls-lR.Z
-rw-rw-r-- weiner 51545 Sep 16 08:39 ./CompInd.Z
drwxrwxr-x daemon 1024 Sep 17 17:47 .
-rw-r--r-- weiner 10928 Sep 17 07:48 ./utilities/Index
drwxrwxr-x weiner 512 Sep 17 07:48 ./utilities/tosfixes
-rw-rw-r-- weiner 4070 Sep 17 07:50 ./applications/Index
drwxrwxr-x weiner 512 Sep 17 07:49 ./applications/other
-rw-r--r-- weiner 5871 Sep 17 07:49 ./applications/other/xxxxs.lzh
-rw-rw-r-- weiner 110763 Sep 17 17:47 ./Index
drwxr-xr-x weiner 1536 Sep 17 17:45 ./dc
-rw-r--r-- weiner 1392 Sep 17 17:46 ./dc/Index
-rw-r--r-- weiner 5248 Sep 17 17:45 ./dc/dcnoalrt.arc
-rw-rw-r-- weiner 51633 Sep 17 17:47 ./CompInd.Z
drwxrwxr-x daemon 1024 Sep 18 09:16 .
drwxrwxr-x jon 2048 Sep 18 17:32 ./magazines/znet
-rw-rw-r-- weiner 7053 Sep 18 16:12 ./magazines/znet/znet9139.txt.Z
-rw-r--r-- weiner 37601 Sep 18 17:31 ./magazines/znet/znet9138.txt.Z
drwxrwxr-x weiner 512 Sep 18 16:15 ./magazines/portadd
-rw-rw-r-- weiner 22655 Sep 18 16:12 ./magazines/portadd/portadd05.txt.Z
drwxrwxr-x weiner 512 Sep 18 09:13 ./ste
-rw-rw-r-- weiner 1088 Sep 18 09:14 ./ste/Index
-rw-rw-r-- weiner 17667 Sep 18 09:13 ./ste/autoexec.lzh
```

```
-rw-rw-r-- weiner 110835 Sep 18 09:15 ./Index
-rw-rw-r-- weiner 51669 Sep 18 09:15 ./CompInd.Z
drwxrwxr-x daemon 1024 Sep 20 17:58 .
drwxrwxr-x jon 6144 Sep 20 15:31 ./utilities
-rw-r--r-- weiner 10950 Sep 20 17:48 ./utilities/Index
drwxrwxr-x weiner 1024 Sep 20 17:47 ./utilities/desktop
-rw-r--r-- weiner 529388 Sep 20 17:47 ./utilities/desktop/geminib.lzh
drwxrwxr-x jon 2048 Sep 20 17:48 ./telecomm
-rw-r--r-- weiner 3132 Sep 20 17:49 ./telecomm/Index
-rw-r--r-- weiner 56536 Sep 20 17:48 ./telecomm/t100.zoo
drwxrwxr-x jon 2560 Sep 20 15:33 ./magazines/streport
-rw-r--r-- weiner 55027 Sep 20 15:33 ./magazines/streport/str737.txt.Z
-rw-rw-r-- weiner 4137 Sep 20 17:51 ./applications/Index
drwxrwxr-x weiner 512 Sep 20 17:50 ./applications/other
-rw-r--r-- weiner 65944 Sep 20 17:50 ./applications/other/stsimon.arc
-rw-r--r-- weiner 57813 Sep 20 17:50 ./applications/other/talkspk.arc
-rw-rw-r-- weiner 2710 Sep 20 17:52 ./printing/Index
-rw-rw-r-- weiner 111019 Sep 20 17:54 ./Index
drwxrwxr-x weiner 512 Sep 20 09:02 ./mint
-rw-rw-r-- weiner 5619 Sep 20 15:38 ./admin/How.to.upload.files
-rw-r--r-- weiner 79983 Sep 20 17:56 ./ls-lR.Z
-rw-rw-r-- weiner 51688 Sep 20 17:54 ./CompInd.Z
```

2834. Re: Problems upgrading to 4M (was SIMMS from a Mac SE into an ST?)

Newsgroup: comp.sys.atari.st
Date: 1991-09-21 14:39:10 UTC
From: steve@thelake.mn.org
Message-ID: <A1290082101@thelake.mn.org>
Source record: 228820

[In article <1991Sep21.030908.985@cs.sfu.ca>,
wolfgang@cs.sfu.ca (Wolfgang Jung) writes ...]

> My feeling of this is that you NEED (i never read you did) to remove or
> at least deactivate the 256K Chips , which normaly reside in BANK 0
> In the case you forgot that, the hardware gets into VERY big Trouble when
> reading from the rams at an Address greater than 512K. If you leave the
> HIGH Address line unconnected (MAD10 i think) the system reads and writes
> into the same bytes, which shouldn't make any Problems.

How do you do this (temporarily)? I have an old nearly-original 520 (with modulator, without floppy) that has a half-populated Tech Specialties piggyback board. I'd like to bring it up to 4MB, since chips are practically free these days, but to do so I need to disable bank 0. I'd like to do that without having to get a bunch of chips desoldered -- in case it doesn't work and I have to restore the original setup.

2835. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-21 14:51:49 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1991Sep21.145149.24269@oz.plymouth.edu>
Source record: 228747

[A couple of different(?) questions about the SST board from GBS.]
If I don't get a TT I'll be moving my STf into another case so that's
not a problem. What I'd like to know is.....

1. What does the SST do for monitors ? Will my stock mono SM124 work
with it ? Or is there a way to use the slot(?) I heard mentioned
(by someone) for a card for a "REAL" monitor ?

2. Will the SST work with Minix ? (Someone (the(?) person who did the
ST port I think), whose name I can't spell (Frans Meulenbroeks ?)
{sorry!!!} has said they are working on a TT port of Minix ?! so
I assume that's the version I'd start with ?)

3. What happens to the RAM in the ST ? Does the SST board use it for
anything ??

4. Where can I get the e-mail/mailing address of GBS ? I'd like to get
a spec sheet on the SST.

Thanx for any/all help...

-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	
you sprinkle on ice ??"	oddjob@oz.plymouth.edu
This is a banana),This is your brain on bananas ^>^, Get the picture?

2836. Printer - 1stWd

Newsgroup: comp.sys.atari.st
Date: 1991-09-21 15:00:10 UTC
From: dinsmm@aix.rpi.edu
Message-ID: <s#snd3=@rpi.edu>
Source record: 228813

I have a slight problem whenever I try printing something when I use
1st Word. It form feeds a page of paper before it starts printing, and
therefore wastes a lot of paper unnecessarily.
I am using a Epson LX-800 printer but am using a Epson LX-80 printer driver
for 1st Word. I tried looking at the printer driver file but cannot seem to
find where it messes up. If anyone else uses this setup or know how to
correct it, could you send me a message or post it?

____ /\/\
\MD/ / \ike "You can twist perceptions, reality won't budge."
\/ dinsmm@rpi.edu - Neil Peart, RUSH

2837. Mega/STE Screen Shifting

Newsgroup: comp.sys.atari.st
Date: 1991-09-21 16:34:19 UTC
From: au036@cleveland.Freenet.Edu
Message-ID: <1991Sep21.163419.16634@usenet.ins.cwru.edu>
Source record: 228817

I have Mega/STe that with certain programs (such as 1stprint or Lucasfilm games) will cause the screen to be shifted to the right with what should be displayed on the right side of the screen being displayed on the left (somtimes in a distorted mirror image). This only happens in Monochrome.

In color, certain programs (such as the mvngpxls demo) cause the screen to flicker after execution.

I have seen these problems on two machines. Has anyone else seen these promlems? Does anyone have a Mega/Ste that functions correctly? Is there a fix for this problem? (The machine is still under warranty)

Chris Burgess

2838. Re: Problems upgrading to 4M (was Re: SIMMS from a Mac SE into an ST?)

Newsgroup: comp.sys.atari.st
Date: 1991-09-21 16:43:19 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Sep21.164319.18511@watdragon.waterloo.edu>
Source record: 228818

In article <1991Sep21.030908.985@cs.sfu.ca> wolfgang@cs.sfu.ca (Wolfgang Jung) writes:
}My feeling of this is that you NEED (i never read you did) to remove or
}at least deactivate the 256K Chips , which normaly reside in BANK 0
}In the case you forgot that, the hardware gets into VERY big Trouble when
}reading from the rams at an Address greater than 512K. If you leave the
}HIGH Address line unconnected (MAD10 i think) the system reads and writes
}into the same bytes, which shouldn't make any Problems.
}
That is the one thing we didn't do... I wouldn't let him take out the
chips until we had the SIMMs working...

BUT, I don't think it makes a difference, really... In bank 1, my Z*RAM
was used instead of the chips (which were only taken out about a week
before we tried to set up the SIMMs) for at least 6 months... And the SIMMs
are working fine as his bank 1 with the original chips still installed...

Hmmm, maybe we should borrow some SIMMs and try that...
---------------==---------------
Chris Herborth cjherborth@rose.waterloo.edu
3B Hons English RPW cjherborth@lotus.waterloo.edu
Disclaimer: This is your brain: "*" This is your brain on USENET: "."...

2839. Accelerators for the ST forsale

Newsgroup: comp.sys.atari.st
Date: 1991-09-21 22:37:36 UTC
From: stevef@bug.UUCP
Message-ID: <823@bug.UUCP>
Source record: 228832
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

I have come to possess a large number of Processor Accelerators for the 520, 1040, and Mega ST that I will sell for $65 each shipping included (add $5 for shipping outside the U.S.). I will sell two for $100. These are new units, in the box, were built by CMI and are fully tested. These accelerators are on multilayer boards that plug into a socket you solder onto the 68000. These boards are built around a 16 MHz 68000 and run at double the standard processor speed. The speed up you get with this product depends on the software you are running, but it runs from 10 to 30%.

These boards (there is a different one for the 520/Mega or 1040, so let me know what you want) also accept 68881 floating point unit of any speed, although it doesn't pay to get one faster than 16 MHz. For software that uses the math chip you can get speed ups of eight to ten times or more.

There is also a socket for an Atari blitter chip if your machine didn't come with one. You can get these from your Atari dealer.

These boards originally sold for around $300. Schematics and PAL equations are available on request. Complete instructions are included. DON'T try to install one of these if you are not handy with a soldering iron and haven't done this kind of thing before! I will not be liable for your mistakes.

If you want one of these, call or send a check to:

Steven R. Fordyce
6913 Sunnyview Rd NE
Salem, OR 97305-9543
(503)362-8637

Steven R. Fordyce uunet!sequent!ether!stevef

2840. Re: Problems upgrading to 4M (was SIMMS from a Mac SE into an ST?)

Newsgroup: comp.sys.atari.st
Date: 1991-09-22 01:49:00 UTC
From: wolfgang@cs.sfu.ca
Message-ID: <1991Sep22.014900.534@cs.sfu.ca>
Source record: 228836

In article <A1290082101@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>[In article <1991Sep21.030908.985@cs.sfu.ca>,
> wolfgang@cs.sfu.ca (Wolfgang Jung) writes ...]
>
> > My feeling of this is that you NEED (i never read you did) to remove or
> > at least deactivate the 256K Chips , which normaly reside in BANK 0
> > In the case you forgot that, the hardware gets into VERY big Trouble when
> > reading from the rams at an Address greater than 512K. If you leave the
> > HIGH Address line unconnected (MAD10 i think) the system reads and writes
> > into the same bytes, which shouldn't make any Problems.
>
>How do you do this (temporarily)? I have an old nearly-original 520 (with
>modulator, without floppy) that has a half-populated Tech Specialties
>piggyback board. I'd like to bring it up to 4MB, since chips are
>practically free these days, but to do so I need to disable bank 0. I'd
>like to do that without having to get a bunch of chips desoldered -- in
>case it doesn't work and I have to restore the original setup.

There are 3 Lines which need to be disconnected to the old chips and
also to be set to a certain Level (Are they High or low activ, if High active
tie them via a 1Kohm Resistor to GND and if activ low tie them via a resistor
same type to +5V) The Lines are CAS0H CAS0L RAS0. You need those for the
SIMMS, and normaly there are resistors via which CAS0H and CAS0L are connected
so there is an easy way to re/connect them if nescassary.. RAS0 (also RAS1)
has no resistor to use for this kind of thing, BUT it shoulb be running OK
without disconnecting RAS0, becasue only in conjunction with the CAS lines
the RAMS get selected and selects the specific BITS, it will refresh those
old 256K Rams but that should't cause any Problems, except for the
loading the MMU (depends on the builddate .. I think the oldest are the
ones which are capable of accepting the MOST load..

Bye
Wolfgang

--
Note: Please Use woju@cs.sfu.ca as Address after Monday the 9th Sept
After 25th Sept mail to woju@mist.sub.org

2841. Re: Mega STe Keyboard

Newsgroup: comp.sys.atari.st
Date: 1991-09-22 02:03:59 UTC
From: as903@cleveland.Freenet.Edu
Message-ID: <1991Sep22.020359.28390@usenet.ins.cwru.edu>
Source record: 228823

I don't know why, but one of the reasons i bought my mega STe was because
of the keyboard.. I also like the old mega keyboards also...

##3

2842. Re: Confused about gcc.

Newsgroup: comp.sys.atari.st
Date: 1991-09-22 04:08:41 UTC
From: rcb@netcom.COM
Message-ID: <1991Sep22.040841.5581rcb@netcom.COM>
Source record: 228824

In article <1991Sep21.081649.15101@ux1.cso.uiuc.edu> wmagro@roma.uiuc.edu (William Magro) writes:
>I recently decided to set up a C compiler on my ST. I went to the atari.archive
>to get the gcc distribution. Unfortunately, I could not find a listing of what
>files are necessary to get started. Could someone (who is familiar with the
>atari.archive files) tell me which of the .zoo files I need?

I think this information is in the FAQ for this newsgroup, but since I
can't find the article (expired, I guess), here goes ...

You need:

gcclib - library files
gccinc - include files
gccbin - executables

It's also helpful to get the GNU utils (especially if the linker
gcc-ld.ttp is not in gccbin!)

Also, your environment should be set up some thing like the following:

setenv GNUINC c:\usr\include
setenv GXXINC c:\usr\include.g++
setenv GNULIB c:\usr\lib
setenv GCCEXEC c:\usr\lib\gcc-

The GXXINC environment variable specifies the include files directory
for GNU C++ (g++). GNUINC is for the C include files and GNULIB is
for the library (.olb, crt0.o) files. GCCEXEC is the path and prefix
of the compiler intermediate executables, such as gcc-cpp.ttp (C
pre-processor), gcc-cc1.ttp (C compiler proper), etc.

>
>Thanks in advance,
>
>Bill

--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!netcom.com!rcb

2843. Re: dump files

Newsgroup: comp.sys.atari.st
Date: 1991-09-22 06:18:07 UTC
From: boyd@bind.cs.fsu.edu
Message-ID: <1991Sep22.061807.5402@mailer.cc.fsu.edu>
Source record: 228833

In article <LAHTINEN.91Sep19094758@gideon.gideon.fmi.fi>, lahtinen@gideon.gideon.fmi.fi (Kimmo Lahtinen) writes:
>
>I am looking for a programs that lets you see (in hex and ascii) a file
>and perhaps also edit it. There should be some programs like this, so
>I think it is not worth doing it myself. I have been using DLII, but
>it quite complicted to go to the file editor.

The best one I have seen is Memfile, by the same guy that did Neodesk. It is PD or Shareware, and available via ftp from atari.archive.umich.edu. It is a memory/file/sector editor.

There was also a really neat German pd or shareware program, but it did not like my Neodesk installed font.

--
----------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
----------------------------------+-------------------------------------

2844. ST Magazines (was Re: More Lies From Atari?)

Newsgroup: comp.sys.atari.st
Date: 1991-09-22 06:23:14 UTC
From: seitz@netcom.COM
Message-ID: <1991Sep22.062314.9970seitz@netcom.COM>
Source record: 228826

In article <9411@cactus.org> covert@cactus.org (Richard Covert) writes:
>(((((((But NO ST/TT magazines becuase ALL of the USA ST magazines
> are DEAD DEAD DEAD!! And have the Tramiels EVER advertised?
> So don't believe this rumor either!!
>)))))))

No, SOME of the USA ST magazines are ALIVE, ALIVE, ALIVE!!! I hold in my hands the Septemver 1991 issues of CURRENT NOTES and ATARI USER, and the August 1991 issue of ST INFORMER (along with a renewal request card).
--
Matthew Seitz
seitz@netcom.com

2845. Re: Emulate? What about the other way.

Newsgroup: comp.sys.atari.st
Date: 1991-09-22 06:26:22 UTC
From: boyd@bind.cs.fsu.edu
Message-ID: <1991Sep22.062622.5550@mailer.cc.fsu.edu>
Source record: 228831

In article <1991Sep20.151133.5618@bdt.com>, CATHRYN@bdt.COM writes:
>How about an ST emulator card which would fit into a slot of a PC clone. So I
>could run old ST software and clone software without having computers take
>over the house!

Derek M (the author of STXFormer, the software 8-bit emulator) has stated that
he is/was working on a software ST emulator for 80xx6 platforms. The
"Gemulator" can supposedly blow an ST out of the water on a 486. I have not
heard a followup on this for some time (I read about it in Current Notes
some months ago). This should be interesting if it ever appears . . . .

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-----------------------------------

2846. Re: TeX, which do I get? (Now that I kno

Newsgroup: comp.sys.atari.st
Date: 1991-09-22 06:34:46 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0bc595y@pfunk.hanse.de>
Source record: 228659

In <91262.123150ONM07@DMSWWU1A.BITNET>, ONM07@DMSWWU1A.BITNET writes:

>Hu? As far as I know, Lutz Birkhahn has just finished the new version (and
>the newest version of Metafont is 2.7x, isn't it?)
>
Yes, you're right. Sorry, but I got confused of the version-numbers. 2.9
was the release-number of the old Metafont 1.7. I don't know the new
version from Luth Birkhahn, so forgive me that I didn't mention.

Bye....Michael

--
/------------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\------------------------------------/

2847. Re: ESDI harddrive

Newsgroup: comp.sys.atari.st
Date: 1991-09-22 06:39:04 UTC
From: seitz@netcom.COM
Message-ID: <1991Sep22.063904.10457seitz@netcom.COM>
Source record: 228835

In article <8774@squire.cme.nist.gov> chang@lurch.cme.nist.gov (Forrest Chang) writes:
>
>I figure I'll have to get an atari->scsi host adpater and then a scsi
>to EDSI [sic] adapter if such a beast.

Yes, there is such a thing as an ESDI to SCSI adapter. My company uses the
Emulex MD-23 ESDI-SCSI controllers. Each MD-23 allows up to four ESDI drives
to be accessed from the SCSI bus. One nice benefit of this approach is that
the four ESDI drives share just one SCSI ID (they have different SCSI LUNs).
Theoretically, one could hook up 28 ESDI drives to your system this way.

In theory, this should work. However, I have never attempted to use an MD-23
to hook an ESDI drive to an ST.
--
Matthew Seitz
seitz@netcom.com

2848. Deactivating your 520ST RAM (for upgrading)

Newsgroup: comp.sys.atari.st
Date: 1991-09-22 07:37:45 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <1991Sep22.073745.8707@watserv1.waterloo.edu>
Source record: 228830

In article <A1290082101@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
> > My feeling of this is that you NEED (i never read you did) to remove or
> > at least deactivate the 256K Chips , which normaly reside in BANK 0
> > In the case you forgot that, the hardware gets into VERY big Trouble when
> > reading from the rams at an Address greater than 512K. If you leave the
> > HIGH Address line unconnected (MAD10 i think) the system reads and writes
> > into the same bytes, which shouldn't make any Problems.
>How do you do this (temporarily)? I have an old nearly-original 520 (with
>modulator, without floppy) that has a half-populated Tech Specialties

You do not have to remove the 16 256k drams to deactivate them.
To put the chips into a low power standby mode you put CAS0 and CAS1 high.
This is easily accomplished:
1) locate resistors R135 and R136
2) desolder the left lead from each resistor from the main board
- this is the left lead with the board oriented component-side
up, with the connectors furthest from you.
3) connect the desoldered leads to +5V (pin 8 of the memory chips)
If the 520 doesn't have R136 and R136, you can disable the memory row
by putting RAS high. Cut the trace leading from pin 8 of U15 (RAS on MMU)
to pin 4 of U16 (sometimes U17). connect pin 4 of U16 to +5V.

Brett L Maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

2849. Re: Mega/STE Screen Shifting

Newsgroup: comp.sys.atari.st
Date: 1991-09-22 11:55:23 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.685540523.larserio@kvart.ifi.uio.no>
Source record: 228834

The last weeks several people having the same trouble with their
new MEGA STE has asked me how we fixed mine, and I hope this file
can help you fix it. It's really the best machine Atari has made
so it would be terrible not to have it in perfect condition :-)

Errors on DMA-sound and video on MEGA STE - HOW WE FIXED IT !
"""

Here's a summary of what we found at service in Norway.
First - the errors on both machines we discovered were:

- Static/noise on DMA sound and MIXed standard ST sound.
- Sync-problems when using Spectrum512 pictures (vertical bars).
- Vertical flickering bars on monochrome (most at 8 MHz).
- Right edge of monochrome screen "flips" over to left edge
when changing screen adress/resolution in mono-mode.

We tried to find a chip that could be the cause of all these
problems and found a big VLSI chip partly hidden under the right
edge of the VME-card holder. It's chip U502 on my MEGA STE and
is called GSTSHIFTER on the print-layout. After looking at the
print-layout on both MEGA STE and standard STE we found the same
chip on standard STE, a combined sound/video chip but with a totally
different part-number. Anyway, we removed the original MEGA STE
chip (made in 1990) and replaced in with the STE chip (from 1989)
and all the problems were gone. If you want to "steal" a chip from
a standard STE it's chip U401 inside the STE (still GSTSHIFTER).

Disclaimer: Even though this solved the problems for us it might not
work for all MEGA STE's and you do this at your own risk

(I still would like Atari Corp to give some official information on
this. It's not "ONLY YOUR MACHINE" anymore. It's quite a few...)

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
__________/ _____________________/ _____________________/ ____/ /

2850. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-22 14:01:42 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep22.140142.12168@actrix.gen.nz>
Source record: 228842

In article <1991Sep19.232557.10878@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
> [sorry if this appears twice. my phone line died while i was responding]
>
> In article <3067@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
> >Pity, that. I'd dearly love to have ARJ.
> >And a word to whoever's doing the port:
> > PLEASE do an integrated GEM version! The bewildering array of
> >swiches on the DOS version of ARJ is enough to make me tear my
> >hair out every time I try to use it! Geez, it's powerful, but
> >geez, it's also REALLY confusing!
>
> And a word to whoever's doing the port:
> PLEASE do NOT do an integrated GEM version!!!! if you want GEM,
> write a shell around it a la argshl (whatever). those of us using
> cli's will just alias common commands to a single keystroke if we
> want (eg alias a1 'arj -llkfwe./scmsijclwenrlweiajdmfdmfilwe' :-)
>
> and please try and keep it faithful to the original, refrain from
> making well meaning (but incompatible) improvements. we don't want
> another lharc fiasco.
>
> Personally, i love bewildering arrays of switches...:-)
>
> -bill
> rosenkra@convex.com
> --
> Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
> Convex Computer Corp. |ARPA: rosenkra@convex.com

Note: I brought a Atati because of its Gem capabilties, very easy to use and learn, but you keep on about CLI, Why do you live in the dark ages.
If I wanted CLI, I would have brought a PC, I am one for things that are easy to use, that is how you get more productivity.
If you what to stay with your Steam Engine, why not go play with it, in the Museum.

What is wrong with Thomas Questers version of Lharc, it is fully compatible with the PC version, and a lot better, plus it supports all the othere LZH/LARC Formats and Unix ones as well, and Note. packs far better than all the otheres, and is blindly fast.

Thomas Questers LZH201E, is now in English, and so are PFX and AFX, AFX is for Data/Text and RSC files, will unpack them, when they

are loaded.
I have tested the Pack option for AFX and found on the 3 RSC files
that I tried, it was some 60% smaller.

PFX will pack programs, and will save a lot of disk space.

Why not get these programs and give them a try, you have nothing to lose,
but some thing to gain, you could even end up using them..:-).
Thas is you use a Atari..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2851. Re: Any Panasonic 1123/1124 Owners Out There?

Newsgroup: comp.sys.atari.st
Date: 1991-09-22 14:07:52 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep22.140752.12306@actrix.gen.nz>
Source record: 228843

In article <1991Sep19.170237.12983@ryn.mro4.dec.com> rost@rgb.dec.com (My name is Brian Rost) writes:
> Keywords:printers
> Summary:Will it do screen dumps?
>
> I'm interested in getting a 24 pin dot matrix printer to use with my STs, and
> am very interested in the Panasonic 1123. There are no local Atari dealers
> (what else is new) and the ones I called on the phone were unsure if the 1223
> can do screen dumps, as it is Epson LQ compatible, rather than Epson LX (9 pin)
> compatible. I'm not worried about my programs that have printer drivers, as
> they all have drivers for the LQ series, but I have some children's software
> that does graphic screen dumps to let my kids print out their pictures, and I'm
> not about to have TWO printers in the house.
>
> So what I wanna know is...if anybody has an 1123, 1124 or 1124i, can you do
> screen dumps to it?
>
> Brian Rost @rgb.dec.com
>
> 508-568-6115
>
> **
> * *
> * The above does not reflect the opinions of *
> * my employer. *
> * *
> * If music is outlawed, only outlaws will be *
> * musicians. *
> * *
> **

You can do any screen dumps with the Correct printer driver,
but not with the built in driver, only supports 9 pin Epsom
Printers.

Note: here in New Zealand the 1124 came out as a best bye,
but that was too late, I had brought a NEC 2200, and wish I had not,
a piece of plastic junk.

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2852. Re: ST Magazines (was Re: More Lies From Atari?)

Newsgroup: comp.sys.atari.st
Date: 1991-09-22 15:27:43 UTC
From: covert@cactus.org
Message-ID: <9469@cactus.org>
Source record: 228702

In article <1991Sep22.062314.9970seitz@netcom.COM> seitz@netcom.COM (Matthew Seitz) writes:
>In article <9411@cactus.org> covert@cactus.org (Richard Covert) writes:
>>(((((((But NO ST/TT magazines becuase ALL of the USA ST magazines
>> are DEAD DEAD DEAD!! And have the Tramiels EVER advertised?
>> So don't believe this rumor either!!
>>)))))))
>
>No, SOME of the USA ST magazines are ALIVE, ALIVE, ALIVE!!! I hold in my hands
>the Septemver 1991 issues of CURRENT NOTES and ATARI USER, and the August 1991
>issue of ST INFORMER (along with a renewal request card).
>--
> Matthew Seitz
> seitz@netcom.com

The rags you mentioned are the standard examples give by all
Atari Apologists (AA) (TM by Covert)!! And while they are all
good mags, they are NOT glossy nationally distributed mags which
show up in the big bookstores. they are rags which you have to
hunt to find. SO, novice Atarians wouldn't even know about them.

And someone who is just deciding which type of computer wouldn't even
know about them at all.

So, I don't count those as true mags. The are more hobbyist mags then
real commerical mags. As yourself this: Do any of them PAY for articles?
If the answer is NO (which I am certain is the case) they they are not
commerical magfazines but would be better classified as FANZINES!!.

Now, I just bought the Summer 1991 issue of ATARI EXPLORER which is
sold in at least my local WALDENBOOKS bookstore. But since it is
published by Atari Corporation don't look to see any controversial
articles in it. A captive magazine (like AE) is controlled, and in this
case the TRAMIEL TRIO would never allow anything negative to be published
in it. That would be like buying a magazine published by General Motors,
you have wonder how impartial it would be?

and speaking of CURRENT NOTES, what did you think of Bill Yerger's
Hiostory of the Atari ST? I thought that Bill really exposed Atari's
inner workings for all to see!! Bill probably made a few enemies with
his articles!! I don't supopse you would ever his articles in a fair
and impartial magazine like ATARI EXPLORER :-)
--
Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert

2853. Re: Accelerators for the ST forsale

Newsgroup: comp.sys.atari.st
Date: 1991-09-22 15:32:30 UTC
From: covert@cactus.org
Message-ID: <9470@cactus.org>
Source record: 228850
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

In article <823@bug.UUCP> stevef@bug.UUCP (Steven R Fordyce) writes:
>I have come to possess a large number of Processor Accelerators for the 520,
>1040, and Mega ST that I will sell for $65 each shipping included (add $5
> Steven R. Fordyce

these are the old CMI boartds which have a bad history!! And this guy
keeps reposting this same ad every week or so.

I wouldn't buy one of these on a bet. If you want an accelerator
buy Dave Small's board or Jim Allen's board. Both are supported by
real fine people and you won't get burned. Buy one of these discontinued
unsupported board and you get what you pay for!!

Support the few remaining ST developers!!

--
Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert

2854. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-22 16:58:00 UTC
From: steve@thelake.mn.org
Message-ID: <A1598035766@thelake.mn.org>
Source record: 228845

[In article <1991Sep22.140142.12168@actrix.gen.nz>,
Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes ...]

> Note: I brought a Atati because of its Gem capabilties, very easy to
> use and learn, but you keep on about CLI, Why do you live in the
> dark ages.

I've written a GEM shell for ZOO.

It works as Bill described -- it translates user preferences into a command tail that is passed to a separate ZOO program.

Either the shell or ZOO can be replaced/ upgraded without requiring a change of the other component.

One thing that became quite clear to me in the process of writing ZOOSHELL is that it's difficult to come up with a visual menu structure that provides access to all of the capabilities of the program in a fashion that doesn't overwhelm the user.

My solution thus far has been simply to forget about being complete. ZOOSHELL provides a simple way to use the most common functions.

ZOO's command-line interface remains available for people who want it. I intend to add a command-line editing option to ZOOSHELL, so users who wish to do so can write complex commands in a GEM dialog.

I don't know of a good, economical, visual way of saying ``move all the .C, .S, .O, .H and .MAK files into an archive, deleting the originals, but leave everything else untouched.'' There's a fairly simple ZOO command for doing that.

> If I wanted CLI, I would have brought a PC, I am one for things
> that are easy to use, that is how you get more productivity.
> If you what to stay with your Steam Engine, why not go play with it,
> in the Museum.

I don't think it's necessary to give up the capabilities of a text shell in order to gain the capabilities of a graphical interface, and I can't buy the argument that the mouse is always easier to use than the keyboard.

That's the design error of the Macintosh -- no shell, no script language, no simple text applications. Original Macs don't even have cursor arrow keys. I hate using them -- you can't even do something as simple as copying a PostScript file to the printer without having a special application.

It's like buying a beautiful pair of new shoes, then walking around
with your shoelaces tied together.

A combination of GEM plus a command-driven shell -- such as GEMINI
with Mupfel -- is much better.

> What is wrong with Thomas Questers version of Lharc, it is fully
> compatible with the PC version, and a lot better, plus it supports
> all the othere LZH/LARC Formats and Unix ones as well, and Note.
> packs far better than all the otheres, and is blindly fast.

Can you unpack every file created with Quester's program on a Unix
box, a PC or an Amiga? If not, I think the problem is obvious.
Write-only archiving is the curse of the .LZH format.

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org

2855. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-22 17:59:16 UTC
From: rosenkra@convex.com
Message-ID: <1991Sep22.175916.104@convex.com>
Source record: 228703

In article <1991Sep22.140142.12168@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <1991Sep19.232557.10878@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
>> [i rationally plead for non-GEM version of ARJ, calling for a seperate
>> GEM shell for desktop use, then i see this:]
>Note: I brought a Atati because of its Gem capabilties, very easy to
>use and learn, but you keep on about CLI, Why do you live in the
>dark ages.

first of all, i am NOT saying don't make ARJ use from the desktop impossible. i AM saying don't make ARJ use from a command shell impossible (like using it in scripts or as part of a rule in make). i am not being fascist here. i am not restricting YOUR life. go ahead an use the desktop. go ahead and use ARJ from the desktop.

second, most of us that program the codes you use for free, find it virtually impossible to program from the desktop. it is just not efficient at all. if you write more than 500 lines of code a week you would agree. if you are scratching you head right now wondering what "make" is that i mentioned in the above paragraph, you do not fit in this category.

the "dark ages" are infinitely more productive for programming than the "ultra-modern" GEM desk top. without multitasking windows (which GEM does NOT feature), a robust set of GEM-based tools (none of these, either), the desktop is only ok for running applications. please do not impose on me or scores of other developers your concept of what we should use. don't be a fascist...

> If I wanted CLI, I would have brought a PC, I am one for things
>that are easy to use, that is how you get more productivity.
>If you what to stay with your Steam Engine, why not go play with it,
>in the Museum.

geez, what can i say :-)

have you ever used a $250,000 high-end state-of-the-art workstation or a $25,000,000 supercomputer? i got news for you: they ALL have CLIs for using them. they ALL use unix (with few exceptions like CTSS, LTSS, COS for crays). since when does atari's GEM desktop (which is not even multitasking) better than unix for programming? sheesh.

you are obviously not using the ST the way i do. i WANT the st to look just like my good ol' vt100 screen which i use at work on unix boxes. that means a real unix-like shell. for your information, CLI's are almost always 1) more productive, 2) FAR more versatile, 3) prefered

by programmers. and note that windowing systems on workstations run CLI's in windows. the only difference is that you get more CLI's on the screen at once and can cut and paste between them. it is still a CLI, however. now leave me alone...

the ST is a very nice platform for development because unix utilities port easily and hence make it nice do work like you would on workstations and other unix boxes, even supercomputers.

here is another aspect: how do you list all lines in a file which contain a certain string? you run grep.ttp. but this is not a GEM application so you type in the dialog box its arguments. now how do you find a file named "xxx.dat" on a hard disk? you run find.ttp. but that is not a GEM application either so you type in the dialog box its arguments. keep this up with about 50 other utilities commonly used by programmers and you see that you might as well just enter them on a command line anyway. if you provide me with GEM versions of ALL the utilities i regularly use when programming i might be persuaded to go to the desktop. i also want to do the grep and find AT THE SAME TIME like i can with a CLI (with minix or MiNT). so go ahead and make GEM multitask while you're at it. until then don't make stupid statements like CLI's are from the "dark ages". in fact there is only one desktop approach that comes close to productive use without a CLI and that is probably NeXT. even they offer CLI's, however, since there are IMPORTANT things to do which can't be done (or are not available) with a desktop metaphor. the Mac may have reasonable programming tools as well from its desktop but i don't have a Mac.

and i am a reasonably proficient typist so why should i not use this skill? i spend 75% of my time typing data into a file with an editor. you would too if you were a programmer. so why should i move my hands off the keyboard, slowing me down, if i am spending all my time typing anyway? or do you have access to some system that programs with mouse clicks? if you do, i am sure lots of people would be interested.

i also use my ST to connect to my system at work (which is obviously not GEM based, thank god :-). that means i type. again, no mouse. those of us born before 1970 (1960?) remember typing our programs on cards with key punches. an interactive CLI was like a jump into the 25th century by comparison. the GEM desktop, however, is not. it makes life easy for users but not for programmers (who write the programs users use). why do you want to slow us down and cut the production of programs you need/want/use?

an archiver is probably more important for me because of my 80 MB of hard disk, about 1/3 or more is source code, mostly archived. it has to be solid.

i'll challenge you to a duel: we each write, compile, and execute a significant application, you exclusively from the desktop, me from a CLI. we use the same compiler (say gcc). guess who will get done first? and note that the standard desktop limits the number of args to .ttp programs. i regularly execute programs with 100's of characters on the command line. to go thru a GEM version would mean clicking on scores of buttons to execute say a compiler. and i'd still have to type in file

names anyway (unless the desktop can now read minds :-). to re-execute the same command could mean re-clicking. with a cli i just type "!c" (to execute the last command starting with the letter "c", say the compiler "cc") or equivalent, all without my fingers leaving the keyboard to reach for a mouse.

this is how i use MY st. how you use yours will not in the slighest be impacted by a GEM shell for ARJ. a GEM-only ARJ will severely impact me, however. i don't think you really understand the difference. i have proposed a scheme to allow you to use it the way you want while you are suggesting a scheme where i cannot. what gives you the right and the wisdom to do this? who are you to tell me (and other developers) how we should use our computers? and why should i go out and buy a compiler for $200+ to get an integrated (perhaps GEM) environment when i can get a portable compiler (gcc) for free? and it gets updated far more frequently than say turbo or lattice C. and it is supported by top-notch programmers (esmith and bammi, et al) who understand my needs since theirs are similar. and gcc runs on unix boxes and can generate atari executables. this is not true of borland or lattice compilers as far as i know.

sorry for the vented spleen, but i just get PO'd when i read stuff like this...

>What is wrong with Thomas Questers version of Lharc, it is fully
>compatible with the PC version, and a lot better, plus it supports
>all the othere LZH/LARC Formats and Unix ones as well, and Note.
>packs far better than all the otheres, and is blindly fast.

there is no source available. he also added lh5 format which is not generally available on other platforms. it has also no english docs or screen help (except possibly only very recently tho 2.01c i believe still spits out german with no args - and it has been 20 years since i last read/spoke german [high school]). it is also written in assembler (mostly?) so it will not port to anything else. i even volunteered to thomas to help him port the sucker to unix if he sends me source, but have so far not seen hide nor hair of it (just the executables). if TQ's lharc is so good, then a unix version will help make it universal. then it could port to VMS and MSDOS as well. then TQ will be the lord of lharc :-) as long as he maintains it like rahul dhesi does with zoo.

also, i think i have a version of TQ's lharc which unpacks files with the wrong date, tho i have to double check this (i tested about 10 lharc programs one day and several had this problem, one of which was one of TQ's, i believe). if this IS the case, this is totally unacceptable. i need the date to be exactly the same as it is in the archive since i use tools which only work based on the date of files (e.g. make and RCS). if an archiver can't get this correct, it is absolutely useless, no matter how fast or efficient it is.

unfortunately, if it packs with lh5, you may not be able to unpack it on (say) a unix or VMS system. and believe me, MANY people want to be able

to do this, even if you don't. so tho it can handle any lharc, it itself generates files which are incompatible. and i don't want to spend half of my life figuring out what is the latest version of lharc on 2 or 3 different platforms EACH WEEK.

of all the lharc's out there, TQ's seems to be the most robust, tho it has its problems. there are so many versions out there that for compatibility alone, zoo should get the nod for information exchange on the net. what you do at home is your business. go ahead and lharc everything. just don't shove it down my throat. zoo is centrally supported (like arc) on all platforms. lharc is not. every system (PC, ST, amiga, etc) has its own (incompatible) versions, even on the same system. that, pardon my french, sucks. if you think not, just read some of the pleadings by other people on this net saying "i can't extract <whatever>.lzh with my version of lharc". happens every week. i have every version of lharc i can find on the ST (including 3 or 4 of TQ's programs). this is a huge waste of disk just to satisfy my paranoia that i will be able to extract any .lzh that happens my way. in contrast, i have but 2 arc (arc 5.21 and 6.02) and 1 zoo (zoo 2.1). i can extract ANY non-corrupt .arc or .zoo with these (and in the case of zoo, with fiz i can often extract parts of corrupt files). this is not possible with lharc either (as far as i know).

zoo 2.1 gives about the same compression ratio as lharc. and i know it won't get screwed up too badly by 16 people trying to "improve" it. and it will probably be optimized fairly soon so that it runs like tuned lharc version. personally, i'd sacrifice 2x the speed (on compression) just to get the compatibility.

how many times do we have to go thru this? lharc should be banned, no matter how "blindingly fast" or how tiny it makes files. that is not the issue at all...

>PFX will pack programs, and will save a lot of disk space.

pfx is nice. i do use it on occasion. i plan to use it more now that i have switched form alcyon to gcc (compilers). gcc tend to make larger executables. and if TQ would mail me source to pfx (so i don't have to disassemble it) i will even send him a shareware contribution (hint, hint, thomas :-).

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2856. Atari.archive monthly posting

Newsgroup: comp.sys.atari.st
Date: 1991-09-22 19:52:47 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Sep22.195247.6991@terminator.cc.umich.edu>
Source record: 228704

Welcome to atari.archive.umich.edu

This is the monthly posting from the umich atari posse. We hope
it will answer some of those nagging questions that always seem to pop up
from time to time. If you have any additional suggestions, please mail
them to me, at weiner@atari.archive.umich.edu.
[Changes from month to month are marked with a * for easier reading]

1: How do I use BART?
Use bart by mailing atari@atari.archive.umich.edu and using the word
"help" as the body of the message. This *should* send you a help file.
If you have read the help file, and still have questions, please send
them to jon@atari.archive.umich.edu, not me.

2: How can I connect via FTP?
If you are interested in ftp, I recently wrote a beginner's guide. Please
mail me and I will send you a copy. I'll post it every once in a while too.
It's also available in the ~atari/admin/Guide.to.ftp file.

3: What if my machine doesn't support name service?
Two things to do here:1) Demand that your sys-admin install it soon,
and 2) use the internet address 141.211.164.8. Be forewarned however,
this may change on a moments notice.

4: I can't download because my hard drive doesn't work and my modem goes
out sometimes and .....HELP!!!
Sorry, outside of the archive I really can't help you....Your best bet is
to find someone at your site with a similar set-up, or post to c.s.a.st
for advice.

5: What are all the ???s in your index?
The ??? symbol means that I have no clue what this file is. If you know
please drop me a note, but be sure to include what directory the file
is in, etc. Thanks.

6: When I try to FTP to the archive's host, I get a message saying that my
machine wasn't recognized and I wasn't allowed to log in. What's up?
We only accept ftp logins from recognized hosts. If you are not allowed
to log in, please try again. It is possible that the DNS took a bit too
long. If you are still denied access, ask your sys-admin to fix your
name servers.

7: Here's a question for you Jeff, how come I can't use 'ftp terminator.cc.etc'
any more to connect?
That's because you're not using atari.archive.umich.edu like we told you
to. Don't say we didn't warn you......The name of the host
and/or the host itself may change soon.

There are a few files you'll really like to have:

archivers/arc602.arc : The latest version of arc
archivers/zoo21bin.zoo : The classic archive program
archivers/compress.zoo : Useful for removing .Z from sounds and binaries
archivers/unlzh172.arc : Unpacks .lzh files
archivers/sttar.arc : Removes those nasty .tar extenders
THEY ARE CONTAINED IN THE SELF EXTRACTING ARCHIVE starter.tos!!! PLEASE USE IT!

* Please don't archive anything for uploading in arc6.02, unless you want
to provide me with the unix sources for it. I didn't think you
wanted to ..... HOWEVER, I'd be happy to accept zoo2.1 uploads.

Thanks to everyone who has uploaded anything lately.....

* Interesting things this month:

1. The other umich archives are starting to gain popularity. You may
want to check them out. They are located at archive.umich.edu. All
except the atari archive are housed there.

BART PROBLEMS:
* There haven't been many lately. Things seem to be moving smoothly.
There was no down time for BART in the past month.

* Once again, BART problems go to JON, not ME.

PLEASE NOTE: FTP service is a privelege, not a right! Please make
a supreme effort to keep heavy FTP use in off-time hours (i.e. after
5 pm EST but before 8 am EST), or else you will be shot. (We mean it).

Any ideas, questions, comments, etc. to me,
weiner@atari.archive.umich.edu

--
Jeff Weiner --- weiner@{ub.cc, um.cc, atari.archive}.umich.edu
Corner of Packard and State, 2nd house from Blue Front on Arbor
Couldn't think of a witty saying to go here - give me some time

2857. Re: Emulate? What about the other way.

Newsgroup: comp.sys.atari.st
Date: 1991-09-22 20:21:29 UTC
From: darling@cellar.UUCP
Message-ID: <iqZo91w164w@cellar.UUCP>
Source record: 228837

boyd@bind.cs.fsu.edu (Mickey Boyd) writes:

> In article <1991Sep20.151133.5618@bdt.com>, CATHRYN@bdt.COM writes:
> >How about an ST emulator card which would fit into a slot of a PC clone. So
> >could run old ST software and clone software without having computers take
> >over the house!
>
> Derek M (the author of STXFormer, the software 8-bit emulator) has stated tha
> he is/was working on a software ST emulator for 80xx6 platforms. The
> "Gemulator" can supposedly blow an ST out of the water on a 486. I have not
> heard a followup on this for some time (I read about it in Current Notes
> some months ago). This should be interesting if it ever appears . . . .

In this day and age when you can buy a 1040ST for $399, I find this kind of
silly. Especially considering that the machine's main pro market, MIDI users,
wouldn't be supported by such emulation.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

2858. Wanted: Floppy for ST..

Newsgroup: comp.sys.atari.st
Date: 1991-09-22 22:27:54 UTC
From: U43610@uicvm.uic.edu
Message-ID: <91265.172754U43610@uicvm.uic.edu>
Source record: 228701

I would like to purchase a floppy disk drive(Be it single or double sided) for a reasonable price. I would like to use it as a second disk drive to my first one, a "SF354". Please do not bother me with the idiotic priced ones.. (No, I am not interested in a $130 single sided drive. even if alan Greenspan shat up on it.) My network Address is (U43610@uicvm.uic.edu).
-
Ken.
-
PS: State your price in a reply.. DO NOT ask me to make you an offer.

2859. Are these applications available?

Newsgroup: comp.sys.atari.st
Date: 1991-09-22 22:33:08 UTC
From: U43610@uicvm.uic.edu
Message-ID: <91265.173308U43610@uicvm.uic.edu>
Source record: 228708

I am very new tothe Atari ST club. I bought the thing for a smart terminal and
was pleasently surprised that the thing is quite a capible machine.. As a res
ult, I am looking for the following applications so I can play with it..
-
Is there a plot program for the MONOCHROME Atari st that will graph 3-D math fu
nctions? (Like polar, parametric and 2-variable polars, etc...) Is there a sh
are ware version of this I may FTP to myself?
-
Is there a Word processor (I already have New Word) that will generate fonts on
an Epson Printer.. (Like a Mac does with an Imagewriter)..
-
Oh yes: and a question about the Atari "SM124" Monochrome monitor: I have a sm
all break in the cable which occasionally causes a disruption in the tube.. Is
it possible to replace the cable without replacing the CRT controller? Does a
nyone know a source for parts?
-
Replies? U43610@uicvm.uic.edu
-
Ken.
(Notice: no 17-line signoffs.)

2860. Re: ST Magazines (was Re: More Lies From Atari?)

Newsgroup: comp.sys.atari.st
Date: 1991-09-22 23:23:44 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Sep22.182344.11151@doug.cae.wisc.edu>
Source record: 228846

```
In article <9469@cactus.org> covert@cactus.org (Richard Covert) writes:
>In article <1991Sep22.062314.9970seitz@netcom.COM> seitz@netcom.COM (Matthew Seitz)
writes:
>>In article <9411@cactus.org> covert@cactus.org (Richard Covert) writes:
>>>(((((((( But NO ST/TT magazines becuase ALL of the USA ST magazines
>>> are DEAD DEAD DEAD!! And have the Tramiels EVER advertised?
>>> So don't believe this rumor either!!
>>>)))))))
>>
>>No, SOME of the USA ST magazines are ALIVE, ALIVE, ALIVE!!! I hold in my hands
>>the Septemver 1991 issues of CURRENT NOTES and ATARI USER, and the August 1991
>>issue of ST INFORMER (along with a renewal request card).
>>--
>> Matthew Seitz
>> seitz@netcom.com
>
>
>The rags you mentioned are the standard examples give by all
>Atari Apologists (AA) (TM by Covert)!! And while they are all
>good mags, they are NOT glossy nationally distributed mags which
>show up in the big bookstores. they are rags which you have to
>hunt to find. SO, novice Atarians wouldn't even know about them.

They would probably look a bit more professional looking if they
would simply dump the crappy ST DTP software they use to make the
mag with. PM 4.0/MS WORD 4.0 make a great combination and a
much more capable feature list to make DTP easier and more fun to do.

Plus you can run it on your ST!

>and speaking of CURRENT NOTES, what did you think of Bill Yerger's
>Hiostory of the Atari ST? I thought that Bill really exposed Atari's
>inner workings for all to see!! Bill probably made a few enemies with
>his articles!! I don't supopse you would ever his articles in a fair
>and impartial magazine like ATARI EXPLORER :-)

Current Notes is a fine Mag. But its quite hard to get where I am.
(Material or article content included is great, layout is crappy.)

>--
>Richard E. Covert covert@cactus.org
>CACTUS ..!cs.utexas.edu!cactus.org!covert

--Greg
```

2861. Re: Accelerators for the ST forsale

Newsgroup: comp.sys.atari.st
Date: 1991-09-22 23:35:02 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Sep22.183503.11236@doug.cae.wisc.edu>
Source record: 228707
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

In article <9470@cactus.org> covert@cactus.org (Richard Covert) writes:
>In article <823@bug.UUCP> stevef@bug.UUCP (Steven R Fordyce) writes:
>>I have come to possess a large number of Processor Accelerators for the 520,
>>1040, and Mega ST that I will sell for $65 each shipping included (add $5
>> Steven R. Fordyce
>
>
>these are the old CMI boartds which have a bad history!! And this guy
>keeps reposting this same ad every week or so.

I totally agree.

>
>I wouldn't buy one of these on a bet. If you want an accelerator
>buy Dave Small's board or Jim Allen's board. Both are supported by
>real fine people and you won't get burned. Buy one of these discontinued
>unsupported board and you get what you pay for!!
>
>Support the few remaining ST developers!!
>
>--
>Richard E. Covert covert@cactus.org
>CACTUS ..!cs.utexas.edu!cactus.org!covert

Lordy, Richard is right, if your going to buy any type of performance
upgrade, I would seriously consider Mr. Small,

Besides he needs our support to provide the itsy bitsy teeny weeny Atari
community in the USA with quality high performance hardware, that is
right for the budget, and a lot nicer than the alternative, ie TT.

So write out your check to your local hero...Dave Small. The ultimate Atari
user.

OK?

Anymore goop about the SST boards and when they are going to be shipping?

Anyone out there he anything??

I am just itching to blow 1500 bucks.

Gosh let me see...Mmmm, 030-40 Mhz, floating point support, 12Megs of
Memory, 8 Megs of Z wait state ram, system 7.0 support...

TURN ME ON BABY!

Sorry...

--Greg

2862. Re: Problems upgrading to 4M (was SIMMS from a Mac SE into an ST?)

Newsgroup: comp.sys.atari.st
Date: 1991-09-22 23:54:52 UTC
From: baffoni@alcor.usc.edu
Message-ID: <19894@chaph.usc.edu>
Source record: 228829

In article <A1290082101@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>[In article <1991Sep21.030908.985@cs.sfu.ca>,
> wolfgang@cs.sfu.ca (Wolfgang Jung) writes ...]
>
> > My feeling of this is that you NEED (i never read you did) to remove or
> > at least deactivate the 256K Chips , which normaly reside in BANK 0
> > In the case you forgot that, the hardware gets into VERY big Trouble when
> > reading from the rams at an Address greater than 512K. If you leave the
> > HIGH Address line unconnected (MAD10 i think) the system reads and writes
> > into the same bytes, which shouldn't make any Problems.
>
>How do you do this (temporarily)? I have an old nearly-original 520 (with
>modulator, without floppy) that has a half-populated Tech Specialties
>piggyback board. I'd like to bring it up to 4MB, since chips are
>practically free these days, but to do so I need to disable bank 0. I'd
>like to do that without having to get a bunch of chips desoldered -- in
>case it doesn't work and I have to restore the original setup.

You really can't get around the desoldering part (I certainly can't
get in close enough to snip just the Vss and Vdd pins - If _you_ can, then do
that and just resolder them when you are done). You can however do what I
did which is to desolder all 16 256k drams and then solder in 16 low-profile
dram sockets (like $.50 a piece at Radio Shack - I know, I got ripped, but
they were near-by and ...). That way, you can mess around with the address/
data/WE/CE/whatever lines by using <insert appropriate probe-like device - hey,
I used old 64k chips with the power pins snipped off, except on the ones where
I needed the power pins, in which case I left the pin on, but never got Vss
and Vdd from the same chip>. Then, when/if you are done hacking, you just
put in 16 brand new (and more importantly lower-power-consuming) drams and
viola! All back to where you were before. Just gotta watch out for where
you swing that soldering iron...

-Mike

2863. Problem printing

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 00:10:25 UTC
From: dinsmm@aix.rpi.edu
Message-ID: <8ltn2+m@rpi.edu>
Source record: 228847

I use 1st Word with Epson LX-800 printeer, but am using a LX-80 printer driver. Every time I try to print out a document, it form feeds a page before it starts printing. What's up? And how can I fix this? I tried looking at the printer driver but I couldn't find anything. Anyone using this setup find a solution? Please e-mail me a message or post it here. Thanks!

____ /\/\
\MD/ / \ike "You can twist perceptions, reality won't budge."
\/ dinsmm@rpi.edu - Neil Peart, RUSH

2864. Assorted Atari queries

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 02:15:34 UTC
From: rjung@girtab.usc.edu
Message-ID: <19897@chaph.usc.edu>
Source record: 228705

A few assorted Atari STe computer questions out there. For the record, I am running a (brand new!) 4 megabyte 520STe with TOS 1.62 installed and a color monitor.

1. Does anyone know for sure whether or not FSM GDOS works with existing GDOS applications? The official word from Atari (via Atari Explorer) magazine says it does, but I am a tad suspect. My dealer says that a program must be written for FSM GDOS to work properly. My biggest GDOS application is WordUp, and if I can get a way to squeeze tons of fonts out of it without having to fill up my hard drive with bitmapped fonts, that would be terrific.

2. Speaking of WordUp, should I be moving on to another document processor program? WordUp offers me a lot of terrific features -- WHEN it works. WordUp is also showing to be very sensitive with new programs out here, such as MultiGEM. I'd like to go to a program that offers a similar "word processing mixed with image layout" program. I'm not sure I want to go to full DTP a la Calamus or PageStream. I hear WordFlair II is good, but how does it handle for just writing text?

3. Speaking of MultiGEM, is anyone else using this product? It's running very nicely for me so far (except for older "breaks the rules" programs), but I have one gripe with it. Whenever I change resolutions, I lose all my accessories! Is this a known bug? Does anyone else have this problem? Is an upgrade available?

4. Speaking of MultiGEM again, I am a tad annoyed with the MULTIWIN.PRG that's included with the package. It's supposed to channel I/O from .TOS and .TTP programs into a window, so I can multitask .TOS and .TTP programs. Only thing is, in medium resolution, MULTIWIN.PRG is running my .TOS and .TTP output at an 11-point System font. Yuck! Is there a solution or workaround for this? Maybe some other PD/Shareware "Put TOS output into a GEM window" program I can use?

Any comments or advice would be appreciated. Thanks!

--R.J.
B-)

^^^

2865. Hard drive advice needed.

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 02:38:55 UTC
From: chu@acsu.buffalo.edu
Message-ID: <1991Sep23.023855.28257@acsu.buffalo.edu>
Source record: 228849

I just got my E. Arthur Brown Catalog and in it are several entries about Supra's 52 Meg hard drive which has an 11(?!)ms access time. Can anyone tell me anything about this drive? Would I be better off putting together my own drive rather than getting this?

Please reply by e-mail. Thanks!

john
chu@acsu.buffalo.edu

2866. Re: ST Magazines (was More Lies From Atari?)

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 03:20:24 UTC
From: steve@thelake.mn.org
Message-ID: <A2995525430@thelake.mn.org>
Source record: 228827

[In article <1991Sep22.182344.11151@doug.cae.wisc.edu>,
carter@cae.wisc.edu (Gregory Carter) writes ...]

> They would probably look a bit more professional looking if they
> would simply dump the crappy ST DTP software they use to make the
> mag with. PM 4.0/MS WORD 4.0 make a great combination and a
> much more capable feature list to make DTP easier and more fun to do.
>
> Plus you can run it on your ST!

There's nothing wrong with the DTP software used to produce these
magazines. The limiting factors are:

-- The output devices. Typesetting a magazine on a 300dpi laser
printer isn't going to yield professional-quality output
regardless of the software used to place the text on the page.
Some ST magazines (and ``fanzines'' is probably a good description)
can't afford any better, sad to say.

-- The output font technology, especially PageStream 1.8's fonts.
(Version 2.1 uses Compugraphic fonts, and the quality is quite
good.)

-- The printing technology. AtariUser is printed on newsprint using
a high-speed web press, then folded, stapled, cut and trimmed
by people who were (to put it kindly) casual about their approach
to their jobs. The management obviously has decided to use cheap
printing methods in an effort to stay in business. Given that
requirement, it looks about as good as it could.

I just looked through the September and October issues of AtariUser. It
obviously is typeset using a laser film imagesetter, not an laser
xerographic printer -- the letterforms are competently rendered. Neither
the layout nor the typesetting would be better had they been performed
with PageMaker.

2867. Re: program compatability w/STe's

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 03:48:27 UTC
From: zerobeat@intacc.uucp
Message-ID: <1991Sep23.034827.13092@intacc.uucp>
Source record: 228840

In article <8594@squire.cme.nist.gov> chang@cme.nist.gov (Forrest Chang) writes:
> Has anyone compiled a list of programs that do and don't work
>for the STe family (does this list differ between the mega and non
>mega STe's?)?
>
> In particular, before I move up to an STe of some sort, I want
>to kow if there are any problems running the following programs:
>
> Cad 3D
> rest of the Cyber series
> Master Tracks Pro 3.5(1?)
> Timeworks DTP (pretty old version form 87 or 88)
>
> Anyone w/ a Mega STe run Master Tracks Pro? DOes running at
>16MHz, vs. 8 affect the running speed of the pgm, i.e. all your old
>sequences have to be slowed down, etc?

Cad 3D works fine with my Mega STe.
I don't know about Master Tracks Pro, but I can say that Notator runs just fine at 16Mhz (NO CACHE!!!!!---the program will NOT work if cache is turned on). The only thing that works faster about Notator is the processing time (transform, process, record assimilation etc). The tempo is still the same. And no, everything is NOT transposed up one octave.

Most of my old PD programs do NOT work with my new Mega Ste. I've been told that any program that did not strictly follow the Atari programming guidelines and 'cheated' will probably not work with the new 2.01 MegaSte TOS.

ferenc

2868. Atari ST equipment for sale!

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 04:01:50 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1991Sep23.040150.3921@umbc3.umbc.edu>
Source record: 228848
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

```
FOR SALE:

Atari 1040 ST $275
1 meg main system memory
Internal 720K 3.5" disk drive
TOS 1.4 Operating System ROMs
Atari standard mouse (Japan)

Atari SC 1224 Color monitor $225
Original super-sharp JVC model

Semi-"Home-brew" hard drive $200
SH 204 case and power supply/fan
ICD Advantage Host Adapter (w/clock)
OMTI SCSI-to-MFM converter
Seagate ST-251 40 meg drive (flakey)
DMA cable

Surreal Systems Internal Clock (w/software) B/O

Abacus Chartpak B/O

If you have a trade in mind, then go ahead and ask. For now,
I am looking for mostly IBM and generic stuff: SCSI Hard drives,
laser printers, Roland MT-32 or LAPC-1, etc...

Anyway, if you have an offer, then make it! The worst thing
that can happen is that I'll say "No way!"

I prefer email, but if you would rather call, you can reach
me at (301) 521-0015.

Thanks!

--

Chuck Rickard
(chuck@umbc5.umbc.edu)
```

2869. Re: Creator/Notator 3.1 Update

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 04:12:22 UTC
From: zerobeat@intacc.uucp
Message-ID: <1991Sep23.041222.13376@intacc.uucp>
Source record: 228841
Cross-posted to: comp.sys.atari.st,rec.music.synth

In article <4wgF91w164w@cellar.UUCP> darling@cellar.UUCP (Thomas Darling) writes:
>First off, there's a new graphical arrange mode, using a grid that you can
>zoom in and out of (like Hyper Edit). You can use it as the old arrange
>mode, or utilizing new cut & paste functions.
>
>Also, when using 32 tracks/pattern, you now have the option to view all 32
>at the same time (with all parameters, of course).
>
>There is also a slew of new very detailed and flexible note-processing
>functions, allowing such things as global shifts over the entire
> arrangement.
>Also added is control for compatible Fostex tape machines.
>
>For Notator users, notation output now supports Calamus and Pagestream
>formats.
>
>hundreds of tracks. It's now a lot easier to get a grip on overlapping
>patterns and patterns that start and end in strange places (fractions of
>beats, etc.)
>
>C-Lab's distribution # is (415) 255-2091. I'd like to hear other users'
>impressions of the update.

I discovered a bug in 3.1. In graphic edit mode, I was mouse-clicking
a note length value and the little rectangle (representing the note) would
move to an entirely stupid location along the time axis. The note location
value didn't change and neither did it really change when I heard it play--
just the graphic representation. If I scrolled beyond the point and then back
again, the note would appear in the correct position, of course until I changed
the length value----then it would shift to a stupid position again.

Next time I booted up, I couldn't get it to do it. Somebody out there with
a similar experience?? I mean, I'm damn sure it wasn't a dream.

ferenc

2870. Re: Atari appears to be on its way down and out

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 04:30:20 UTC
From: steve@thelake.mn.org
Message-ID: <A3150583606@thelake.mn.org>
Source record: 228828

[ia4@cunixa.cc.columbia.edu (Imran Anwar) writes ...]

> It would appear to me that if a product like the ST cannot have a
> strong enough base to keep ST-specific magazines in business the whole
> line may be doomed.

Atari has been ``doomed'' for years, but they still make computers.
Fortunately, I use a computer and don't sell advertising.

> Maybe they too have given up on the product. It would appear so form the
> fact that I have seen one mail order catalog advertise Atari modems (1200)
> SX212 for sale for $19.99 each. It seems that Atari must have dumped
> them on this low price seller for REALLY low prices. What's up, will we see
> $150 ST's next?

If I could pick up a few STEs for $150, I'd be stuffing some big Christmas
stockings this season. :-)

The SX212 is being dumped through Damart because 1200bps modems no longer
have any real market value. I paid $39 for a 1200 modem two years ago. I
paid $25 for a 1200 pocket modem a year ago. $19 is no surprise. The 9600
V.32 modems are going to hit the $200-$300 bracket in the next 12 months.
If I had a warehouse full of 212s, I'd drop 'em fast.

The market makes computer companies do strange things. Back before Tramiel
took over, Atari dumped a load of game cartridges into a landfill and ran
over them with a bulldozer rather than let them get into an already
depressed market.

As long as you guys have got me thinking about prices and looking through
catalogs, here are currently advertised mail-order prices (all U.S.
vendors and U.S. dollars):

```
Systems Price Comments
------- ----- --------
520STFM 325 sorry, no SIMMS
520STE 349 easy to stuff memory into this one
1040STE 399
Mega 1 STE 995 16mHz 68K
Mega 4 STE + 50MB hd 1495
Stacy 2 + 20MB hd 1395 portable, LCD display
Stacy 4 1550
TT030-2 1995 32mHz 68030

Monitors
--------
SM124 mono 159 original monitor
```

SC1224 color 199
SC1435 14'' color 329 stereo sound
PTC1426 color for TT 479
TTM195 19'' mono, TT 959

Miscellany

Megafile 30MB 349
Spectre GCR w/Mac roms 449 Macintosh emulator
Migraph hand scanner 299 with Touch-Up software
SF314 floppy 165 DSDD
Master floppy 140 DSDD
Ultrascript 179 PostScript in software

Note: I'm not selling these, so don't call me. These are culled from
advertisements.

2871. Replacing the internal drive

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 06:39:04 UTC
From: chaos@ucscb.UCSC.EDU
Message-ID: <21183@darkstar.ucsc.edu>
Source record: 228709

Is it possible to replace my flakey 1040 drive with a DS/DD 3.5" drive?

2872. RE: SIMMS FROM A MAC SE INTO AN

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 07:39:38 UTC
From: Philip.Durgin@fquest
Message-ID: <685743785.6@fquest.FidoNet.Org>
Source record: 228608

If you buy the Best Memory upgrade, it can use the Simms that you pulled from the MAC SE, I can get the memory upgrade boards for $95 but they are the type that you have to solder into the system, but its better than dealing with MMU sockets that keep crapping out.

* Origin: Future Quest - USENET<=>Fidonet Gateway 512-451-0891 (1:19/23)

2873. HELP WITH RODIME RO5128S DRIVE W

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 07:50:40 UTC
From: Philip.Durgin@fquest
Message-ID: <685743785.7@fquest.FidoNet.Org>
Source record: 228606

Remember to make the item LINE UNIT 1 or it will never recognize that the HD is there at all. Also, check you cable, if the Ribbon is broken, you may not be getting any recognition for the Host Adapter

* Origin: Future Quest - USENET<=>Fidonet Gateway 512-451-0891 (1:19/23)

2874. BBS request, here is two from NZ.

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 10:28:04 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <9126528037684@kcbbs.gen.nz>
Source record: 228838

```
Name : Z*NET Pacific , STaTus BBS
Phone : (011-649) 606067
(011-649) 608485
Storgae : 1,300 megabytes
Location: Auckland New Zealand
Software: Michtron Version 3.0
Baud : 300,1200,1200/75,2400,9600,14.4k in PEP

-=-=-=-=-=-=-=-
Name : Z*NET South , Harbour Board
Phone : (011644) 762852
Storage : 60 megabytes
Location : Wellington, New Zealand
Software : FoReM ST with FNET conferences to the USa and UK
Baud : 300,1200,1200/75,2400

Hope this helps Dennis.

Jon Clarke, Z*Net International Online Magazine
Sysop Z*NET Pacific, the STaTus BBS in Auckland, New Zealand.
(The telecom capital of the global village)
```

2875. All BBS sysops.

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 10:38:44 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <9126534338324@kcbbs.gen.nz>
Source record: 228839

To the syops out there with FoReM, Express and the likes.

We have just set up a FNET node here in the Pacific (New Zealand) which is run by Z*NET South in Wellington. We are looking for other sysops in the Pacific basin to join in and or in any part of the world. Please email me or I can drop a note here for all to read and send to their favorate syops.

To the MBBS users and Sysops out there we have Usenet .MCL file if you are interested in it please also email us. A copy was sent to the Bath BBS in the UK but I have never _heard_ back from them so I guess they went off the air.

- Jon Clarke Z*NET International
Sysop of Z*NET Pacific BBS, in Auckland New Zealand.
{there is even an Atari in Antartica!}

2876. Re: Mathematical clipping routine

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 11:33:26 UTC
From: powers@midiot.enet.dec.com
Message-ID: <27843@nntpd.lkg.dec.com>
Source record: 228844

In article <23690@sdcc6.ucsd.edu>, bboychuk@sdcc13.ucsd.edu (The Majestic Llama) writes:
>I'd be thankful if anybody could help me out with this: There are
>two points defining a line in the area (-long,-long),(long,long). I
>need anything outside the area (-short,-short),(short,short) clipped
>off, while preserving the slope of the line. I'm absolutely lousy
>at math and anybody who can point me in the direction of a solution
>would save me a sackful of grief. (Grief is measured in sackfuls.
>Frustration comes in bales and anger in pecks. Stupid emotional
>measurements come in threes.)

There is a graphics book written by Foley and VanDam, which contains
the code to a clipping algorithm. The book would probably be available in
many libraries.

Bill Powers
--
Digital Equipment Corp. - Advanced Service Delivery Systems - Stow MA
The opinions expressed above are my own, not my employers.
E-MAIL - powers@midiot.enet.dec.com or ...!decwrl!midiot!powers
I'd been surrounded for hours by the sound of thinking metal - G Numan

2877. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 13:06:15 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.685631175.larserio@kvart.ifi.uio.no>
Source record: 228719

The reason we want ARC, ZMODEM, LHARC etc as TOS programs is that you can't use a GEM program inside lets say a BBS or an automatic comm-program

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
__________/ _____________________/ _____________________/ ____/ /

2878. SMALL Editor ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 13:20:53 UTC
From: mikec@praxis.co.uk
Message-ID: <MIKEC.91Sep23132053@cauchy.praxis.co.uk>
Source record: 228717

Hi Folks,

Does anyone know of a reasonably small editor ? Perhaps something coded in assembler and not more than 20k in size. I'm not too fussed about features just as long as it is small!

Thanks,

Mike
****

2879. Re: Creator/Notator 3.1 Update

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 14:08:52 UTC
From: darling@cellar.UUCP
Message-ID: <H6cq93w164w@cellar.UUCP>
Source record: 228710
Cross-posted to: comp.sys.atari.st,rec.music.synth

zerobeat@intacc.uucp (Ferenc Szabo) writes:

> I discovered a bug in 3.1. In graphic edit mode, I was mouse-clicking
> a note length value and the little rectangle (representing the note) would
> move to an entirely stupid location along the time axis. The note location
> value didn't change and neither did it really change when I heard it play--
> just the graphic representation. If I scrolled beyond the point and then bac
> again, the note would appear in the correct position, of course until I chang
> the length value----then it would shift to a stupid position again.
>
> Next time I booted up, I couldn't get it to do it. Somebody out there with
> a similar experience?? I mean, I'm damn sure it wasn't a dream.

Ferenc,

Weird. I've never seen such a thing. Sorry I can't help you. The only thing
I can think of would be overlapping identical notes: If you have multiples
of the exact same note, on the exact same MIDI channel, and they overlap each
other (maybe you merged two tracks; I dunno), sometimes the intermixed note-
ons and note-offs will create a bit of confusion.

But, like I said, weird.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

2880. Re: What to buy next...

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 14:13:42 UTC
From: darling@cellar.UUCP
Message-ID: <JDDq94w164w@cellar.UUCP>
Source record: 228711

mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:

> Anyway, I won't bore you with details, but let me say that I am
> currently fed up with the state of the Atari market. IMHO. for anything
> except hard-core hackers and die-hard loyalists, the ST market has
> become untenable. Atari simply isn't a player in the big leagues anymore.

Sigh. Ever heard of MIDI, Mike?

^~^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~^~

2881. Atari Differences

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 14:26:52 UTC
From: ninjam@csd4.csd.uwm.edu
Message-ID: <1991Sep23.142652.21958@uwm.edu>
Source record: 228706

Can anyone explain what different ST's are on the market?
And the differences between them?

I've been out of the ST world for awhile (like 1986), and I see
all these new machines being talked about, like the TT, Mega's, ect...

To give you an example, when I was last active, the only thing around
was the 520ST and the 1040ST was just being released.....

Thanks.....

"Old Dinosaur" ninjam@csd4.csd.uwm.edu

2882. Printing with Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 15:52:58 UTC
From: jenkinsj@apple.com
Message-ID: <16484@goofy.Apple.COM>
Source record: 228712

I have an ST with Spectre GCR hooked up to a Panasonic 1091 printer. What is the best and/or cheapest way to get the Spectre to print?

Standard apologies for asking a possible frequently-asked-question.

John H. Jenkins
jenkinsj@apple.com

2883. Re: Problems upgrading to 4M (was Re: SIMMS from a Mac SE into an ST?)

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 16:14:18 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3317@cod.NOSC.MIL>
Source record: 228713

I have an old 1040STf (1986) that I upgraded to 4 megs using the JRI SIMM board. The only "problem" I had is that you have to remove the top of the video shifter can and now you can see some noise on the monitor when the data bus is chugging. When I get motivated to open it up again (or is that if?) I'm going to put some shielding over the top of the video shifter can to fix this, but it's not enough of a problem to motivate me.

Of course, this was done by putting the SIMMS on a separate board.

Mike Healy

healy@cod.nosc.mil

2884. MEGA STE ROMs on MEGA ST

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 16:33:45 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Sep23.163345.17105@informatik.uni-erlangen.de>
Source record: 228714

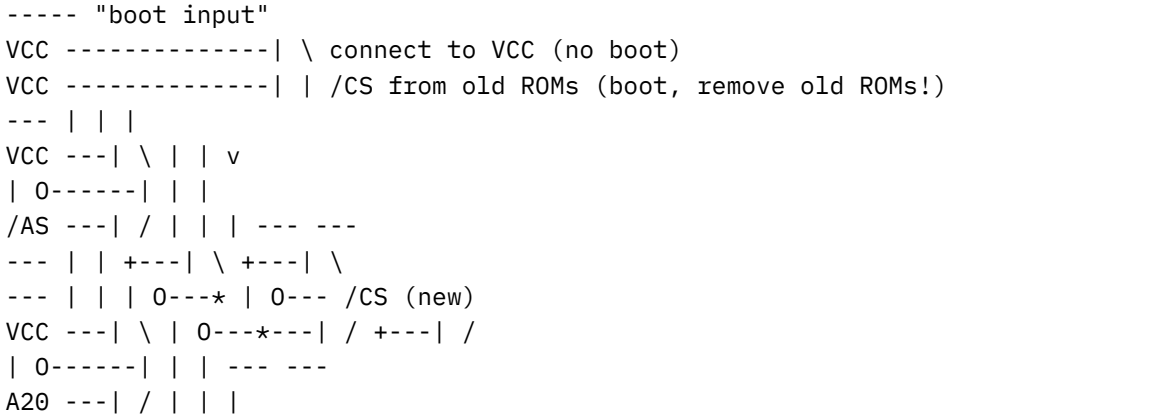
Hi folks,

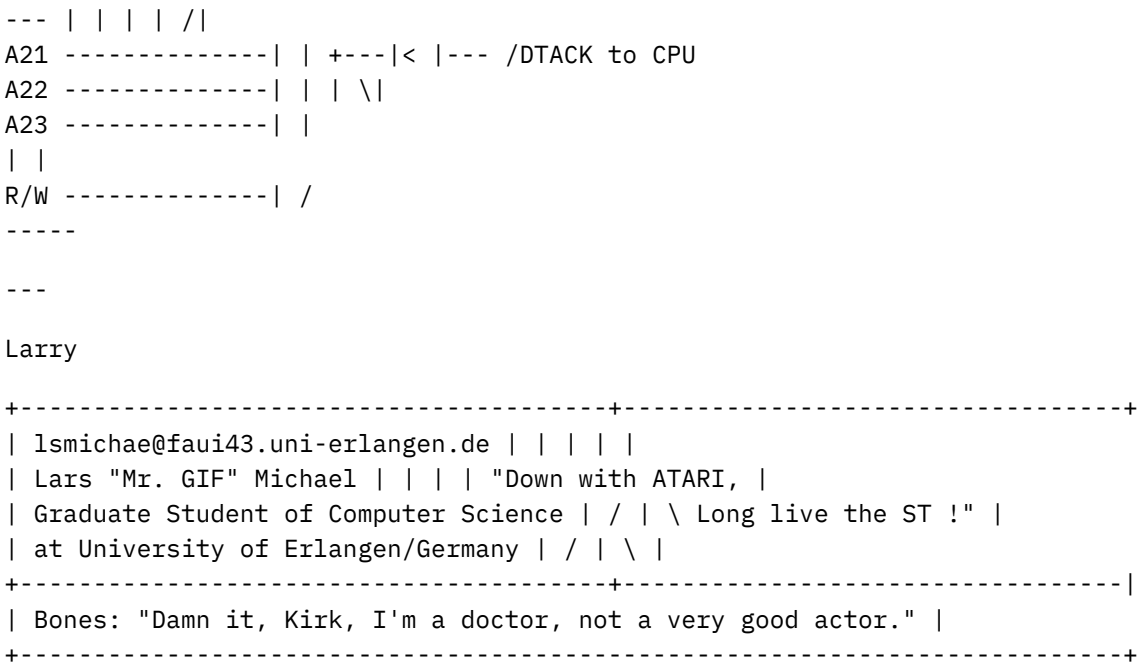
I've seen a couple of questions about fitting Mega STE ROMs into a Mega ST.
Here's a description how to add extra ROM space to a Mega, at the same adress
where it's in the STE. It can be used for ROM-Disks or even be booted from.
The TOS2.05 will NOT run with this little hack, because the Mega doesn't have
the STE's hardware. Maybe somebody can patch the 2.05, then I don't see why
it couldn't run on Megas with this hack.

Although Mega and Mega STE have 256K ROM space, the Mega uses only the first 192K,
leaving 64K unused. That's because the top 64K are used for all the I/O
chips. So the OS-ROM was moved from $FC0000 to $E00000 leaving enough
space for expansion. To fit a 256K ROM into a Mega, adress lines A20-A23
must be decoded to generate a chip-select. To make the CPU recognize the
new ROM, a DTACK signal has to be generated, too. The diode (1N4148)
makes the DTACK open collector. The /CS signal goes to the ROM /CS input,
if you use an EPROM, tie /OE and /CS together. On Reset, the Mega will still
boot from the old TOS, however. If it is to boot from the new ROMs at adress
$E00000, remove the old OS-ROMs, and connect their /CS signal (or use GLUE's
select for the lowest ROM) to the boot input, otherwise tie that input high.

The chips are a 74LS00 and 74LS30. They fit on a small circuit board,
and you can get the supply voltage from any TTL chip in the Mega.
All lines (except VCC , /CS and "boot_input") can be soldered to the CPU
directly, or via the connector.

If EPROMS are used instead of the OS-ROM, they don`t fit into the 28 pin
sockets. The pinout is slightly different, too. You might want to use a
32 pin socket (for the EPROM) and plug it into a 28 pin socket and cut the
appropriate pins on the top socket instead of the EPROM (makes programming them
a hassle ;-) then do the rewiring (ROM has an address line on the pin where the
EPROM has a select line). If anyone is interested in this, I can post how
to do this.





Larry

+--+----------------------------------+
lsmichae@faui43.uni-erlangen.de				
Lars "Mr. GIF" Michael				"Down with ATARI,
Graduate Student of Computer Science	/	\ Long live the ST !"
at University of Erlangen/Germany	/	\
+--+----------------------------------|
Bones: "Damn it, Kirk, I'm a doctor, not a very good actor."
+---+

2885. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 16:51:24 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3318@cod.NOSC.MIL>
Source record: 228729

I have no argument with cli's (love my Suns), but I do spend a lot of time in GEM also. I just wanted to mention that there is an acc available at atari.archive that lets you do grep/ff from the desktop - it's called datei sucher (data seeker auf Deutsch I think). I forget the name of the archive but this is what comes up on the acc menu. It can make your non-cli moments a little easier. Yes it's in German but it seems pretty straightforward (maybe I'm missing some advanced features).

Mike Healy

healy@cod.nosc.mil

2886. Re: Rap/Dance - Atari

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 17:16:32 UTC
From: trag@pnet01.cts.com
Message-ID: <1991Sep23.171632.17828@crash.cts.com>
Source record: 228732

cjherborth@rose.waterloo.edu (Chris Herborth) writes:
>In article <plmn1bk@rpi.edu> dinsmm@aix.rpi.edu (Michael John Dinsmore) writes:
>}
>} I am a member of our college radio station, WRPI at Rensselaer Polytechnic
>}Institute and I noticed a Rap/Dance cd there that might be of interest to
>}the Atari community. A group called "KLF" which is played on the radio
>}often if you are listing to that type of music - usually a song called
>}"3 am eternal" has written in the cover that they use an Atari ST. Nice
>}song.
>} Thought you might be interested.
>
>Last I heard, Mick Fleetword was using an ST, and Tangerine Dream had
>13 of them...

B.B. King was using an ST a few years ago. I'm unsure if he still is.

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!trag
ARPA: crash!pnet01!trag@nosc.mil
INET: trag@pnet01.cts.com

2887. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 17:16:32 UTC
From: trag@pnet01.cts.com
Message-ID: <1991Sep23.171632.17830@crash.cts.com>
Source record: 228734

chuck@umbc5.umbc.edu (Chuck Rickard) writes:
>Does anyone know when the SST board is going to be released? I read in an
>online conference in ZMAG that the board was to be released in the first
>part of August. It's now mid September and I haven't heard a peep from them
>or this newsgroup.
>
>Thanks for any info!
>
>
>--
>
>Chuck Rickard
>(chuck@umbc5.umbc.edu)

We saw one at the August meeting of the San Diego Atari Computer Enthusiasts
meeting. It ran several benchmark tests against a TT and an unmodified ST. It
was pretty fast, and they were taking orders.

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!trag
ARPA: crash!pnet01!trag@nosc.mil
INET: trag@pnet01.cts.com

2888. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 17:16:34 UTC
From: trag@pnet01.cts.com
Message-ID: <1991Sep23.171634.17869@crash.cts.com>
Source record: 228736

>This begs the question, has anyone run it side by side with a TT? I would
>be curious to see how it compares to Atari's 68030 box. If the speed is
>comparable then users could save big $$$ by purchasing Dave Small's upgrade.

It was faster than the TT on some applications, but not on others. Of course, the SST is (supposedly) 100 percent compatable with ST software, which the TT is not. As the GBS rep said, too, the TT and the SST are two different machines with different strengths which can't be measured by speed alone.

But for pure number crunching, the SST looks pretty quick.

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!trag
ARPA: crash!pnet01!trag@nosc.mil
INET: trag@pnet01.cts.com

2889. Midi music learning system by Andrew Gordon

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 17:48:59 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1991Sep23.174859.16226@cs.wayne.edu>
Source record: 228716

This week's Znet mentioned that a developer named Andrew Gordon has
a midi music teaching system (books, software and tapes) for the ST.
The article neglected to mention how to get in touch with him. Does
anyone know the address, phone number, Genie or Internet address of this
fellow? I'm really interested in his product.

--
Genie - P.HAGGOOD2 Internet -pbh@jake.cc.wayne.edu
PRODIGY - Not anymore, Jackson. Bitnet - phaggoo@waynest1
Phone - (313) 577-0669
Voice - "HEY, YOU WITH THE BAGGY PANTS!"

2890. Re: What to buy next...

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 17:58:07 UTC
From: cmm1@cunixb.cc.columbia.edu
Message-ID: <1991Sep23.175807.9179@cunixf.cc.columbia.edu>
Source record: 228720

In article <JDDq94w164w@cellar.UUCP> darling@cellar.UUCP (Thomas Darling) writes:
>mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:
>
>> Anyway, I won't bore you with details, but let me say that I am
>> currently fed up with the state of the Atari market. IMHO. for anything
>> except hard-core hackers and die-hard loyalists, the ST market has
>> become untenable. Atari simply isn't a player in the big leagues anymore.
>
>Sigh. Ever heard of MIDI, Mike?

2 or 3 years ago (Hell, maybe even one!), I would have agreed with this.
Atari was (and is to a lesser extent now) THE machine to own for MIDI
use. The built in ports (but not MIDI thru) and a wealth of relatively
inexpensive software made it very attractive for this and many professionals
use Ataris exclusively.

Well, that has changed. There are now many more MIDI adaptors and a lot
of software available for the Mac and PC clones. Recently, I had the chance
to talk to the local MIDI guru at Mannys in Manhattan (buying new guitar)
and he told me that while he still sells an occasional ST for MIDI most people
are buying Macs now. This is coming from one of the biggest music stores
in Manhattan and they USED TO sell lots of STs. If Atari is starting to
bog down in that market too, then what else is there?

Regards,

Chris

```
--------------+------------------------------------------------------------
Chris Mauritz |Homebrewing: The only hobby perfectly tailored for
              | anal retentive alcoholics. :-)
--------------| (ripped off from someone on the net...)
```

2891. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 18:11:41 UTC
From: harryk@bucsf.bu.edu
Message-ID: <90169@bu.edu>
Source record: 228715

I agree with Bill and Steve...GEM-based interfaces are fancier and "easier"
to use....BUT the command-line is MUCH MUCH MORE powerful (especially when
you do programming, as Bill mentioned)...it really saves time.

IMHO the command line is meant for advanced users, while the GEM interface
makes life easier for newcomers. Of course, the best of all is a combination
of these two (as Steve mantioned), and this is the reason Gemini is a
permanent auto-start program in my booting partition - yes, I've paid my
registration fee 8*) -

e.g. IMHO it's easier (and faster) to type:
ls *.o *.bak
or cp *.c *.h d:\
than invoking the corresponding commands using the mouse
in a graphic-shell like Gemini or Neodesk.

On the other hand, it is convenient to have visual contact with
almost all the operations and/or commands that are available to
you at all times...and that's the strongest point of a GUI.
BUT once you are familiar with the commands, CLI is defenitly
more (much more) efficient (MHO)

Just my 2 cents...

==
Author of ATZENTA2 Harry Karayiannis ________E-Mail_________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@bucsf.bu.edu
** /||\ MegaST ** U.S.A. |BITnet:
===| cscrzcc@buacca.bu.edu

--

==
Author of ATZENTA2 Harry Karayiannis ________E-Mail_________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@bucsf.bu.edu

2892. Re: program compatability w/STe's

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 18:41:52 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.685651312.larserio@kvart.ifi.uio.no>
Source record: 228718

Most of my PD-program works on my MEGA STE
Even Cubase (MIDI-program) works (but you must be in 8 MHz no cache at start due to the key in the cartridge port). If you patch out the code that checks the key (I've tried this too) it works in 16 MHz with cache (if only Steinberg could fix the code so the key worked on 16 MHz cards too or find another copy-protection...)

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
__________/ _____/ _____/ ____/ /

2893. Using gcc/g++ to cross compile for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 19:15:44 UTC
From: chang@lurch.cme.nist.gov
Message-ID: <8895@squire.cme.nist.gov>
Source record: 228721
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Am I write in assuming that if I get the source of the gnu-ST
(sounds kinda nifty, I wonder if RMS would go for it) compilers, build
them on my sparc, that I can cross compile code for the ST by
specifying "-target ST" or whatever target it would be.

Has anyone else done this? Can I patch our existing compiler,
or do I have to rebuild the whole compiler (I haven't really looked
that deep into it yet).

Also, where can I find unix sources for zoo, or does gnu-ST
exist in tar format somewhere

Thanx

Fo

2894. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 19:24:06 UTC
From: darling@cellar.UUCP
Message-ID: <VqRq93w164w@cellar.UUCP>
Source record: 228724

cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:

> I've been seeing several posts like this each day for people selling
> their STs. I would be curious to know if the majority of these people
> are upgrading or jumping ship altogether.

I sold mine and bought a TT. No regrets.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

2895. Lost Boys Final Mega-Demo: Ohh Crickey, wot a Scorcher

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 19:36:34 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1991Sep23.193634.24557@usenet.ins.cwru.edu>
Source record: 228722

Has anyone figured out how to get to the "Hidden screen" in the Lost Boys finale?

I think it has something to do with knowing the name of the university that Mankin goes to.

BTW, the demo is on atari.archive.umich.edu
--
Just on the border of your waking mind, there lies another time, where darkness and light are one. And as you tread the halls of sanity, you feel so glad to be unable to go beyond. I have a message from another time..... - ELO: "Prologue from the "Time" album -- Daicon IV Opening Animation gpinzone@george.poly.ed

2896. MASTER TRACKS PRO FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 20:51:11 UTC
From: douglas@wpi.WPI.EDU
Message-ID: <1991Sep23.205111.14169@wpi.WPI.EDU>
Source record: 228723
Cross-posted to: rec.music.synth,comp.sys.atari.st

Greetings World..

I would like to sell the latest version of
Passport Designs Master Tracks Pro Software V-3.6.
Included is a documents and original packaging. I'm
the original registered owner..
Asking Price: $175.00
Thanks,
Doug White
--
Douglas White douglas@wpi.wpi.edu
Dept. of Chem. Eng.
WPI

2897. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 21:08:32 UTC
From: ford@tharr.UUCP
Message-ID: <2659@tharr.UUCP>
Source record: 228731

1) Spectre GCR works well on the TT (according to Dave Small), but only when it works at all. It seems about 70% of TT's have cartridge ports which are enough out of spec that Spectre doesn't work with them.

2) The TT keyboard is not bad, it's not as good as most PC and terminal keyboards, but it's a lot better than some PC keyboards and infinitly better than the ST keyboard!

I hope this is helpful.

Steve

Addresses:-

ucacmsu@ucl.ac.uk or ford@tharr.uucp

--
<-- tharr *free* public access to Usenet in the UK 0234 841503 -->

2898. Atari 1040ST wanted

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 23:22:30 UTC
From: rreiner@nexus.yorku.ca
Message-ID: <rreiner.685668150@yorku.ca>
Source record: 228725
Cross-posted to: comp.sys.atari.st,misc.wanted

For a friend who wants to get into MIDI cheaply:

Wanted: 1 stock Atari 1040ST with monochrome monitor and mouse.
Nothing else required: no extra hardware or software. Preferably from
somebody on the east coast; but for the right price she'll buy from
anywhere. If you've got one, quote us a price, please. Please
specify who pays shipping.

Reply to mrgnstrn@nexus.yorku.ca.

Thanks.

2899. Re: Using gcc/g++ to cross compile for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-09-23 23:25:25 UTC
From: covert@cactus.org
Message-ID: <9494@cactus.org>
Source record: 228727

In article <8895@squire.cme.nist.gov> chang@lurch.cme.nist.gov (Forrest Chang) writes:
>
> Am I write in assuming that if I get the source of the gnu-ST
>(sounds kinda nifty, I wonder if RMS would go for it) compilers, build
>them on my sparc, that I can cross compile code for the ST by
>specifying "-target ST" or whatever target it would be.
>
> Has anyone else done this? Can I patch our existing compiler,
>or do I have to rebuild the whole compiler (I haven't really looked
>that deep into it yet).
>
> Also, where can I find unix sources for zoo, or does gnu-ST
>exist in tar format somewhere
>
> Thanx
>
> Fo

If you could talk to Jwahar Bammi he could answer your questions.

I believe that Jwahar tests new version of GNU sw on a UNIX computer (not
sure which kind) and cross compiles the GNU C source code for the ST. So,
it is possible to cross compile the GNU SW and generate ST TOS/TTP files
on a UNIX machine.

which SPARC machine are you using? I am still deciding which machine to get
to replace my cranky old Mega ST2+2. I am undecided as to whether to buy a SPARC
1+ (or SPARC clone) with SUN's OPen look, or to buy a Mac IIci/FX with AUX.

I really need a UNIX machine with MOTIF, which isn't the native (primary)
interface on the SPARC. Do you use MOTIF on your SPARC?

Well, anyway, yes is it possible to cross compile the GNU sw and generate
TOS/TTP files.

Good luck!!

--
Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert

2900. Re: Any Panasonic 1123/1124 Owners Out There?

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 00:18:03 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440172@hplsla.HP.COM>
Source record: 228603

```
| Keywords:printers
| Summary:Will it do screen dumps?
|
| I'm interested in getting a 24 pin dot matrix printer to use with my STs, and
| am very interested in the Panasonic 1123. There are no local Atari dealers
| (what else is new) and the ones I called on the phone were unsure if the 1223
| can do screen dumps, as it is Epson LQ compatible, rather than Epson LX (9 pin)
| compatible. I'm not worried about my programs that have printer drivers, as
| they all have drivers for the LQ series, but I have some children's software
| that does graphic screen dumps to let my kids print out their pictures, and I'm
| not about to have TWO printers in the house.
|
| So what I wanna know is...if anybody has an 1123, 1124 or 1124i, can you do
| screen dumps to it?
|
| Brian Rost @rgb.dec.com
|
```

There are several public domain programs that run in the AUTO folder that allow LQ800 compatibles such as the KXP1124 to do screen dumps. The best I've tried is called SCRDMP24 and it is by Gribnif. It allows you set scale factors to your liking and even halt a screen dump in progress. But it does take a long time and is very noisy! I hardly ever do it. If I did, I would consider a nice new DeskJet 500, :-).

I got SCRDMP24 off GEnie but it may be in the atari archive. Sorry, but right now I haven't the time to post it!

%%%

2901. Re: Problems upgrading to 4M (was Re: SIMMS from a Mac SE into an ST?)

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 00:39:03 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep24.003903.11290@actrix.gen.nz>
Source record: 228733

In article <1991Sep20.140034.25258@watdragon.waterloo.edu> cjherborth@rose.waterloo.edu (Chris Herborth) writes:
> In article <1991Sep20.002033.3641@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> }I don't think the older ST that are causing the Problem, the problem
> }MMU's where fitted to the later machines and have this Part No. C0 100109-001
> }
> }So it could be a good idea to check over the wiring etc, and did you
> }fit the anty ring resistor ?, in the extra address line.
>
> Yep, we made _sure_ we had everything wired in properly before we started
> banging our heads against the desk... Is the MMU with No. C0 100109-001
> the bad one, or a newer one?
>
> To restate my problem a little more clearly:
>
> I have an old 1040STf with 2.5M due to a Z*RAM upgrade. The Z*RAM has put
> 2M in bank 1, leaving bank 0 at .5M... I bought some SIMMs, my friend
> wired them in properly as a 2M bank 0, and it wouldn't work at all.
>
> So we took them to my friend's old 1040STf. He tried to wire them in as
> bank 0. Wouldn't work. So he wires them in as bank 1 (essentially giving
> him the same setup as me, but with SIMMs instead of a Z*RAM card) and it
> works properly.
>
> Neither of us could put 2M into bank 0. When the SIMMs were wired up in
> bank 0, we removed the top address line, essentially fooling the ST into
> thinking they were 256k SIMMs... We booted, and it thought it had 512k
> in bank 0, no problem. The SIMMs are fine, and our STs are fine. We
> assume it's some weird "feature" of an older MMU.
>
> Looking in his parts catalogue, we fine an ST/Mega MMU with part number
> X (I didn't write it down, and the book's at his house). A little later
> in the book, we find a Mega MMU, with a different part number.
>
> Has anyone gotten an old 1985 (whether stock or modified) 1040STf to take
> 4M or RAM? Should we spring for either of the new MMUs to see if that'll
> fix our problems? Should we start looking for a cheap Mega 4?
>
> --------------==--------------
> Chris Herborth cjherborth@rose.waterloo.edu
> 3B Hons English RPW cjherborth@lotus.waterloo.edu
> Disclaimer: This is your brain: "*" This is your brain on USENET: "."...

The C0 100109-001 is the faulty one, the good ones are C0 25912-38 or 38A, I did see a article on Ram upgrades, it could be the one at achives, or the one on GEnie, but the funny thing was the Author stated that you could not have 2 megs in bank 0, but does not state why, The internals book quotes that MMU settings..

My machine has the C0 25912-38A MMU, and I have 2 megs in bank 0, and 1/2 meg in bank 1...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2902. Re: Emulate? What about the other way.

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 00:47:48 UTC
From: darekm@microsoft.com
Message-ID: <1991Sep24.004748.605@microsoft.com>
Source record: 228743

In article <1991Sep20.151133.5618@bdt.com> CATHRYN@bdt.COM writes:
>How about an ST emulator card which would fit into a slot of a PC clone. So I
>could run old ST software and clone software without having computers take
>over the house!

Yes, why emalate CGA graphics on a slow ST when you can run ST software on a
Super VGA.

GEMULATOR (Son of Xformer!) is in the works and I hope to have it ready by
next summer. It is a 68000 emulator for 386/486/ based PCs. My latest
benchmarks of the 68000 emulator are giving me .3 MIPS on a 386/20 and
.9 MIPS on a 486/33. In other works, 900,000 68000 instructions can be
emulated on a 486/33 per second. An 8 MHz 68000 can at best execute
2 million instructions per second, but that's an ideal number. Typically,
most software executes at about .5 MIPS. So you can see that software-only
emulation can be done on a 486 or a fast 386 can be done at real time.

GEMULATOR is a 32-bit protect mode program, so it cannot run on a 286 or
8086. If you need any more info, send me private email.

- Darek

--

Darek Mihocka. Quick ST 3 for the ST/TT. All views expressed are my own.
Branch Always Software, 14150 NE 20th St. Suite 302, Bellevue, WA 98007

2903. Looking for STMIDIEX.LZH or MIDIEXCL.LZH!!!

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 00:59:55 UTC
From: mrose@csws9.ic.sunysb.edu
Message-ID: <1991Sep24.005955.5825@sbcs.sunysb.edu>
Source record: 228737

Hiya!!!

Well, once again I am posting to see if anyone has the above
program. It is called STMIDIEX or MIDIEXCL.LZH. It was mentioned in
ZNET Software Shelf #91-34. I really need this program. It will store
system exclusive files from midi devices. If anyone has these programs
or something else that does the same, please E-mail me and let me know
where to find them. Please!!! Please!!! Please!!! Thanks!!!
Also, does anyone know anything about WINXV13.LZH, also mentioned in
ZNET #91-34. It supposedly lets you open up to 127 windows at once, instead
of the limit of seven. Is it any good? Where can I find this too?
Thanks a lot!!!

Sincerely,

Michael Rose

2904. Re: What to buy next...

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 00:59:55 UTC
From: darling@cellar.UUCP
Message-ID: <ka8q91w164w@cellar.UUCP>
Source record: 228741

cmm1@cunixb.cc.columbia.edu (Christopher M Mauritz) writes:

> Atari was (and is to a lesser extent now) THE machine to own for MIDI
> use. The built in ports (but not MIDI thru) and a wealth of relatively
^^^^^^^^^^^^^^^^^

Irrelevant. Nobody needs MIDI THRU on their sequencer.

> inexpensive software made it very attractive for this and many professionals
> use Ataris exclusively.

True, but not to the market specified. The best MIDI programs for the Atari have always been $300+ for sequencers, $100+ for editor/libs. And pros don't settle for built-in MIDI ports exclusively; they get multiple separate out systems like C-Lab's UNITOR. Pros can't make do with only 16 MIDI channels.

> Well, that has changed. There are now many more MIDI adaptors and a lot
> of software available for Mac and PC clones.

Well, the Mac, Amiga, and IBM are really competing for the hobbyist market, the person who already owns a computer and decides to get into music. In the U.S., there seem to be many Macs in pro studios, but not really any IBMs or Amigas. And for studios with heavy MIDI bandwidth (using simultaneous sync and poly-key pressure, etc.) the Mac is not even an option; the beast will choke and cause all manner of timing nightmares.

For whatever reason, only the Atari seems able to cope with severely jammed MIDI data in a timely manner.

The Atari has a specific niche in the market. It's not a big niche, but they're all alone in it.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

2905. TeX printing to the SLM804

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 01:03:57 UTC
From: cordes@ac.dal.ca
Message-ID: <1991Sep23.220357.1389@ac.dal.ca>
Source record: 228730

I've just tried using flib.ttp (from the showdvi/dviprint package) to make pk-libraries of the pk fonts coming with the SLM804DE/DM dvi-printing stuff. Unfortunately, dviprint then refused to recognize these flib's (whole series of 'font not found' messages). For example, I used flib.ttp to combine all the fonts in the mag___1.000 directory into pk0300, and so on.
Would anybody be able to suggest what might be the problem here? On a related note, I can't get slm804dm.ttp to produce printer output; it would be nice to be able to do TeX printing on the SLM804 without having to run the Diablo driver first.
Thanks for any suggestions.

John Cordes
Dept. of Physics
Dalhousie University
Halifax, N.S., Canada B3H 3J5
email: cordes@ac.dal.ca

2906. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 01:37:00 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep24.013700.12155@actrix.gen.nz>
Source record: 228728

Well Bill why not give LZH201E a try, it is Now in English, well the one
that I have is, but then it come from Thomas Quester, you could even
find that there is no need for all your Lharcs programs as this supports
all of the lh formats, and that the bugs that you state could have been fixed,
don't you make mistakes..

There is a PC version of lh5 that I have seen, may be some one could
port that,?.

May be Thomas is not into hands off programing, ala C Lang'uage, I am
a bit that way myself being of a Engineering background.

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2907. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 02:34:02 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep24.023402.1406@actrix.gen.nz>
Source record: 228726

I think you will find that lh5 is now supported on the PC,
I don't know about other platforms, and the LZH201E is now in English..

You can now find all these Thomas Quester Programs on GEnie, as I
uploaded them, LZH201_E.LZH, PFX_17E.LZH and AFX_12E.LZH.

Note: they all come with English Doc's, also to fully eXtact all the Doc's
in LZH201E, you type x -rm lharc.ttp , this will eXtract all the Files
that are packed in LZH201E.

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2908. Re: Hard drive advice needed.

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 02:38:59 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep24.023859.1563@actrix.gen.nz>
Source record: 228735

In article <1991Sep23.023855.28257@acsu.buffalo.edu> chu@acsu.buffalo.edu (john c chu) writes:
> I just got my E. Arthur Brown Catalog and in it are several entries
> about Supra's 52 Meg hard drive which has an 11(?!)ms access time. Can
> anyone tell me anything about this drive? Would I be better off
> putting together my own drive rather than getting this?
>
> Please reply by e-mail. Thanks!
>
> john
> chu@acsu.buffalo.edu

These are good drives, but I think you will find that these are a Run Out,
Supra are no longer into Atari Drives.

Also I have seen quoted that Supra does not not support there drives on
the STE, so Please test them out first..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2909. Re: Mathematical clipping routine

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 02:48:36 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0hlo6ww@jonh.wimsey.bc.ca>
Source record: 228738

In <27843@nntpd.lkg.dec.com>, Bill Powers writes:
>In article <23690@sdcc6.ucsd.edu>, bboychuk@sdcc13.ucsd.edu (The Majestic Llama) writes:

< request for clipping algorithm deleted >

> There is a graphics book written by Foley and VanDam, which contains
>the code to a clipping algorithm. The book would probably be available in
>many libraries.
>

Other books with good clipping algoritms include:

Microcomputer Displays,Graphics, and Animation
Bruce Artwick
Prentice Hall
ISBN 0-13-580226-1

Procedural Elements for Computer Graphics
David F. Rogers
McGraw Hill
ISBN 0-07-053534-5

Also, the Abacus 3d graphics book had a semi-coherant explanation
of clipping, and the code worked fairly well.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

2910. Re: What to buy next...

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 06:49:39 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Sep24.064939.794@elroy.jpl.nasa.gov>
Source record: 228740

In article <1991Sep23.175807.9179@cunixf.cc.columbia.edu> cmm1@cunixb.cc.columbia.edu (Christopher M Mauritz) writes:
>2 or 3 years ago (Hell, maybe even one!), I would have agreed with this.
>Atari was (and is to a lesser extent now) THE machine to own for MIDI
>use. The built in ports (but not MIDI thru) and a wealth of relatively
>inexpensive software made it very attractive for this and many professionals
>use Ataris exclusively.

No separate port, but the MIDI Thru signal is available on the MIDI Out jack,
you just need a (sigh) non-standard cable to split them out.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

2911. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 08:26:57 UTC
From: rosenkra@convex.com
Message-ID: <1991Sep24.082657.3958@convex.com>
Source record: 228745

In article <1991Sep24.013700.12155@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>Well Bill why not give LZH201E a try, it is Now in English, well the one
>that I have is, but then it come from Thomas Quester, you could even
>find that there is no need for all your Lharcs programs as this supports
>all of the lh formats, and that the bugs that you state could have been fixed,
>don't you make mistakes..

i WILL try it (in fact i think i already have it). however, you did not listen to what i said. what happens to lzh files on the ST is almost irrelevant. i am pretty certain i have enuf versions of lharc to tackle just about any lzh file :-(. however, i do not think there is a single lharc that runs on unix, VMS, MSDOS, PICK (pick?), well, you get the idea. i want my cake and i want to eat it, too. so do many others. that is why we bitch and moan about lharc (not only here, either). there is no standard. period. until there is, i don't want anything to do with it. nor will i use an archiver that does not come with source code. i may not always have an ST and in that case, i want to be able to get at the 100's of MB of files i have on floppies. that means i need to be able to port an archiver to the next platform. lharc may die when the next whiz-bang compressor comes along. personally, i think it did already. i.e. zoo 2.1.

on the other hand, zoo and arc (and even zip) are centrally supported by people that talk to each other. and one person/group generally controls the format of the files, the methods, etc. everything except the implementation itself. even that is done rationally so there is (more or less) ONE set of sources to muck with, not n sets per platform. and a set of rules one must follow to (legally) call it "zoo" or "arc" or "zip" when one ports it to a new platform. read the porting rules for zoo, for example. rahul dhesi knows what he is doing (he developed zoo).

i hope you can understand the huge difference between being able to unarc a file on the ST and being able to arc/unarc it ANYWHERE. THAT is the issue.

>There is a PC version of lh5 that I have seen, may be some one could
>port that,?.

maybe, but only if it is in C. i don't have the stomache for it. i would appreciate TQ's work far more if he would start from this version (say) and keep it in C. to be fair, he probably started on lharc way back when if first appeared (maybe 12-18 months ago). it is not his fault we have this mess. tho the original post (to comp.sources.unix, i think?) was in C. he broke the rules by reprogramming in assembler. further, he has never posted source, so far as i can tell.

>May be Thomas is not into hands off programing, ala C Lang'uage, I am
>a bit that way myself being of a Engineering background.

just what exactly do you mean by "hands off programming"? i suppose
since something is not written in assembler, the programmer is an novice?
actually, i think you have to know lots more to program in C just because
of the rather large runtime library you have to know inside out.

i got news for you (yet again): the entire unix OS (except for a tiny
fraction) is in C. that is 100's of MB of source. it would be totally
impossible to 1) maintain, and 2) port if it were assembler. and the only
reason it has succeeded so well is that it CAN be ported. i think
apollo wrote much of aegis in pascal, another "hands off" language.
and a fair amount of VMS is probably in fortran or bliss or some other
"hands off" language.

lharc is proabaly 0.05 MB of source by comparison. 1000's of times smaller.
you tell me which is more "hands on": controlling hardware directly from
device drivers written in C or taking a (small) C program, compiling
with -S (to get assembler source), then hacking it a bit for speed?
i am sure the latter is what TQ probably did (i would have).

once i wrote a prototype radar signal processor in a weekend (a 50 hour
weekend :-) in C. it would have taken at least a month in assembler and
it would have only run on one machine. choice of language by multilingual
programmers is never based on proficiency. it is always based on expediency
or other issues. many people (myself included, tho i hardly consider
myself all that proficient) can program in assembler. so what? C is capable
of just about anything you can do in assembler anyway, especially on the ST.
of the 100's of 1000's of lines of C i have written in the past few years on
the ST, i was only forced to write a few hundred lines in assembler for one
reason or another. and optimizing compilers can often generate code that
runs nearly as fast as assembler. there is little reason to write in
assembler except when every cycle counts like in (parts of) real time
systems. on the ST that translates to games.

hey, roger...stick to engineering (please!). besides, REAL programmers
wire wrap chips together...:-). only pansies TYPE their programs...

enuf of this. i think i made my points. i am just waiting for an FTP of
8 MB of kerberos to finish...oh...there it is. bye-bye...

-bill
rosenkra@convex.com
(ex-civil engineer)

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2912. Re: Printing with Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 09:04:08 UTC
From: kawakami@monsoon.Berkeley.EDU
Message-ID: <43336@ucbvax.BERKELEY.EDU>
Source record: 228742

In article <16484@goofy.Apple.COM> jenkinsj@apple.com (John H. Jenkins) writes:
>I have an ST with Spectre GCR hooked up to a Panasonic 1091 printer. What
>is the best and/or cheapest way to get the Spectre to print?
>
>Standard apologies for asking a possible frequently-asked-question.
>
>John H. Jenkins
>jenkinsj@apple.com

I haven't seen this question asked in a while....

One name comes up often, GDT Softworks. I have no experience with them,
but everyone who has dealt with them says nice things about them. They
probably have a driver.

There's Epstart, Printworks, and probably a few more companies which have
discontinued their drivers or gone out of business.

But the one I liked the best was a PD offering. It seemed to be a later
incarnation of Printworks. It did the whole "darker printing" thing
right.

I got it off a server somewhere, I think it was at Stanford.

John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

2913. Re: SMALL Editor ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 12:29:16 UTC
From: fvlarsen@solan.unit.no
Message-ID: <1991Sep24.122916.22162@ugle.unit.no>
Source record: 228746

I seem to remeber a 12k editor on one of the St User cover disks.
I may be able to uuencode it and post it to binaries, if someone are interested...

(I do not remeber where I have put it, but I has got to be somewhere

-fvlarsen@solan.unit.no

2914. Re: Rap/Dance - Atari

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 12:39:02 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <RN4R91w164w@ersys.edmonton.ab.ca>
Source record: 228748

trag@pnet01.cts.com (Jim Trageser) writes:

> cjherborth@rose.waterloo.edu (Chris Herborth) writes:
> >In article <plmn1bk@rpi.edu> dinsmm@aix.rpi.edu (Michael John Dinsmore) writ
> >}
> >} I am a member of our college radio station, WRPI at Rensselaer Polytechnic
> >}Institute and I noticed a Rap/Dance cd there that might be of interest to
> >}the Atari community. A group called "KLF" which is played on the radio
> >}often if you are listing to that type of music - usually a song called
> >}"3 am eternal" has written in the cover that they use an Atari ST. Nice
> >}song.
> >} Thought you might be interested.
> >
> >Last I heard, Mick Fleetword was using an ST, and Tangerine Dream had
> >13 of them...
>
>
> B.B. King was using an ST a few years ago. I'm unsure if he still is.
>
> UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!trag
> ARPA: crash!pnet01!trag@nosc.mil
> INET: trag@pnet01.cts.com

While we are adding to the list, the Arsenio Hall Show uses an Atari
laptop (I couldn't read the name of the machine because the Atari logo
and the word ATARI was written in big white letters below the amber
screen.)

I also saw an Atari Mega ST in a commercial for some cosmetic or simillar
product.

Anyone else have something to add?

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>

<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

2915. Amiga IFF sounds -> .snd -format ???

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 13:01:32 UTC
From: Frank.Moehle@arbi.informatik.uni-oldenburg.de
Message-ID: <7064@uniol.UUCP>
Source record: 228744

"Hello world. /n"

How can I convert Amiga (IFF) sounds to the .snd - format used by "play" ?

I Tried to load the so-called "raw data" into digiedit and convert it,
but i only ended up with a hard-to-understand-and-very-noisy sample.

Does anybody know how to do it or where to ftp a program that does it ?

searching,
Frank
--
==
Nick : Lateman | I may be late,
Real : Frank Moehle, Oldenburg, West Germany | but I'm worth
Inhouse : faramir!moesel | waiting for.
EARN/BITNET: 025881@DOLUNI1 UUCP: moehle@uniol +-----------------
DOMAIN : Frank.Moehle@arbi.informatik.uni-oldenburg.de
----------------------------->Fascinating.<-------------------------------
a fool with a tool is still a fool

2916. Re: Mega/STE Screen Shifting

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 13:54:35 UTC
From: micro@imada.ou.dk
Message-ID: <1991Sep24.135435.6167@imada.ou.dk>
Source record: 228749

larserio@IFI.UIO.NO (LarsErikOsterud) writes:
>Errors on DMA-sound and video on MEGA STE - HOW WE FIXED IT !
[...]

>(I still would like Atari Corp to give some official information on
> this. It's not "ONLY YOUR MACHINE" anymore. It's quite a few...)

I heard from a dealer (who had had MEGAs with the problem) that Atari
(scandinavia) was well aware of the problem --- and that it was fixed.
No of new megas the dealer got had this problem. This was around a
month ago.

-Klaus

2917. Re: ST Magazines (was Re: More Lies From Atari?)

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 14:02:59 UTC
From: micro@imada.ou.dk
Message-ID: <1991Sep24.140259.6234@imada.ou.dk>
Source record: 228750

carter@cae.wisc.edu (Gregory Carter) writes:
>They would probably look a bit more professional looking if they
>would simply dump the crappy ST DTP software they use to make the
>mag with. PM 4.0/MS WORD 4.0 make a great combination and a
>much more capable feature list to make DTP easier and more fun to do.

I don't know what you are talking about, but some of the best looking
ST mags is produced on an ST. The list includes german TOS and the
the brand new danish ST mag 'STT forum'. There is also the DMC show-off
mag. 'Cicero' (??) which started as a seperate mag, but it is now given
away with ST-magazin.

All these mags. are produced on ST/TT with calamus and then photoset.

-Klaus

2918. Re: Amiga IFF sounds -> .snd -format ???

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 16:25:46 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1991Sep24.162546.3232@usenet.ins.cwru.edu>
Source record: 228739

In a previous article, Frank.Moehle@arbi.informatik.uni-oldenburg.de (Frank Moehle) says:

>"Hello world. /n"
>
>How can I convert Amiga (IFF) sounds to the .snd - format used by "play" ?
>
>I Tried to load the so-called "raw data" into digiedit and convert it,
>but i only ended up with a hard-to-understand-and-very-noisy sample.
>
>Does anybody know how to do it or where to ftp a program that does it ?
>
>searching,
> Frank
>--
>
You need a copy of "Babel". I don't remember what magazine put it out.
Otherwise you can use DigiComposer and load a sample in as "Amiga" and
save it as Atari.

BTW, you can get Digicomposer on atari.archive.umich.edu.
I dunno if they also have babel;I doubt it.
--
Just on the border of your waking mind, there lies another time, where darkness
and light are one. And as you tread the halls of sanity, you feel so glad to be
unable to go beyond. I have a message from another time..... - ELO: "Prologue
from the "Time" album -- Daicon IV Opening Animation gpinzone@george.poly.ed

2919. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 17:09:51 UTC
From: apalmer@pyrtech.pyramid.com
Message-ID: <170679@pyramid.pyramid.com>
Source record: 228601

In article <VqRq93w164w@cellar.UUCP> darling@cellar.UUCP (Thomas Darling) writes:
>cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>
>> I've been seeing several posts like this each day for people selling
>> their STs. I would be curious to know if the majority of these people
>> are upgrading or jumping ship altogether.
>
>I sold mine and bought a TT. No regrets.
>

I also sold mine and bought a TT. I'm very happy with the TT.

al palmer

2920. Don't post FORSALE to the tech group (was Re: Atari ST System for Sale)

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 17:59:34 UTC
From: steve@thelake.mn.org
Message-ID: <A1735464760@thelake.mn.org>
Source record: 228602

```
There have been half a dozen FOR SALE items posted recently with
comp.sys.atari.st.tech included in the Newsgroups: line.
^^^^^
Don't. The charter of the newsgroup specifically forbids it. The tech
newsgroup was established for discussing technical issues and programming,
and for no other purpose.

misc.forsale.computers and comp.sys.atari.st are sufficient for selling
items.

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)
```

2921. Re: ARJ? K.I.S.S.!

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 18:01:54 UTC
From: kbad@atari.UUCP
Message-ID: <3079@atari.UUCP>
Source record: 228616

rosenkra@convex.com (William Rosenkranz) writes:
[a lot of stuff about how programming is more productive from a CLI,
[and about how we want to take his CLI away from him.

Just as you aren't saying don't make ARJ use from the desktop impossible
(wow, TRIPLE negative! My 8th grade English teacher would be shocked),
I'm saying PLEASE include a GEM UI in ARJ *along with the command line
options*.

Nobody wants to take your CLI away from you, nor do we want to force
you to use the desktop for programming. That is not the issue here.
The reason I posted my original request is that the number one
complaint about archive programs which I hear from users
(and yes, I listen to a lot of users, and not just here on Usenet, either)
is that these programs are way too hard to learn and use because of the
bewildering array of switches and options. A lot of users, you'd
probably be amazed to know how many, wonder what TTP programs are doing
in TOS in the first place.

Please, it's not that hard to make a program do double duty as a GEM
program with menus and windows and icons and as a CLI program with a
bewildering set of confusing switches that you have to look up every
time you want to use the program for something different.

I like to encourage programmers to make their programs easier for the
majority of users to use, because that makes the ST a better machine.
Obviously, with special purpose tools like programming tools, which
won't be used by most users, the user interface can be as nonexistent
as the programmers will put up with.

For a general-purpose tool like an archiver, it's important that a lot
of people will be able to use it by double clicking on its icon from
the desktop, looking up the options in the menus, performing familiar
operations in windows and dialogs. Graphical shells are nice as far
as they go, but that's just one more level of indirection, and one
more thing for the user to have to know (where did I put that archive
program, anyways...).

Keep it simple. Put it in one program, with an embedded resource
file, and make it work graphically from the desktop, or textually
from a shell.

Am I asking too much? I don't think so.
Do I want to have my cake and eat it as well? You bet I do.
--
||| Ken Badertscher (ames!atari!kbad)

```
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>
```

2922. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 18:06:54 UTC
From: kbad@atari.UUCP
Message-ID: <3080@atari.UUCP>
Source record: 228614

larserio@IFI.UIO.NO (LarsErikOsterud) writes:

|The reason we want ARC, ZMODEM, LHARC etc as TOS programs is that you can't
|use a GEM program inside lets say a BBS or an automatic comm-program

Wrong.
It's possible (and eminently desirable, if you ask me) to write programs
like this which work both textually from a command line and graphically
from the desktop. It's not even very hard.

Reading this thread, I'm wondering where this idea came from. Why is it
that y'all think that if a program uses GEM it's unthinkable for the
same program to work with arguments from a CLI?

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

2923. Calamus, PageStream, Clip-art, Chicago

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 20:22:11 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1991Sep24.202211.1215@watmath.waterloo.edu>
Source record: 228607

Does anyone have the Calamus SL demo and willing to upload it to atari.archive?

From Z*Net 91-40:
SOFT-LOGIK GIVING USER GROUPS PAGESTREAM
Atari user groups can get two copies of the desktop publisher PageStream 2.1, plus another demo copy for their library. The groups are urged to raffle one copy off, use the other for production of their newsletter, and offer the demo version for any member who wants to see more. A related program will offer discounts for user group members when they buy PageStream from dealers. The groups should send written requests to Soft-Logik, 11131 S. Towne Square, St. Louis, MO 63123.

I called them at 1-800-829-8608 (1-314-894-8608). The offer is available also to Canadian user groups and they request that you send them the current and previous issue of your club newsletter (plus put them on the mailing list).

Does anyone know of an FTP site with EPS clip-art? GEM? IMG? CVG?
Other clip-art? (I'm not interested in GIFs.)

Is anyone associated with the Chicago show on the net?
If so, I would like to know about confirmed exhibitors and seminars.
(How far is the mall with the mono-rail from the show? 8-)

Dani Roloson
KWEST
Kitchener-Waterloo Eight Sixteen Thirty-two Atari user group

2924. Re: Looking for STMIDIEX.LZH or MIDIEXCL.LZH!!!

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 22:17:36 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <6303.28df7330@miavx1.acs.muohio.edu>
Source record: 228605

In article <1991Sep24.005955.5825@sbcs.sunysb.edu>, mrose@csws9.ic.sunysb.edu (Michael Rose) writes:
> Also, does anyone know anything about WINXV13.LZH, also mentioned in
> ZNET #91-34. It supposedly lets you open up to 127 windows at once, instead
> of the limit of seven. Is it any good? Where can I find this too?
> Thanks a lot!!!

I download this from GEnie last week, and then I found out it doesn't run on anything but German TOS 1.4. (I've got US TOS 1.4, of course)

I can put it in atari.archive if any wants to look at it. (or maybe find a way to run it on US TOS 1.4 machines.)

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

2925. Re: ARJ? K.I.S.S.!

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 22:42:54 UTC
From: towns@atari.UUCP
Message-ID: <3082@atari.UUCP>
Source record: 228617

|[Super long discussion on the merits of CLIs for programming, etc.]

On the subject of ARJ port for the ST. I have a simple request:

- Either include the GEM interface as Ken Badertscher has asked
for (you know, CLI version that when it is run from the desktop
will present a GEM interface..)

or

- Make the source to your port available so that someone like myself
or Ken Badertscher can do the GEM version ourselves.

Last point.. Programmers use CLIs. Users don't. Well, Atari users don't
anyway :-)

-- John Townsend ames!atari!towns
Atari Corp. towns@atari.uucp

--

John Townsend ames!atari!towns
Atari Corporation
"I know I need something.. I just don't know what it is!"

2926. Re: Rap/Dance - Atari

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 22:45:33 UTC
From: darling@cellar.UUCP
Message-ID: <mqVs91w164w@cellar.UUCP>
Source record: 228612

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
> trag@pnet01.cts.com (Jim Trageser) writes:
> > cjherborth@rose.waterloo.edu (Chris Herborth) writes:
> > >In article <plmn1bk@rpi.edu> dinsmm@aix.rpi.edu (Michael John Dinsmore) wr
> > >}
> > >}A group called "KLF" [...] use an Atari ST.
> > >
> > >Last I heard, Mick Fleetword was using an ST, and Tangerine Dream had
> > >13 of them...
> >
> > B.B. King was using an ST a few years ago. I'm unsure if he still is.
>
> While we are adding to the list, the Arsenio Hall Show uses an Atari laptop
>
> Anyone else have something to add?

Yeah - that there are literally thousands of ST's in use by various music
professionals worldwide, and maiing an extended list is both pointless and
wasteful, so could we please stop it?

End of request.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

2927. Re: What to buy next...

Newsgroup: comp.sys.atari.st
Date: 1991-09-24 23:54:29 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <47683@cup.portal.com>
Source record: 228604

>The Atari has a specific niche in the market. It's not a big niche, but
>they're all alone in it.

>^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

2928. Looking for Colin Hunt

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 02:31:07 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <47692@cup.portal.com>
Source record: 228609

Colin, if you receive this, you can reply by E-Mail to this address...

(and now back to our regularly scheduled program)

BobR

2929. Re: Lost Boys Final Mega-Demo: Ohh Crickey, wot a Scorcher

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 03:36:43 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <9109250336.AA24403@cwns9.INS.CWRU.Edu>
Source record: 228610

> If you type in the name of the university Mankin goes to, you will get
> to the hidden screen where you will be able to enter the demos without
> flying the spacecraft.
>
> I found out about this by hitting the "RESET" button on the ST. There
> is a "reset" demo as well that gives the credits and greetings and
> tells you how to get to the hidden screen.

I found that if you don't touch anything for a while, it will go into
cheat mode by itself!

But I still can't find the Hidden screen!

--
Just on the border of your waking mind, there lies another time, where darkness
and light are one. And as you tread the halls of sanity, you feel so glad to be
unable to go beyond. I have a message from another time..... - ELO: "Prologue"
from the "Time" album -- Daicon IV Opening Animation gpinzone@george.poly.edu

2930. Re: What to buy next...

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 04:54:29 UTC
From: -Unknown-@fquest
Message-ID: <685815201.1@fquest.FidoNet.Org>
Source record: 228661

Organization: The Portal System (TM)
References: <1991Sep23.175807.9179@cunixf.cc.columbia.edu>
* Origin: Future Quest - USENET<=>Fidonet Gateway 512-451-0891 (1:19/23)

2931. Hey!!!

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 06:19:48 UTC
From: ninjam@csd4.csd.uwm.edu
Message-ID: <1991Sep25.061948.16914@uwm.edu>
Source record: 228611

Geeze!!!

Cant anyone describe all the different Atari's? And what makes each
one different?!?!

2932. Dest-top Pub?

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 08:09:03 UTC
From: dinsmm@aix.rpi.edu
Message-ID: <h1wn8qm@rpi.edu>
Source record: 228613

Hi.
I am looking for a PD or shareware desktop publishing program.
I think there is/was one called easytext, but I'm not sure. Am
I right and where can I find it? Thanks a lot for the help!

____ /\/\
\MD/ / \ike "You can twist perceptions, reality won't budge."
\/ dinsmm@rpi.edu - Neil Peart, RUSH

2933. CPX Information

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 11:13:22 UTC
From: <>
Message-ID: <1991Sep25.111322.13672@vaxc.aud.auc.dk>
Source record: 228628

This is my first attempt to post anything on the net. Please bear with me if you don't see this - and if you do bear with me anyway :-)

Where do I find information on CPX module programming? Are there any public information available or do you have to pay $300 or so to get the docs from Atari Corp?

If you know the answers to my problems please leave them here or even better mail me. Thanx!

2934. Re: What to buy next...

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 11:30:35 UTC
From: darling@cellar.UUCP
Message-ID: <o6uT95w164w@cellar.UUCP>
Source record: 228620

Bob_BobR_Retelle@cup.portal.com writes:

> A couple of years ago, I attended a live MIDI music concert as part of the
> Summer Arts Festival at the University of Michigan...
>
> During the introductory talks by members of the School of Music faculty,
> the word Atari was never even uttered.

Yeah. I went to the dreadful Berklee College of Music, which was the same deal. The reason is this: educational discounts. At Berklee we ended up with a LOT of utter crap - Macs, Performer, Kurzweil 250's (!) - because it was extremely cheap for the school.

So far, the ST has been the most appealing to the serious pro user. I guess Atari feels that since there's no competition there, they don't need to advertise. I don't agree with them.

> Yes, I know Atari "owns" the MIDI market... but someone seems to have
> forgotten to tell everyone else.

I've noticed that the U.S. is a bit behind the rest of the world in this respect. I wouldn't worry about it. I don't really care how many Ataris are sold as long as the user base remains large enough that the software houses keep developing for it, and the best MIDI software is still Atari-exclusive. So far, that has been the case, and it looks like it will stay that way.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

2935. How do I ENABLE Control-C? (was: How do I stop Control-C?)

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 11:38:48 UTC
From: wabe@ukc.ac.uk
Message-ID: <438@hobby.ukc.ac.uk>
Source record: 228618
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

apratt@atari.UUCP (Allan Pratt) writes:
>
>>
>> There's a third alternative: use Crawio(c) for output and Crawcin() for
>> input. These are GEMDOS functions, not BIOS functions, and as such are
>> redirectable and other stuff. The redirection doesn't actually work before
>> TOS 1.4 for some of the single-character I/O calls, but that's Yet Another
>> Good Reason To Upgrade.
>>

So - that's it! I've been puzzled why CNTRL-C does not work on my
Mega ST-4 when I give it as an input to Cconin() - whereas it DOES work if
I compile the SAME program on my STE (by the way I use MWC version 3.0.6).

However MWC's gets() function seems to respond correctly to CNTRL-C
on the older TOSes whereas my own "gets()" function (which uses Cconin())
does not - but is OK on the STE.

Sorry I missed the begining of this debate - but I would be obliged
if anyone could mail me if they know how to ENABLE CNTRL-C in response to
Cconin() (short of Allen Pratt's sledgehammer solution of upgrading the
TOS - or would he prefer I buy a new Mega STE?)

Sincerely, W. Alan B. Evans
[wabe@ukc.ac.uk]

2936. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 11:44:11 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1991Sep25.114411.28189@syma.sussex.ac.uk>
Source record: 228621

From article <1991Sep24.023402.1406@actrix.gen.nz>, by Roger.Sheppard@actrix.gen.nz (Roger Sheppard):
>
> You can now find all these Thomas Quester Programs on GEnie, as I
> uploaded them, LZH201_E.LZH, PFX_17E.LZH and AFX_12E.LZH.
>
> Note: they all come with English Doc's

Could some kind soul please upload these to atari.archive so that people without GEnie accounts can get them? Last time I looked (24th Sept.) the latest version of lharc was lzh201d, and that had helpfiles etc. in German.

Thanks,

Graham
--
Graham Thomas, SPRU, Mantell Building, Univ. of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: +44 273 685865

2937. Re: What to buy next...

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 12:49:44 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <LTyT91w164w@ersys.edmonton.ab.ca>
Source record: 228619

Bob_BobR_Retelle@cup.portal.com writes:

> >The Atari has a specific niche in the market. It's not a big niche, but
> >they're all alone in it.
>
>
> >^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

It's good to see that Atari is trying to continue to build its reputation as one of the foremost computers on the market for MIDI music.

BTW, if you wish to get a subscription to the MACE Newsletter, just send $10 US to:

Roy Barr, Editor
780 Dove Point Drive
Orangeburg, SC 29115

They also make mention that the CDAR505 will be shipped in September, and FSM GDOS will be shipped around Oct. 1 (I'll believe it when I see it!). Unfortunately for the CDAR505, "it won't even work on an ST machine as shipped. Instead of having the ACSI/DMA port and a SCSI port as announced, it will have only the 'pure SCSI' port that is the industry standard. It'll plug right into a TT or a MAC, or any computer that has a SCSI host adaptor. So ST owners will need to use an ICD or other host unit to access the CD player."

Greg Granger

< InterNet: ggranger@ersys.edmonton.ab.ca > "Gimme the strongest
< FoReMNet: Greg Granger @ 532 or Dark Knight @ 595 > thing you've got."
< Mail Adr: 5906-188 St. Edmonton, AB Canada T6M-2A9 >
< Phone : +1 403 481-0803 or +1 403 481-5110 > - Lt. Frank Drebin

2938. MEGA STE Screen Problem Solved??????

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 12:52:37 UTC
From: johnj@echo.philips.nl
Message-ID: <1991Sep25.125237.10390@echo.philips.nl>
Source record: 228625

I have been a happy ST user for years and I (still)
see the MEGA STE as a very good upgrade of it.

So, in May or June this year I bought my MEGA STE,
and the first thing i noticed was the screen
shifting problem. I reported it to the net.
I got a lot of 'me too' reactions.
So we all know that this is a general MEGA STE problem.

Thanks to LarsErik we all know all(?) the symptoms
and what the actual wrong chip is.

Now what did I do:

First I tried to convince my local dealer that it
indeed is a problem. Unfortunality, all MEGA STEs
he had in stock had the same screen shifting problem.

He called Atari in the Netherlands (called 'Atari Benelux')
and they denied the problem and said that it 'was the
software being not compatible with the new TOS'.
That was in June (I think).

Then summer came, stil working happy with my new MEGA STE
except for that screen shifting problem that shows up
in some programs.

In the end of August I visited the 'Atari Messe' in Dusseldorf
Germany, and to my suprise 'Atari Benelux' was there as well.
I talked about my problem and asked for a solution. We also
talked about the news on the net (as they knew the postings).
I spoke to Wilfred k. Kilwinger (support manager) and
he told me that they were having a meeting in Dusseldorf
with Atari USA to see what could be done to it. (they prefered
a low cost solution like adding caps instead of the costly
chip replacements).

A week later I did ring him to ask of the conclusion
of the meeting. He was very friendly and he told that indeed
there must have been a group of MEGA STE computers which did
have a wrong shifter chip.
An older chip which requires more extra components was placed
on boards which did require the newer chip (which shouldnot
need all these extra electronic components).
He promised me to send a new chip to my local dealer who
could replace it then.

I waited a week, but did not hear anything.
So I first rang my local dealer's technician, but he said
he had not received anything.

So I rang Atari again, but found out that Kilwinger had
left for holiday soon after our phone call (which could have
been the reason for not having sent the chip).
They first conected me to a technician which did not know
the problem at all, but later I was connected to a person
called Honnebeke (or alike). He did knew about the problem
and promised me to send the chip to my local dealer.

So last week, my local dealer had received the chip and I
brought my MEGA STE in. The technician was a fine chap and
I was there when he replaced the chip (after worktime!).
The first thing we looked for was if the chip was labeled
different. It was: one whole letter! That did look promising.

After a real hard work to get the chip out of the socket
(this took more then 20 minutes), he replaced the chip.
After closing the box, the MEGA STE was reconnected and
switched on. Now an application was started and there
it was... the screen shift problem still alive.

My MEGA STE is still not repaired!

So, after four months at least one step has been making
forward: Atari no longer denies the problem.

I hope that the next step will be a good replacement
for the chip.

My shifter chip was labeled:

9101 AMB
C301712-001
(c)ATARI 1990
-31 160608-1

The new one had 'ALB' instead of 'AMB' on the first line.

That's all for now.

john

I forget to say that all people of Atari were very friendly
and tried to be helpful. It is so sory that the problem
is still there.
--
John Janssen Email: johnj@echo.philips.nl
The Netherlands
Work: +31 40 756588 Atari Mega STE, MIDI, C-lab Notator and Unitor.
Home: +31 77 513177 Lattice C and many more.
--

--
John Janssen Email: johnj@echo.philips.nl
The Netherlands

2939. Re: BIG color

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 13:58:31 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Sep25.135831.3515@magnus.acs.ohio-state.edu>
Source record: 228622
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <17967@hydra.Helsinki.FI> luoto@cs.Helsinki.FI (Markku Luoto) writes
:
>Jambo netters,
>
>I'd like to get few facts & opinnions on following:
>
>Having a TT030/8 and considering buying a CALAMUS SL (you know 16.4 million co
l.
>
>-What choices do I have in monitors... I want a big one (at least 19")
>-How many coclors do they display ?
>-what kind of triks do they do to the TOS ? which of them CAL.SL supports ?
>- any hints, tips, or things to avoid ?
>
>-anything that's mental as anything or not will help !!!
>
>
>THANKS !
>
>
>

>>>
>>>>>>> " I'm completely operational & all my cicuits are functioning <<<<<<
>>>>>>> correctly...correc...corr...co...-! " : HAl9000 <<<<<<
>>>

Could answers to this be posted or forwarded to me, I might be interested
(really I want to go Mac, but what the heck, it never hurts to know...)

Oh, you should see CALAMUS SL with the ISAAC card, talk about beautiful!!! (I
got the demo from GEnie).

2940. GEM Font Inquire functions

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 13:58:55 UTC
From: <>
Message-ID: <1991Sep25.135855.14324@vaxc.aud.auc.dk>
Source record: 228630

I've been working on a new terminal program for the ST with the
following specs: GEM based, prog & acc, VT52/ANSI/+FULL+ VT100 with
VT220 subset (DEC compatible fonts included for most languages),
XYZmodem transfer, script files etc.

It will be released as a shareware offer when I've done with the initial
coding.

Currently Term/ST (as it is called) runs on mono ST's only (I wrote my
own screen I/O in the window - standard v_gtext() being is *much* to slow
for high speed modeming) but I expect it to run on most STs later on.
I'll probably make this an option, e.g. one could switch on a special
'compatibility mode' which would make Term/ST use only standard GDOS
fonts. Current I am stuck with an 8x14 font - these enables me to
emulate a 78x24 terminal, adequate for most VT100 editors.

Now, I have some problems which I hope some of you could help me with:

1) Where do I find the number of available fonts within the application?
Their names, ID's etc. - I'd like to present the user with a choice of
fonts to pick from.

2) How do I tell the correct font height (GEM will let me set strange
heights - which make the font appear smeared?!)

3) My application sees AC_CLOSE messages AFTER the desktop has been
taken over by a double clicked .PRG application. Am I doing something
wrong here - I thought AC_CLOSE messages was sent to .ACCs *before*
the Desktop was closed down?

Any help would be appreciated!

2941. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 14:23:15 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Sep25.142315.3977@magnus.acs.ohio-state.edu>
Source record: 228623

I'm (trying) to jump ship (sorry). I LOVE my Mega, I really do, but "power without the price" is dead. Also I run a DTP company, and need compatibility with "everyone else", which means Mac (but I do like the ST better, but gotta make money!).

2942. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 14:27:05 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Sep25.142705.4134@magnus.acs.ohio-state.edu>
Source record: 228624

In article <1991Sep23.171634.17869@crash.cts.com> trag@pnet01.cts.com (Jim Trag
eser) writes:
>>This begs the question, has anyone run it side by side with a TT? I would
>>be curious to see how it compares to Atari's 68030 box. If the speed is
>>comparable then users could save big $$$ by purchasing Dave Small's upgrade.
>
>It was faster than the TT on some applications, but not on others. Of course,
>the SST is (supposedly) 100 percent compatable with ST software, which the TT
>is not. As the GBS rep said, too, the TT and the SST are two different
>machines with different strengths which can't be measured by speed alone.
>
>But for pure number crunching, the SST looks pretty quick.
>
>UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!trag
>ARPA: crash!pnet01!trag@nosc.mil
>INET: trag@pnet01.cts.com

I just heard tale (from a generably reliable source), that Dave Small just
demonstrated a 50mhz version of the SST board. He said "the only thing Apple
has that is faster is thier CRAY." - Sounds pretty damn cool to me...

David Butler

2943. Re: Replacing the internal drive

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 14:57:02 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1991Sep25.145702.22290@d.cs.okstate.edu>
Source record: 228648

In article <21183@darkstar.ucsc.edu> chaos@ucscb.UCSC.EDU (60208000) writes:
>
>
> Is it possible to replace my flakey 1040 drive with a DS/DD 3.5" drive?

Yes indeed.... but be certain it's not the drive cable or something
flakey on the motherboard... (Can't be specific here... I don't know
what exactly goes wrong....) But a "standard drive" can be made to fit,
with case modifications, and sometimes a longer data/control cable.

There are recomendations as to what drives work best, the Toshiba
ND-352 I used worked great after I glued down a "Floppy Detect" switch
in the drive... (Be careful NOT to glue down the write protect detect
switch next to it...)

Other drives may be available that work great out of the box.
Also... watch for a need to twist the data cable.... pin 1 must go to pin 1,
even if you have to put a half twist in the cable... Seems that the
drive originally in my ST had an "inverted" connector on it. A half-twist
in the cable was neccessary with the ND-352.

jc
cummins@d.cs.okstate.edu

2944. Re: Is Fcopy PRO a demo or not

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 15:24:27 UTC
From: volker@edfd.uucp
Message-ID: <1991Sep25.152427.2591@edfd.uucp>
Source record: 228626

I heard rumours, that the DEMO of Fcopy PRO couldn't handle
double-sided (DS) disks, only single-sided were handled.

Maybe you try this....

-volker

--
Volker Schmidt | UUCP: volker@edfd.uucp
eckard-design GmbH |
Reesbergstrasse 1 | X400: c=de; admp=dbp; prmd=uni-giessen;
D-W-6400 Fulda 1 | ou=fhfd; s=schmidt; g=volker

2945. Moniterm VY1000 (1987 model) - attach to ST?

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 15:35:39 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1991Sep25.153539.12822@cs.wayne.edu>
Source record: 228629
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have access to a surplus VY1000 by Moniterm corp. This monitor
has the small D connector (RBG I believe). I wondered if this monitor
could be hooked up to the ST, as Moniterm builds ST-specific monitors.

--
Genie - P.HAGGOOD2 Internet -pbh@jake.cc.wayne.edu
PRODIGY - Not anymore, Jackson. Bitnet - phaggoo@waynest1
Phone - (313) 577-0669
Voice - "HEY, YOU WITH THE BAGGY PANTS!"

2946. Re: ARJ? K.I.S.S.!

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 16:18:12 UTC
From: rosenkra@convex.com
Message-ID: <1991Sep25.161812.25625@convex.com>
Source record: 228627

In article <3079@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>Just as you aren't saying don't make ARJ use from the desktop impossible
>(wow, TRIPLE negative! My 8th grade English teacher would be shocked),
>I'm saying PLEASE include a GEM UI in ARJ *along with the command line
>options*.

this is acceptable. however you should have been this precise in your
initial statement which prompted a rather self-centered response from
new zealand and later my vehement tirade :-).

i only see two problems here. first, burrying GEM code in a an application
making it "bisexual", if you will, makes it larger (obviously). bundling
the gem user interface for like programs (all archivers pretty much do
the same thing) in a separate shell seems like a better approach, though
it may make installation slightly more complicated. it is also easier to
tack on GEM support for new programs this way without having to reprogram
each code. the current gem shells are centrally maintained and thus offer
consistent user interfaces (less chance of confusion).

the other problem is that i fear gem code and the application will get
hopelessly intermingled making it impossible to port to non-GEM platforms.
that is assuming source is even distributed.

>Nobody wants to take your CLI away from you

what a relief!!!

>Please, it's not that hard to make a program do double duty as a GEM
>program with menus and windows and icons and as a CLI program with a
>bewildering set of confusing switches that you have to look up every
>time you want to use the program for something different.

i don't find this as a problem but then i CAN see how it would be for
some, maybe many end users. hence my recommendation for a shell.

>I like to encourage programmers to make their programs easier for the
>majority of users to use, because that makes the ST a better machine.

agreed. tho a "majority of users" encompasses a community beyond the ST,
especially for archivers.

also, IF atari plans on ever releasing some flavor of UNIX in the future,
it will be in your best interest to educate users on using CLIs anyway.
it could mean something as simple as an GEM based set of manpages and
better .ttp dialogs. i really don't see a way around CLI use in unix
at some point (i.e. sys admin). who knows, atari might suprise us :-).

>For a general-purpose tool like an archiver, it's important that a lot
>of people will be able to use it by double clicking on its icon from
>the desktop, looking up the options in the menus, performing familiar
>operations in windows and dialogs. Graphical shells are nice as far
>as they go, but that's just one more level of indirection, and one
>more thing for the user to have to know (where did I put that archive
>program, anyways...).

you have to draw the line somewhere. if your installation instructions
are sufficiently clear in the shell, this should not be a problem. most
GEM-only users have no idea what a PATH is so they tend to lump all their
tools in a few places. i know i did way back when i first got my ST. of
course i didn't go for long before i had a CLI (like maybe a week or 2).

>Keep it simple. Put it in one program, with an embedded resource
>file, and make it work graphically from the desktop, or textually
>from a shell.

again, i have no problem IFF the gem code can be totally compartmentalized
in one are. how about something like:

```
% cc -DBISEXUAL ...

#ifdef BISEXUAL
#include "gemmain.c" /* this MUST go before main() */
#endif /*BISEXUAL*/

main (int argc, char *argv[], char *env[])
{
/* "normal" main */
}

/* rest of the application here... any output should go to stdout
as usual */

#ifdef BISEXUAL
#include "gemcode.c" /* this goes at the bottom of the file */
#endif /*BISEXUAL*/
```

put this in gemmain.c:

```
/* this is the first function in the file, BEFORE original main */
main (int argc, char *argv[], char *env[])
{
if (argc < 1) /* or other appropriate test for GEMness */
gem_main ();
else
tos_main (argc, argv, env);
}

/* this will eliminate duplicate main() */
#define main tos_main
```

and have this in gemcode.c:

```
/* put gem-specific includes, globals, etc here...*/

gem_main()
{
/* gem main, including screen hold before exit */
appl_init();
...
appl_exit();
}

/* ALL other GEM code here... */
```

if i do "cc -UBISEXUAL -E ..." i should see the original application. keep tos_main() to be the original code's main program and keep gem_main totally separate. there are probably better ways, tho this should work reasonably well. this is quite "non-intrusive" (adding just 6 lines to a .ttp or .tos application).

comments, ken??? could this be a new standard programming practice? :-)

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2947. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 16:18:34 UTC
From: darius@isasun-1.edm.isac.ca
Message-ID: <1991Sep25.161834.3212@edm.isac.CA>
Source record: 228650

In article <1991Sep23.171634.17869@crash.cts.com> trag@pnet01.cts.com (Jim Trageser) writes:
>>This begs the question, has anyone run it side by side with a TT? I would
>>be curious to see how it compares to Atari's 68030 box. If the speed is
>>comparable then users could save big $$$ by purchasing Dave Small's upgrade.
>
>It was faster than the TT on some applications, but not on others. Of course,
>the SST is (supposedly) 100 percent compatable with ST software, which the TT
>is not. As the GBS rep said, too, the TT and the SST are two different
>machines with different strengths which can't be measured by speed alone.
>
>But for pure number crunching, the SST looks pretty quick.
>
>UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!trag
>ARPA: crash!pnet01!trag@nosc.mil
>INET: trag@pnet01.cts.com

What I'd be interested in seeing is MINIX running on an SST or TT.
Assuming someone has hacked MINIX to work on a 68030, and maybe even
tried implementing virtual memory, SST + MINIX would be a nice,
powerful, fast, cheap platform.
--
Darius S. Naqvi mail:darius@edm.isac.ca
ISA Corp. phone:(403) 420-8081
Edmonton, Alberta, Canada

2948. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 16:36:48 UTC
From: rosenkra@convex.com
Message-ID: <1991Sep25.163648.26716@convex.com>
Source record: 228631

In article <3080@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>larserio@IFI.UIO.NO (LarsErikOsterud) writes:
>|The reason we want ARC, ZMODEM, LHARC etc as TOS programs is that you can't
>|use a GEM program inside lets say a BBS or an automatic comm-program
>Wrong.
>It's possible (and eminently desirable, if you ask me) to write programs
>like this which work both textually from a command line and graphically
>from the desktop. It's not even very hard.

ken is of course correct. i am not sure i'd buy "eminently desirable" tho.
it is not desirable at all for me, personally.

>Reading this thread, I'm wondering where this idea came from. Why is it
>that y'all think that if a program uses GEM it's unthinkable for the
>same program to work with arguments from a CLI?

unfortunately it came from you. you should have defined "integrated GEM"
in your original post. now that we understand what u meant, it becomes
clear (and reasonably desirable :-). and i get some of the blame for
jumping to conclusions, i s'pose. i was just thinking of the ensuing mess
that would result if all archivers on the ST would become hopelessly
GEM-ized (only) with none of the provisions you point out here.

also, using alcyon, i have NEVER been able to get a gem program to read
args. the few times i tried i got bus errors. maybe the gemstart i wuz
using was hosed or maybe (no it couldn't be!) i made some grievous error.
it is certainly NOT documented in my dev kit (admittedly ancient - 1986).
anyway, i stopped trying. besides, i see the desktop so rarely (just when
i click on my CLI after a boot) i never pursued it any further.

i have officially abandoned alcyon. and i vow to try gcc on this matter...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2949. ARE THESE APPLICATIONS AVAILABLE?

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 18:14:29 UTC
From: Philip.Durgin@fquest
Message-ID: <685879636.0@fquest.FidoNet.Org>
Source record: 228668

Parts for the Atari computer and Atari related equipment can be purchased
through BEST Electronics in California. 1-408-243-6950

* Origin: Future Quest - USENET<=>Fidonet Gateway 512-451-0891 (1:19/23)

2950. MEMORY UPGRADES

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 18:33:22 UTC
From: Philip.Durgin@fquest
Message-ID: <685879636.1@fquest.FidoNet.Org>
Source record: 228667

The upgrade itself hard wires to the back side of the ST mother board, with shielded pads to keep lines going from the MMU and other chips from cross talking to each other. The upgrade requires you to have some soldering skills, but it will not crap out on you like the Aerco or E. Arthur Brown plug in types.

* Origin: Future Quest - USENET<=>Fidonet Gateway 512-451-0891 (1:19/23)

2951. Lost Boys Final Mega-Demo: Can't make it to run ...

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 18:49:49 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Sep25.184949.6114@informatik.uni-erlangen.de>
Source record: 228633

I've downloaded thie demo yesterday, and tried to run
(in color mode obviously 8-)). The loading screen was
shown. I hit a key to continue to the main demo and
my ST returned to the desktop and hang up 8-(((

I don't think I've done something wrong. I suppose it's
the wrong TOS version ...

BTW: I'm running TOS 2.05 with 4 Megs.

Any help?

Larry


```
+--------------------------------------+---------------------------------+
| lsmichae@faui43.uni-erlangen.de | | | | |
| Lars "Mr. GIF" Michael | | | | "Down with ATARI, |
| Graduate Student of Computer Science | / | \ Long live the ST !" |
| at University of Erlangen/Germany | / | \ |
+--------------------------------------+---------------------------------|
| Bones: "Damn it, Kirk, I'm a doctor, not a very good actor." |
+-------------------------------------------------------------------------+
```

2952. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 19:09:39 UTC
From: millert@cs.colorado.edu
Message-ID: <1991Sep25.190939.9850@colorado.edu>
Source record: 228635

In article <3080@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:

>It's possible (and eminently desirable, if you ask me) to write programs
>like this which work both textually from a command line and graphically
>from the desktop. It's not even very hard.
>
>Reading this thread, I'm wondering where this idea came from. Why is it
>that y'all think that if a program uses GEM it's unthinkable for the
>same program to work with arguments from a CLI?

If I remember correctly, STzip does what you are saying. If it is envoked with command line parameters it acts like a .tos prg. Otherwise you get a gem menu-based menu. The gem version of xyz sort of does this in that you can pass it parameters just as you would the tos-based one, but if there are no parameters you are presented with a gem menu. Of course, the display is gem-based in either case (ie: when it shows stats of the d/l or u/l)

Yes folks it can be done... :-)

- todd
--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

2953. Re: ARJ? K.I.S.S.!

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 19:13:58 UTC
From: steve@thelake.mn.org
Message-ID: <A1908217657@thelake.mn.org>
Source record: 228637

[In article <1991Sep25.161812.25625@convex.com>,
rosenkra@convex.com (William Rosenkranz) writes ...]

> i only see two problems here. first, burrying GEM code in a an application
> making it "bisexual", if you will, makes it larger (obviously). bundling

Not as much as you might think. A decent GEM interface for a simple utility can be built using a few AES library calls. Assuming you don't go hog-wild, a GEM interface need not bloat a program any more than using printf instead of fputs (a common source of code bloat). ZOOSHELL is currently 13991 bytes, but I'll bet that most of its functionality could be wedged into ZOO 2.1 without swelling it up more than 7 or 8K.

Any program with a reasonable structure (i.e., main is used as a top-level flow-control module) should be easy to GEM-ify by adding

```
if (argc == 0)
gem();
```

... at the top of main() and writing a separate GEM module that never returns.

> GEM-only users have no idea what a PATH is so they tend to lump all their
> tools in a few places. i know i did way back when i first got my ST. of

This is a good opener for my own tirade.

I'm griped no end by GEM applications that don't make the best use of the resources that are built into the system, including argument-passing, the environment (especially PATH), and the scrp_ functions. Part of this is Atari's damned fault for not providing a decent manual and environment-setting tools with the system. Part of it is just plain bullheadedness on the part of programmers who won't accept the idea of more than one way of doing things. If they write a mouse-controlled program, then by golly you'd better not have your coffee cup sitting on the mouse pad.

Let me give you an example: Aladdin. It's a wonderful program. It makes GEnie, the online system with the interface only its mother could love, into a pleasant experience. But it's needlessly crippled:

-- You can't communicate with it with command arguments. It has a great script language for automating your sessions, but you have to run it manually because you have to point and click to start a script! This is monumentally silly, since argument-passing is so easy to add to a GEM program. I should be able to launch Aladdin from an event timer for unattended midnight sessions, or from a Gemini/Mupfel script for one-click mail retrieval.

-- It doesn't have enough sense to search for its own files. You have to
be logged into its directory to use it. Environment variables would
avoid this problem.

-- It can't support more than one user. Environment variables, again.

-- It saves cut/paste information to disk as a SCRAP.TXT file, but it
does NOT use the GEM-supported scrp_read and scrp_write routines
to determine where to put the file. This means other programs
(text editors, Gemini, etc.) can't share information with Aladdin
unless they bend to meet Aladdin's usage. That's not right.

Another example is PageStream. It's a fine program and it does what
it's supposed to do, but why in the world doesn't it support arguments?

You ought to be able to install PageStream as a GEM application and
launch it automatically by double-clicking one of its documents (which,
by the way, should NOT be ID'd with the DOC extension that Soft Logik
selected). Hey, folks, this isn't some new GEM feature that came along
with the TT Desktop! ``Install Application'' has been around since the
original disk-based Mushroom TOS.

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)

2954. Midi Sequencer For Sale..

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 19:21:08 UTC
From: douglas@wpi.WPI.EDU
Message-ID: <1991Sep25.192108.12850@wpi.WPI.EDU>
Source record: 228634
Cross-posted to: rec.music.synth,rec.music.makers,comp.sys.atari.st

Greetings World..
FOR SALE: Passport Designs MASTER TRACKS PRO V-3.6
Complete with all documentation, updates.
Asking $175.00

I am the original owner so passport support is available.
As well as is the ability to upgrade now or in the future to the
Macintosh or IBM version.

Call: (508) 831-5237 (weekdays)
(508) 835-6772 (eves, weekends)
or reply via net. Ask for Doug.

-Thanks-

--
Douglas White douglas@wpi.wpi.edu
Dept. of Chem. Eng.
WPI

2955. Unnkulian Unventure II: The Secret of Acme (Now Available!)

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 19:36:22 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Sep25.193622.5166@wam.umd.edu>
Source record: 228632
Cross-posted to:
rec.games.misc,comp.sys.ibm.pc.misc,comp.sys.atari.st,comp.sys.mac.games,rec.games.programmer,rec.arts.int-fiction

(This will look REAL familiar to you Mac folks. But please read
the administrative notes at the end, even if you've already read
the prvevious UU2 announcement. Thanks.)

Unnkulian Unventure II: The Secret of Acme is now available! It's
now a year after the end of Unnkulian Unventure I, and the fame
you garnered by recovering the Orb of Studosity is fading fast.
You have to do something quick, or you'll fade away into permanent
non-entityhood! What happened to the Unnkulians? Why are Acme
products so bad? What is this cheez stuff, really? Your quest
will answer these questions and more!

Unnkulian Unventure II is now available for ftp from the following places:

PC version: msdos.archive.umich.edu: msdos/UPLOADS/uu2v101.zip
Mac version: mac.archive.umich.edu: mac/games/adventure/<long+obvious_name>
Atari version: atari.archive.umich.edu: atari/games/tads/uu2v10*.lzh

The version currently at atari.archive.umich.edu is v1.0, but it
should be updated to v1.01 (which is what the others are) soon.
The copy at msdos.archive.umich.edu will move to its proper home
in msdos/games at some point in the future.

Note to Amiga owners: Nope, there's no Amiga version. (Sorry.)
If you want an Amiga version, you'll have to convince Mike Roberts
(author of TADS, the system with which the Unnkulian series is
written) to make an Amiga version of TADS.

Unnkulian Unventure II is a direct sequel to Unnkulian Unventure I,
so it's advisable (but not required) to play Unventure I before
starting on II. Many things in II will be clearer (and funnier)
if you've played I. Unventure I can be found in the following places:

PC version: msdos.archive.umich.edu or garbo.uwasa.fi
Mac version: mac.archive.umich.edu or sumex-aim.stanford.edu
Atari version: atari.archive.umich.edu

Unnkulian Unventure II is shareware, $10, same as Unventure I. It
is, however, written by a different person (me). Parts III and IV
are in the works -- the message at the end of II is for real!

If you have any questions, problems, &c, please write. (Mac-specific
note should go to nebel@wam.umd.edu; I'll handle the PC and Atari
versions myself.) In particular, please report any bugs you find
so I can fix them before too many people encounter them. :)

ADMINISTRATIVE NOTE: Please post UU2 hint requests and other game discussion to REC.GAMES.MISC, not to rec.games.programmer, rec.arts.int-fiction, or the comp.sys.* groups. Since UU2 runs on three different machines, I think it'll be best to keep discussion all in one group.

[Thanks to Chris Nebel for writing most of the above in his post to comp.sys.mac.games. I've shamelessly borrowed his sterling prose.]

Dave Baggett
dmb@wam.umd.edu

2956. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 19:41:47 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <6327.28e0a02b@miavx1.acs.muohio.edu>
Source record: 228640

In article <1991Sep21.145149.24269@oz.plymouth.edu>, oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
> [A couple of different(?) questions about the SST board from GBS.]
> If I don't get a TT I'll be moving my STf into another case so that's
> not a problem. What I'd like to know is.....

(I'm currently moving mine to a PC case now, since my power supply blew
and I got a PC case with PS for free!!)

> 1. What does the SST do for monitors ? Will my stock mono SM124 work
> with it ? Or is there a way to use the slot(?) I heard mentioned
> (by someone) for a card for a "REAL" monitor ?

At the Windsor Atari show, Dave hinted at a graphics board for the slot,
but he didn't say anything specific.

> 3. What happens to the RAM in the ST ? Does the SST board use it for
> anything ??

Some programs will not be able to run in the SST ram and will have to
run in regular ST ram.

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

2957. Re: Rufus with Matrix M110 pos

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 19:42:00 UTC
From: Klaus_Guhr@bn.maus.de
Message-ID: <A48787@bn.maus.de>
Source record: 228507

blackbox @ pfunk.hanse.de am Sa, 14.09.91 06:55 in ATARI.ENG
(Michael Kistenmacher)

Hello Michael,

b>First of all, you should get TOS 1.04 and throw away your old TOS. Then
b>check out your version of Rufus to have 1.06 on your disks. Also, check
b>your GDOS. You say, you run "normal GDOS", do you mean that one from ATARI
b>or do you have AMCGDOS ? You should use AMCGDOS in Version 3.2 to run on
b>your ST. A friend of mine uses Rufus without GDOS, because he uses DAVI
^^^^^^
b>as monitor driver, which doesn't allow GDOS to be installed.

Allright - but what is DAVI?

Bye
Klaus

2958. Re: Rap/Dance - Atari

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 19:49:28 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <6328.28e0a1f8@miavx1.acs.muohio.edu>
Source record: 228636

In article <RN4R91w164w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
> Anyone else have something to add?

On the show "Growing Pains" on ABC, if there is a scene with computers in it, they usually use a Mega ST. (Last weeks episode had Carol moving into her dorm room, and she had a Mega ST set up on her desk.

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

2959. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 19:54:20 UTC
From: darling@cellar.UUCP
Message-ID: <0giu91w164w@cellar.UUCP>
Source record: 228655

dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:

> I'm (trying) to jump ship (sorry). I LOVE my Mega, I really do, but "power
> without the price" is dead. Also I run a DTP company, and need compatibility
> with "everyone else", which means Mac (but I do like the ST better, but gotta
> make money!).

A word of advice: Buying SPECTRE (Mac emulator) for your Mega will cost you a
couple hundred $. But buying a Mac will cost you a LOT more. If you really
do love your Mega, you owe it to yourself to check this option out.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

2960. Re: ARJ? K.I.S.S.!

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 19:56:19 UTC
From: Scott.Bigham@bbs.oit.unc.edu
Message-ID: <5966@beguine.oit.unc.edu>
Source record: 228638

In article <3079@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>Please, it's not that hard to make a program do double duty as a GEM
>program with menus and windows and icons and as a CLI program with a
>bewildering set of confusing switches that you have to look up every
>time you want to use the program for something different.
> [...]
>Keep it simple. Put it in one program, with an embedded resource
>file, and make it work graphically from the desktop, or textually
>from a shell.
>--
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari Corp. System Software Engine
> / | \ #include <disclaimer>

Okay, this begs the obvious question. How?

More specifically, how can my program determine whether it was called from the desktop (or Neodesk/Gemini/etc.) or from a CLI? A first idea might be to assume that if the program received no parameters, it was invoked from the desktop; this doesn't always wash, though (witness 'zoo' when called with no parameters).

Followups to .tech.

--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1991 Hacker Ltd. and cannot be
or 'R' to this as a last resort | copied or distributed without a
| Darn Good Reason.
--
The opinions expressed are not necessarily those of the University of North Carolina at Chapel Hill, the Campus Office for Information Technology, or the Experimental Bulletin Board Service.
internet: bbs.oit.unc.edu or 128.109.157.30

2961. Memory upgrade..

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 20:51:15 UTC
From: unknown@disk.uucp
Message-ID: <1991Sep25.205115.7435@disk.uucp>
Source record: 228639

I'm looking for a memory upgrade for my 520ST. I've got one of the
first models with TOS in ROM.. made in '85.. I want to upgrade to 2.5
meg as cheap as possible. Does anyone know of a place that will install
the memory reliably and warranty it for a reasonable time? I've heard
that memory chips are really cheap lately, so I figure now is the best
time to upgrade. I do NOT want the new tos included or anything. I think
Atari has to be crazy to come out with so many new TOS versions and expect
people to pay to upgrade and lose compatibility. Tos 1.0 and 1.2 must
have ten times the software available than the new TOS versions. And how
many TT's are in use in the US? Surely they make up WAY WAY WAY less than
1 percent of computers in use in the US. Getting a memory upgrade will
finally be my final upgrade to this ST, unless Atari starts changing
things fast.
Well, I was posting to check on memory upgrade prices, not to
complain.. If anyone can get me prices and names/numbers, please do.
Also, I'd appreciate if you could just mail them to me. Our newsfeed
isn't that reliable here.
--
____
Shawn Beltz :) :) :) The opinions expressed in this message are
unknown@disk.UUCP the opinions expressed in this message are
uunet!ukma!corpane!disk!unknown the opinions expressed in this message....

2962. Re: Flight Simulators wanted

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 22:21:34 UTC
From: techno@lime.in-berlin.de
Message-ID: <AA3UWUN@lime.in-berlin.de>
Source record: 228653

swood@vela.acs.oakland.edu (EVENSONG) writes:

[...]

>Also, I am interested in in any information that anyone may have about
>running a high resolution stick with a flight simulator on the ST...

Maybe you should look into 'Flight of the Intruder' by Spectrum Holobyte.
Not only is it of the same high quality as 'Falcon', but it allows the
use of many different controlers as well. Most of these I have never
heard of here in Germany, but it does include a RC for model planes.

Hope this helps,

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

2963. Re: More Lies From Atari?

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 22:42:19 UTC
From: techno@lime.in-berlin.de
Message-ID: <VA3UR5N@lime.in-berlin.de>
Source record: 228660

[...]

Well, the ST-BOOK is available here in Germany. I've seen one here
at my dealer two days ago.

Features:
1 MByte RAM, 40 MB HD, cost 4000.- DM
I/O: MIDI, DMA, parallel, serial, system bus, external mouse
built-in modem optional, external 1.44 MByte (!) 3.5" disk drive optional
10h battery life on optional accu pack, rechargeable inside 2h during mains
operation.

Personal optinion: I like the thing, esp. the screen and the VectorPad.

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

2964. Sound player for 11khz?

Newsgroup: comp.sys.atari.st
Date: 1991-09-25 23:57:55 UTC
From: bryanw@netcom.COM
Message-ID: <1991Sep25.235755.7595bryanw@netcom.COM>
Source record: 228652

I am looking for a sound player that will play samples at 11Khz. Anyone know of one?

--
Bryan Woodworth Mail: bryanw@netcom.COM
Netcom - Online Communication Services San Jose, CA

2965. Hard Drive Wanted

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 00:46:54 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91268.204654JJL101@psuvm.psu.edu>
Source record: 228657

Subject line says it all... reasonably priced hard drive wanted.
Talk to me if you have one....

J.J.
```
**********************************************************************
* * John J. Lehett * JJL101@PSUVM *
* J.J. * Penn State * *
* * Center for Academic Computing * JJL101@PSUVM.PSU.EDU *
**********************************************************************
* Atari ST's!, Games, Puzzles, Cryptos, Programming, Chaos Theory *
**********************************************************************
```

2966. *.tar.Z

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 03:32:52 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <3844@tamsun.TAMU.EDU>
Source record: 228647

In UNIX a tar.Z file is first uncompresses and then un-tared.
Some utilities do both of these for you.

Since I can't seem to get the tar.Z file uncompressed and un-tared and
then into and ARC, LZH, or ZOO file that my ST will read, I need to
get the ST utilities to uncompress and un-tar these files.

What do I need from the atari archive?

GNU-tar? some type of uncompress program? maybe a utility that does
them both?

Thanks
Mark Lehmann
tamuts.tamu.edu!n160ao

2967. Re: ST Magazines (was Re: More Lies From Atari?)

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 04:47:16 UTC
From: seitz@netcom.COM
Message-ID: <1991Sep26.044716.23689seitz@netcom.COM>
Source record: 228646

In article <1991Sep22.182344.11151@doug.cae.wisc.edu> carter@cae.wisc.edu (Gregory Carter) writes:
>
>Current Notes is a fine Mag. But its quite hard to get where I am.
>(Material or article content included is great, layout is crappy.)

Easy enough problem to solve. Subscribe! $27/year (10 issues)
CN Subscriptions
122 N. Johnson Rd.
Sterling, VA 22170
--
Matthew Seitz
seitz@netcom.com

2968. Re: ST Magazines (was Re: More Lies From Atari?)

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 05:04:35 UTC
From: seitz@netcom.COM
Message-ID: <1991Sep26.050435.25063seitz@netcom.COM>
Source record: 228651

In article <9469@cactus.org> covert@cactus.org (Richard Covert) writes:
>
>The rags you mentioned are the standard examples give by all
>Atari Apologists (AA) (TM by Covert)!! And while they are all
>good mags, they are NOT glossy nationally distributed mags which
>show up in the big bookstores. they are rags which you have to
>hunt to find. SO, novice Atarians wouldn't even know about them.
>

1) If they are "good mags", why do you call them "rags"? To me, "rag" implies
a poor magazine.

2) Personally, I'll take "good mags" over "glossy, nationally distributed mags"
any day of the week. As you point out later, many times the "glossy, nationally
distributed mags" are often little more than cheerleaders.

3) Well, if you were able to hunt enough to buy an Atari ST, I'd think finding
the magazines would be easy. Look on the shelves of the store where you bought
the computer.

Honestly, while I understand the desire for more widespread support for the ST,
I don't see it as a requirement. The ST works and works well, even if its not
advertised. There continues to be new, good software written for it, even if its
not by big name companies. And there continue to be good magazines, even if
they aren't full color glossies, and you can't find them at Walden Books.

Yes, the ST is a hobby computer, with a small cult following by DOS standards.
But that's a far cry from saying the ST is dead or dying. How many people out
there have ever heard of UseNet? How many slick magazines cover RN? But no one
suggests UseNet is dying. In fact, I'd say its booming.

I think there's still room for the ST to continue to live alongside the big
two (DOS and Mac) and alongside it's cousin the Amiga. You may have to look
a little harder to find support, but it's there.
--
Matthew Seitz
seitz@netcom.com

2969. Re: ST Magazines (was More Lies From Atari?)

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 05:06:48 UTC
From: seitz@netcom.COM
Message-ID: <1991Sep26.050648.25250seitz@netcom.COM>
Source record: 228658

In article <A2995525430@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>
>There's nothing wrong with the DTP software used to produce these
>magazines. The limiting factors are:
>
> -- The output devices. Typesetting a magazine on a 300dpi laser
> printer isn't going to yield professional-quality output
> regardless of the software used to place the text on the page.
> Some ST magazines (and ``fanzines'' is probably a good description)
> can't afford any better, sad to say.

Can't even afford to take the Postscript files down to the local printshop
for 600 dpi or 1200 dpi output before photocopying? I can't believe the
Atari magazines are hurting that badly.
--
Matthew Seitz
seitz@netcom.com

2970. Re: CPX Information

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 06:31:17 UTC
From: lahtinen@gideon.fmi.fi
Message-ID: <LAHTINEN.91Sep26083117@gideon.fmi.fi>
Source record: 228642

In ST-Computer Magazine there has been several articles about
CPX, but of course in German.
--
* *

Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi or
Finnish Meteorological Institute kimmo@field.fi
Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

2971. lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 06:45:25 UTC
From: rosenkra@convex.com
Message-ID: <1991Sep26.064525.15427@convex.com>
Source record: 228656

friends-

to help understand the claim that lharc is the best thing since sliced bread, and so much better than zoo 2.1, i ran some tests. this is a rather long post. if you think i am crazy, hit 'n' now. or put me in your kill file :-). if you have an open mind, read on for enlightenment...

summary: zoo 2.1 is just about as fast as lharc 2.01e and makes files about the same size.

rumors dispelled: using assembly language offers huge speed advantages over C in the problem domain of file archivers.

rumors confirmed: C programs compiled with GNU C offer significant advantages (read on...). C programs compiled with GNU C tend to be rather large executables.

tests: 1 archive of archives
2 archive of programs and their docs
3 test wildcard expansion and long command lines
4 handle ^C interrupt

i felt these sorts of tests were important to me. they may or may not be your cup of tea. in that case do your own tests (and report them to the rest of us). missing is a test of predominantly text files. also missing are tests of directory trees and very large files. i've spent far too much time on this already, just to prove a point.

test platform is mega4 (4 MB) 8 Mhz, TOS 1.2, using gulam CLI. environment included TMP=ramdisk and TEMP=ramdisk (i confirmed there was no use of hard disk by observing that no disk access lights went on).

all tests were done with files (executable, data files, and archives) in a 1.5MB ramdisk. this tends to eliminate the effect of partitions which are not empty, differences in drive seek rates, etc. knowing that zoo is sensitive to i/o, i wanted to factor out i/o from the test as much as i could. i did not want to clear an entire partition for this.

versions of each program were as follows:

lharc 2.01e (questor, Assemblerversion vom 14.07.1991)
zoo 2.1 (1991/07/14 22:39:26)

i would call this "equal" technology since the versions were realized on the same dates! zoo was compiled with GNU c (gcc) though i do not know which version. i confirmed this by both "printstk zoo.ttp" which did not fail, listing a reasonable stacksize (16k) and by "strings -10 zoo.ttp" which listed ascii strings that would appear if gcc was the compiler.

it also looks like zoo 2.1 was compiled with MiNT so that it could be
"backgrounded" in a multiprocessing environment. i could be way off base
here, however. i just spotted the string "MiNT" in the .ttp. i saw no
evidence that lharc was equally endowed. it also looks like zoo may support
UNIXMODE tho i don't use it myself. UNIXMODE allows configuration so that
forward slashes "/" can be used in file paths as well as backslash "\".
lharc does not appear to support this either. note that if needed, the
zoo program's stack could be increased with the fixstk utility offered
with GNU C. i do not know how lharc does its memory management nor whether
it would ever need stacksize adjustments. my guess is that memory is
either statically allocated with fixed size arrays or with GEMDOS Malloc.
i would know for sure if source was available. i am unable to ascertain
how much memory lharc Mallocs if it does do so. this can be important
in a multiprocessing environment like MiNT. if it Mallocs all memory,
then no other program could be started until lharc finishes.

commands used:

add files: lharc a lll <files> zoo ah zzz <files>
extract files: lharc x lll zoo -extract zzz
list archive: lharc v lll zoo -list zzz

gulam's time command was used to get the times which are all in seconds
unless otherwise noted.

---
test 1:

used these files for data (chosen at random):

-rw------- 1 u 39071 Sep 22 21:10 f1.zoo
-rw------- 1 u 69918 Jul 23 00:46 f2.zoo
-rw------- 1 u 2303 Sep 4 03:16 f3.h
-rw------- 1 u 74183 Sep 22 21:15 f4.zoo

lharc: add files:

this took 82 seconds to complete, resulting in a file of size 181588 bytes.

lharc: extract files:

this took 27 seconds. HOWEVER, the dates and times of the extracted files
were NOT correct. they were the current date and time NOT the times in
the archive:

-rw------- 1 u 39071 Sep 25 21:56 f1.zoo
-rw------- 1 u 69918 Sep 25 21:56 f2.zoo
-rw------- 1 u 2303 Sep 25 21:56 f3.h
-rw------- 1 u 74183 Sep 25 21:56 f4.zoo

lharc: list files:

LHarc 2.01e (c)Yoshi, Quester, 1988-90.(Assemblerversion vom 14.07.1991)

Listing of archive : 'LLL.LZH'

```
Name Original Packed Ratio Date Time Attr Type CRC
-------------- -------- -------- ------ -------- -------- ---- ----- ----
F1.ZOO
39071 37952 97.1% 91-09-22 21:10:22 ---w -lh5- 3386
F2.ZOO
69918 68195 97.5% 91-07-23 0:46:32 ---w -lh5- E91B
F3.H
2303 1127 48.9% 91-09-04 3:16:56 ---w -lh5- 0526
F4.ZOO
74183 74183 100.0% 91-09-22 21:15:04 ---w -lh0- FA5E
-------------- -------- -------- ------ -------- --------
4 files 185475 181457 97.8% 91-09-25 21:15:48
```

zoo21: add files:

this took 93 seconds to complete, resulting in a file of size 181865 bytes.

zoo21: extract files:

this took 25 seconds. the times and dates of extracted files were exactly correct (same dates and times as files in the archive).

zoo21: list files

```
Archive zzz.zoo:
Length CF Size Now Date Time
-------- --- -------- --------- --------
39071 3% 37954 22 Sep 91 21:10:22+64 3386 f1.zoo
69918 3% 68197 23 Jul 91 00:46:32+64 e91b f2.zoo
2303 51% 1129 4 Sep 91 03:16:56+64 0526 f3.h
74183 0% 74183 22 Sep 91 21:15:04+64 fa5e f4.zoo
-------- --- -------- --------- --------
185475 2% 181463 4 files
```

---

test 2:

used these files (from mint 0.8 distribution, this was in file f4.zoo in the test above, by the way, a "zoo ah" archive):

```
-rw------- 1 u 25636 Apr 17 23:40 bgacc.acc
-rw------- 1 u 2168 Apr 18 00:29 bgacc.doc
-rw------- 1 u 1189 Dec 9 23:05 gem.prg*
-rw------- 1 u 9871 Mar 16 18:12 init.doc
-rw------- 1 u 23586 Apr 5 23:18 init.prg*
-rw------- 1 u 651 Dec 15 00:15 init.rc
-rw------- 1 u 74125 Apr 18 00:19 mint.prg*
```

lharc: add files:

this took 63 seconds to complete, resulting in a file of size 73820 bytes.

lharc: extract files:

this took 23 seconds. again, dates were wrong:

```
-rw------- 1 u 25636 Sep 25 22:02 bgacc.acc
-rw------- 1 u 2168 Sep 25 22:02 bgacc.doc
-rw------- 1 u 1189 Sep 25 22:02 gem.prg*
-rw------- 1 u 9871 Sep 25 22:02 init.doc
-rw------- 1 u 23586 Sep 25 22:02 init.prg*
-rw------- 1 u 651 Sep 25 22:02 init.rc
-rw------- 1 u 73820 Sep 25 22:01 lll.lzh
-rw------- 1 u 74125 Sep 25 22:02 mint.prg*

lharc: list files:

LHarc 2.01e (c)Yoshi, Quester, 1988-90.(Assemblerversion vom 14.07.1991)

Listing of archive : 'LLL.LZH'

Name Original Packed Ratio Date Time Attr Type CRC
-------------- -------- -------- ------ -------- -------- ---- ----- ----
BGACC.ACC
25636 13854 54.0% 91-04-20 15:40:26 ---w -lh5- EAF8
BGACC.DOC
2168 1065 49.1% 91-04-20 16:29:00 ---w -lh5- BD8E
GEM.PRG
1189 866 72.8% 90-12-12 14:05:20 ---w -lh5- C714
INIT.DOC
9871 3961 40.1% 91-03-19 9:12:10 ---w -lh5- D569
INIT.PRG
23586 13558 57.5% 91-04-08 14:18:34 ---w -lh5- B325
INIT.RC
651 353 54.2% 90-12-17 15:15:46 ---w -lh5- 21B5
MINT.PRG
74125 39917 53.9% 91-04-20 16:19:22 ---w -lh5- 496E
-------------- -------- -------- ------ -------- --------
7 files 137226 73574 53.6% 91-09-25 22:23:24

zoo21: add files:

this took 74 seconds to complete, resulting in a file of size 74183 bytes.

zoo21: extract files:

this took 23 seconds. dates ok.

-rw------- 1 u 25636 Apr 20 15:40 bgacc.acc
-rw------- 1 u 2168 Apr 20 16:29 bgacc.doc
-rw------- 1 u 1189 Dec 12 14:05 gem.prg*
-rw------- 1 u 9871 Mar 19 09:12 init.doc
-rw------- 1 u 23586 Apr 8 14:18 init.prg*
-rw------- 1 u 651 Dec 17 15:15 init.rc
-rw------- 1 u 74125 Apr 20 16:19 mint.prg*
-rw------- 1 u 74183 Apr 18 00:29 zzz.zoo

zoo21: list files:

Archive zzz.zoo:
Length CF Size Now Date Time
```

```
-------- --- -------- --------- --------
25636 46% 13856 17 Apr 91 23:40:26+64 eaf8 bgacc.acc
2168 51% 1067 18 Apr 91 00:29:00+64 bd8e bgacc.doc
1189 27% 868 9 Dec 90 23:05:20+64 c714 gem.prg
9871 60% 3963 16 Mar 91 18:12:10+64 d569 init.doc
23586 43% 13560 5 Apr 91 22:18:34+64 b325 init.prg
651 45% 355 15 Dec 90 00:15:46+64 21b5 init.rc
74125 47% 39919 18 Apr 91 00:19:22+64 496e mint.prg
-------- --- -------- --------- --------
137226 47% 73588 7 files
```

---

test 3:

i made a dummy directory with enough files so that the command line length would be longer than 125 chars (which is what Pexec normally can handle). GNU C programs can exploit ARGV extended argument passing (which is sanctioned by atari). gulam can handle this as well with "setenv env_style mw" which i set.

files were:

```
xxxxxxxx.001 xxxxxxxx.004xxxxxxxx.007 xxxxxxxx.010 xxxxxxxx.013
xxxxxxxx.002 xxxxxxxx.005xxxxxxxx.008 xxxxxxxx.011 xxxxxxxx.014
xxxxxxxx.003 xxxxxxxx.006xxxxxxxx.009 xxxxxxxx.012 xxxxxxxx.015
```

with zoo i did:

```
zoo a zzz *
```

and

```
zoo a zzz '*'
```

both worked. that means zoo can handle long lists of file names and wildcards itself.

i tried:

```
lharc a lll *
```

and my system crashed! lharc does NOT handle extended args. and what's more it crashed my system! i did not want to reboot again so i did not test to see if it handles wildcards itself. this is TOTALLY unacceptable.

---

test 4:

i tested each program's ability to be interrupted. during archive creation, i issued a control-C to both. both stopped. however, lharc left a file behind "lharc.)2(" so it does not really handle signals. zoo does since it was compiled with GNU C library (another reason why it is better to use a compiler with a decent library). zoo cleaned up after itself.

---
recap:

create archive extract files comments
time size time

test 1 lharc 82 181588 27 extracted file dates wrong
zoo 93 181865 25

zoo/lharc ratio 1.13 1.0015 0.926

test 2 lharc 63 73820 23 extracted file dates wrong
zoo 74 74183 23

zoo/lharc ratio 1.17 1.0049 1.000

conclusions:

tho hardly an exhaustive test, nevertheless i suspect most tests will show similar results. i am also sure that someone can find an anomoly where either one kicks the pants of the other.

i draw these conclusions:

- lharc is no more "blindingly fast" than zoo 2.1. in fact for extraction it can be SLOWER. extraction is probably used more often by casual users. assembly language lharc is no more than 15% faster on average on compression and at best the same or slower on extraction as the "hands off" C of zoo. in fact given this problem domain (construct a system to compress and store files) it appears that C is an excellent choice over assembler. if lharc was 2 or 3 times faster i would alter this view. but 15% or less is just not enough to warrant the added inflexibility of assembler.

- lharc is not especially better at compressing files. i would hardly call less than 0.5% difference significant. in fact since you don't store bytes on disk, rather clusters, there may be no savings at all on average.

- zoo archives appear to be larger because of the headers are most likely larger for each file. if you examine the sizes of the compressed files, you will note that lharc is 2 bytes smaller than zoo, appearently independent of file size when lh5 compression is used.

- the size of the executables is significantly different. about 2x (lharc being the smaller). however, after packing with pfxpak, zoo is about 53k and lharc is about 28k. the difference is not that significant in a 16 MB partition. what i do find fascinating is that the executable for lharc is itself an archive! this is a really super hack. incidently pfxpak was written by the very same thomas questor who provides the lharc under scrutiny. (and thomas, i DID disassemble it, tho the crash in test 3 wiped it out since i had the source on the ramdisk. maybe you could mail

me the source now...:-). still, i generally dislike self extracting archives though this is a twist on that concept.

- lharc's not getting the dates and times of extracted files correct is unacceptable. PERIOD. if it can't get this correct, it is of no use to me. i need the timestamps preserved because i use tools which depend on the relative difference in timestamps between files (e.g. make and RCS). if this is a case of RTFM, then i will first say "yes, but..." and mention that getting the timestamp right should be the default behavior.

- lharc cannot handle long lists of files. and when you do give it such a list, it crashes the system. this is also nasty, unacceptable behavior. in contrast, zoo can handle extended args and wildcards with ease.

- the version of zoo sources i have can easily be ported to any system with POSIX library and an ANSI C compiler. this includes scores of systems from the PC and ST to supercomputers. lharc cannot (even if i did have the source) since it is written in assembler. note that all assemblers are different on the ST as well so that it might take significant effort to compile it with another assembler, even on the ST.

- tho cute and even helpful, the lharc "thermometer" that tracks progress with *'s messes up redirected output:

lharc a lll file >log

it should be disabled if !isatty(1). zoo has no problem at all with stdout redirection to files.

- nitpicking: zoo lists files one per line. it is easier to grep things out for more specialized uses (like making lists of all .c files with their statistics).

- there is one version of zoo 2.1 (that i know of) for ST, unix, and PC. i stopped counting the versions of lharc for the ST alone at about 6 or 8. there is only one author of zoo.

- zoo 2.1 can extract files from ANY zoo archive of equal or lesser version. older versions of zoo can list any zoo archive even if made with a newer version. if a newer version is needed to extract files, the older zoo tells you what version you need. zoo 2.1 will also (by default) make archives which older versions of zoo will extract. you have to ask for the high compression algorithm specifically with the "h" command modifier.

- i can take the zoo 2.1 archive up to a unix (or VMS) system and extract the archive with no effort. i do not have to track down a version which will extract it. the original version posted to the net (source code) works fine. i have tried unlzhing an lh5 archive on unix with LHarc for unix v1.02 with no luck. it complains

that it cannot extract this method. in this case someone is going to berate me saying "well, you should get this_and_such version and quit moaning". i would (naturally) respond with "so how often do i have to update lharc on unix to remain current? i already have 2 versions. how many more do i need? i only need one version of zoo 2.1!". if it is any consolation, at least 1.02 does not core dump when it finds this out (0.03 does, at least my port on a convex does).

- neither program has a particularly consistent set of commandline switches. after years of use, however, i am at least used to zoo. and neither program as-is offers any particular advantage over the other from the desktop from what i can see. i never use the desktop so don't take my word for this. zoo does expand wildcards in file lists. i did not test lharc, fearing another system crash.

- comp.binaries.ibm.pc has used and continues to use zoo as its primary archiver for posted programs. it also uses zip and the occasional lharc file as well, however. now that zoo 2.1 is out, i see the use of lharc waning there. zip is still used.

i would compliment thomas on a fairly good program, at least a good improvement over early lharcs on the ST. he has done significant work to try and eliminate the inconsistencies between lharc versions. however, i just don't see a huge advantage in using lharc now that zoo 2.1 is available. and not getting the timestamp correct on extraction is very bad indeed. is there a bug fix for this or am i missing somthing here? and not handling long lists of files and crashing when presented with such a list is beyond unacceptable. note that if he had used C instead of assembler, especially GNU c, some of these problems would have been taken care of by the library. as it stands, he has to do this himself. consider this "user feedback" when you plan the next upgrade, thomas.

i confess that i did not read the docs for lharc. as far as i know the questor version docs have always been in german up until 2.01e which i just got within the past 2 weeks. but then again i did not read the docs for zoo 2.1 either. the only change in zoo 2.1 has been the "h" modifier for high compression and the "a//" addition for recursive directory searches so there was no need to read anything. both of these new features were mentioned in the README file. the rest functions as it always did. nothing new to learn. i already knew how to use zoo since i have used it for at least 2+ years.

i claim no authority in the use of lharc. i just ran it as i would zoo or arc or lharc on unix (the version i have, at least) like the dumb user i am. if these results can be bettered, please let me know how.

also, i know of some optimizations for zoo which may not have been applied in the version i have (posted to comp.binaries.atari.st by steve grimm). i know the unix version with larger i/o buffers is significantly faster (at least 20% on a convex C210 with VME disks). if that is also true on

the ST, then the small speed advantage lharc has (only on compression, that is) over zoo goes away. and zoo 2.1 may be even faster than lharc on extraction in that case.

i note that the speed difference in both test cases is 11 seconds during archive creation. it might be possible that this is a constant. if so, then doubling the amount of work will lower the net speed advantage to under 10%.

also note that this version of zoo appeared within days of being posted to alt.sources. i am sure it has not been tuned in the slightest. and i hope it stays that way, so we don't end up with 50 versions of zoo.

it would also be nice to look at each program's i/o efficiency by controlled tests in cluttered hard disk partitions or on virgin-formatted floppies. i have not done that nor do i think it is worth the effort at this point. also each program's handling of directory trees should be tested. zoo 2.1 (on the ST only!) now has an improved method for doing recursive hierarchies (a//). the unix version still uses the "find . -print | zoo aI archive" method as far as i know. this is not possible with the ST without CLIs that support pipes. gulam (and the desktop) do not support pipes.

believe it or not i have tried to be impartial. and the benchmarking process is not alien to me, tho i would not consider this a very thorough test. that would require a better set of "calibrated" test files (these do exist). i did not look at a set of files that were predominantly text, eventhough this is one of my heaviest uses (source archives). however, the files i chose were probably more indicative of the casual user's needs (programs with docs, and other archives).

i try to look past speed and size alone. these are not highest on my priority list for archivers, though they are important. i remember the very early versions of lharc which took EXTREMELY long times to compress. maybe 3-5 times longer than arc or zoo. this lharc is among the best, if not the best version of lharc, but it is far from being the best archiver overall, In My Humble Opinion....

comments??? rebuffs??? name calling???

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2972. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 07:38:34 UTC
From: steve@thelake.mn.org
Message-ID: <A349247290@thelake.mn.org>
Source record: 228649

[In article <1991Sep25.163648.26716@convex.com>,
rosenkra@convex.com (William Rosenkranz) writes ...]

> also, using alcyon, i have NEVER been able to get a gem program to read
> args. the few times i tried i got bus errors. maybe the gemstart i wuz
> using was hosed or maybe (no it couldn't be!) i made some grievous error.

I'll bet the startup module you used doesn't support args, and you
were popping trash off the stack.

There's no real reason not to use the same startup module for both
GEM apps and straight .TOS/.TTP programs, unless you have some need
to save the few bytes required to parse the argument string into an
argv array.

Of course, the Alcyon GEM bindings might be missing some key
component (such as the crystal() function or the cntrl_cnts array for
the AES) that might be in the GEM startup file. If that's the case,
you'd need to add the relevant modules to the library. Ah, well,
Alcyon C is pretty well buried at this point anyway.

I've always used a single startup module for all Sozobon-compiled GEM
applications (except Desk Accessories, of course).

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)

2973. Re: *.tar.Z

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 07:47:30 UTC
From: steve@thelake.mn.org
Message-ID: <A367990586@thelake.mn.org>
Source record: 228644

[In article <3844@tamsun.TAMU.EDU>,
n160ao@tamuts.tamu.edu (Mark Lehmann) writes ...]

> In UNIX a tar.Z file is first uncompresses and then un-tared.
> Some utilities do both of these for you.
>
> Since I can't seem to get the tar.Z file uncompressed and un-tared and
> then into and ARC, LZH, or ZOO file that my ST will read, I need to
> get the ST utilities to uncompress and un-tar these files.
>
> What do I need from the atari archive?
>
> GNU-tar? some type of uncompress program? maybe a utility that does
> them both?

It works just like Unix. First you uncompress. Then you untar.

atari/archivers/ includes:

compress.arc 40 Unix style compress.
compress.ttp 37 Unarc'ed compress for use with sounds, magazines, etc.
compress.zoo 68 Newer release of compress. Actually, bammi's version.
sttar.arc 20 Tar for the ST, unix style.
sttarsrc.arc 19 ST Tar source.

By the way, I haven't gotten responses to my last couple of mailings to
bart; is there a problem?

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)

2974. Re: ST Magazines (was More Lies From Atari?)

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 07:50:00 UTC
From: steve@thelake.mn.org
Message-ID: <A373299002@thelake.mn.org>
Source record: 228643

[In article <1991Sep26.050648.25250seitz@netcom.COM>,
seitz@netcom.COM (Matthew Seitz) writes ...]

> In article <A2995525430@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>>
>>There's nothing wrong with the DTP software used to produce these
>>magazines. The limiting factors are:
>>
>> -- The output devices. Typesetting a magazine on a 300dpi laser
>> printer isn't going to yield professional-quality output
>> regardless of the software used to place the text on the page.
>> Some ST magazines (and ``fanzines'' is probably a good description)
>> can't afford any better, sad to say.
>
> Can't even afford to take the Postscript files down to the local printshop
> for 600 dpi or 1200 dpi output before photocopying? I can't believe the
> Atari magazines are hurting that badly.

That was the case with Current Notes last time I saw an issue. It may
be different now. AtariUser is composed on a decent imagesetter.

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)

2975. Re: Lost Boys Final Mega-Demo: Ohh Crickey, wot a Scorcher

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 08:54:51 UTC
From: stefan@spc.nl
Message-ID: <1991Sep26.085451.21646@spc.nl>
Source record: 228641

>But I still can't find the Hidden screen!

I hate to spoil your fun, but the hidden screen is actually not accessible from the main menu. It is there, but you need to do some serious hacking to get to it.

By the way, Tim (Manikin) is now working on a game that features the fractal routs from the main menu, and when it works out, it is going to be good fun.

Stefan Posthuma (Digital Insanity, Lost Boys)

2976. Re: Looking for STMIDIEX.LZH or MIDIEXCL.LZH!!! (and others)

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 10:09:54 UTC
From: piet@cs.ruu.nl
Message-ID: <1991Sep26.100954.10287@cs.ruu.nl>
Source record: 228645

Would somebody be so kind to upload these to atari.archive (or make them
available in some other way). I would also like to see the programs:

MMM20.LZH and 1ST_NOTE.ARC.

I can't afford to have Genie access from Europe!!
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

2977. Re: CPX Information

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 10:36:13 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep26.103613.25494@actrix.gen.nz>
Source record: 228654

In article <1991Sep25.111322.13672@vaxc.aud.auc.dk> soren@.vlsi.auc.dk (Soeren Michelsen) writes:
> This is my first attempt to post anything on the net. Please bear with
> me if you don't see this - and if you do bear with me anyway :-)
>
> Where do I find information on CPX module programming? Are there any
> public information available or do you have to pay $300 or so to get
> the docs from Atari Corp?
>
> If you know the answers to my problems please leave them here or
> even better mail me. Thanx!

No longer $300us, as they now have a Hackers version for some $125 or was it $150us..

It would be nice if Atari would post some real info on this..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2978. 6809 cross assembler

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 12:40:38 UTC
From: wvleeshh@wg.estec.nl
Message-ID: <1991Sep26.124038.8626@wg.estec.nl>
Source record: 228677

Anybody out there able to tell me if a crossassembler for 6809 exists and if so where can I find it?

Also the beast should be able to generate S1-S9 code.
Any help would be greatly appreciated!

2979. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 13:03:58 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Sep26.080358.12026@doug.cae.wisc.edu>
Source record: 228663

In article <0giu91w164w@cellar.UUCP> darling@cellar.UUCP (Thomas Darling) writes:
>dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:
>
>> I'm (trying) to jump ship (sorry). I LOVE my Mega, I really do, but "power
>> without the price" is dead. Also I run a DTP company, and need compatibility
>> with "everyone else", which means Mac (but I do like the ST better, but gotta
>> make money!).

Er, I just realized how much of dupe apple is pulling on people who buy
its hardware, after talking with my ECE Prof, he really put me straight
about just HOW BAD you get ripped off when you buy ANY Apple computer
hardware...

Wow, Sculley should be arrested, or maybe we should have mass education
programs that just say: "Apple Hardware...JUST SAY NO."

Folks, its the ripoff of the century, especially when Apple manufactures
IIFx motherboards for about $500 bucks a piece.

Ouch, goes the checkbook...

--Greg

PS: Check out Spectre GCR by Mr. Small...Suppport your local ATARI GOD,
BY GADGETS BY SMALL, and reap BIG REWARDS.

2980. Re: ST Magazines (was Re: More Lies From Atari?)

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 13:06:07 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Sep26.080608.12064@doug.cae.wisc.edu>
Source record: 228664

In article <1991Sep26.044716.23689seitz@netcom.COM> seitz@netcom.COM (Matthew Seitz) writes:
>In article <1991Sep22.182344.11151@doug.cae.wisc.edu> carter@cae.wisc.edu (Gregory Carter) writes:
>>
>>Current Notes is a fine Mag. But its quite hard to get where I am.
>>(Material or article content included is great, layout is crappy.)
>
>Easy enough problem to solve. Subscribe! $27/year (10 issues)
>CN Subscriptions
>122 N. Johnson Rd.
>Sterling, VA 22170
>--
> Matthew Seitz
> seitz@netcom.com

Thanks Matt, I just might do that.

--Greg

2981. Re: Problems upgrading to 4M (was SIMMS from a Mac SE into an ST?)

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 13:25:56 UTC
From: iam@stiatl.salestech.com
Message-ID: <1991Sep26.132556.6797@stiatl.salestech.com>
Source record: 228519

steve@thelake.mn.org (Steve Yelvington) writes:

>[In article <1991Sep21.030908.985@cs.sfu.ca>,
> wolfgang@cs.sfu.ca (Wolfgang Jung) writes ...]

> > My feeling of this is that you NEED (i never read you did) to remove or
> > at least deactivate the 256K Chips , which normaly reside in BANK 0
> > In the case you forgot that, the hardware gets into VERY big Trouble when
> > reading from the rams at an Address greater than 512K. If you leave the
> > HIGH Address line unconnected (MAD10 i think) the system reads and writes
> > into the same bytes, which shouldn't make any Problems.

>How do you do this (temporarily)? I have an old nearly-original 520 (with
>modulator, without floppy) that has a half-populated Tech Specialties
>piggyback board. I'd like to bring it up to 4MB, since chips are
>practically free these days, but to do so I need to disable bank 0. I'd
>like to do that without having to get a bunch of chips desoldered -- in
>case it doesn't work and I have to restore the original setup.

All I did on my original 1040 to disable the leftover bank was clip the
L1 inductor which provides power to the chips. Worked like a charm, and I
could always solder it back together if I felt it was necessary. (Although WHY
I might want to go back to 2.5 meg from 4 meg is way beyond me.

--
-------- ---- ---- -- | Ian Mercado: iam@salestech.com |
-- - - ----- -- | emory!slammer!stiatl!iam |
-- -------- -- ----- | |
-------- -- -- -- ---- | "I'd rather be flying." |

2982. Re: More Lies From Atari?

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 13:48:27 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1991Sep26.134827.17436@cunixf.cc.columbia.edu>
Source record: 228665

In article <VA3UR5N@lime.in-berlin.de> techno@lime.in-berlin.de (Techno) writes:
>[...]
>
>Well, the ST-BOOK is available here in Germany. I've seen one here
>at my dealer two days ago.
>
>Features:
>1 MByte RAM, 40 MB HD, cost 4000.- DM

$2300???? A bit steep, no?

>I/O: MIDI, DMA, parallel, serial, system bus, external mouse
>built-in modem optional, external 1.44 MByte (!) 3.5" disk drive optional
^^^^^^^^ ^^^^^^^^
>10h battery life on optional accu pack, rechargeable inside 2h during mains
^^^^^^^^
>operation.

So what is it like without all the OPTIONAL equipment and how much does
this OPTIONAL stuff add to the price.

Are they charging this much for a 68000 based machine or does this
critter use something with a little more horsepower?

>Personal optinion: I like the thing, esp. the screen and the VectorPad.

Personal opinion: I like the SPARC laptops that are coming out now. I can't
afford one, but I like them. :-)

Cheers,

Chris
--------------+--
Chris Mauritz |Homebrewing: The only hobby perfectly tailored for
| anal retentive alcoholics. :-)
--------------| (ripped off from someone on the net...)

2983. Re: *.tar.Z

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 13:49:41 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Sep26.134941.3987@informatik.uni-erlangen.de>
Source record: 228666

n160ao@tamuts.tamu.edu (Mark Lehmann) writes:

>In UNIX a tar.Z file is first uncompresses and then un-tared.
>Some utilities do both of these for you.

>Since I can't seem to get the tar.Z file uncompressed and un-tared and
>then into and ARC, LZH, or ZOO file that my ST will read, I need to
>get the ST utilities to uncompress and un-tar these files.

>What do I need from the atari archive?

> GNU-tar? some type of uncompress program? maybe a utility that does
> them both?

you can use STTAR and COMPRESS, both avaiable from the a.a. Do a
'compress -d ' for decompression and then a 'untar'. That should
do ...

Hope this helps,

Larry

+--+----------------------------------+
lsmichae@faui43.uni-erlangen.de				
Lars "Mr. GIF" Michael				"Down with ATARI,
Graduate Student of Computer Science	/	\ Long live the ST !"
at University of Erlangen/Germany	/	\
+--+----------------------------------|
Bones: "Damn it, Kirk, I'm a doctor, not a very good actor."
+---+

2984. Buying an ST

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 14:02:36 UTC
From: mbh@ecl.psu.edu
Message-ID: <1991Sep26.100236.2050@ecl.psu.edu>
Source record: 228669

```
If anyone is interested in purchasing a 520 ST computer, please contact
MIKE@ecl.psu.edu for more information
```

2985. C++ on the ST

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 14:44:50 UTC
From: mlutz@convex.COM
Message-ID: <1991Sep26.144450.10078@convex.com>
Source record: 228674

Sorry if this has been discussed before. What C++ systems are available for the Atari ST? I've heard of g++, but are there others? Thanks.

Mark Lutz
mlutz@convex.com

2986. Hebrew Fonts

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 15:10:07 UTC
From: jgj@ssd.csd.harris.com
Message-ID: <JGJ.91Sep26101007@rcx1.ssd.csd.harris.com>
Source record: 228662
Cross-posted to: comp.sys.atari.st,comp.fonts,comp.lang.postscript

I wish to thank the numerous people who responded to my posting looking for
a Hebrew Font. I found two sets of freely available ones:

> Date: Thu, 05 Sep 91 13:52:16 IST
> From: YOEL%BGUVM@TAUNIVM.TAU.AC.IL
> Organization: Ben-Gurion University, Beer-Sheva, Israel
> Subject: Re: Hebrew Font Wanted
> To: jgj@travis.csd.harris.com
>
> Hello. You can put Mac hebrew fonts from my FTP anonymous 132.72.20.2
> HEBFONT.HQX fonts
> HEBSYS.HQX Hebrew system 6.03
> RAVKTAV.HQX Hebrew editor
> Michael

and

> Date: Thu, 5 Sep 91 19:35:42 -0400
> From: brecher@husc.harvard.edu (Jonathan Brecher)
> To: jgj@travis.csd.harris.com (Jeff Jackson)
> In-Reply-To: jgj@ssd.csd.harris.com's message of 4 Sep 91 20:04:06 GMT
> Subject: Hebrew Font Wanted
>
> >Is there anywhere I can get a postscript Hebrew Font? PD would be nice
> >but $$$ are not out of the question. Thankx in advance
>
> Oh boy, time to toot my own horn!
> You can get my ShareWare Hebrew fonts from mac.archive.umich.edu in
> /mac/system.extensions/fonts/type.one.fonts.
>
> Look for the files ShalomOldStyle.hqx, ShalomStick.hqx and ShalomScript.hqx
> (or something similar). If you have any problems, drop me a line and I'll
> upload you some fresh copies.
> jonathan brecher

The first one didn't quite fit my needs because I needed full
pointing. The second I found after being better than half way through
designing my own. It has full pointing, though it does it with zero
sized characters with negative offsets (I think). My screen display
software doesn't something about it. I decided I would only be
satisfied if I did my own, so I am completing it.

Those of you who wanted one too, can get one of the above, or wait
till I am finished with mine and I'll email it to you. It will
consist of 12, 18, 24 and 36 pt screen fonts (For Monochrome Atari ST

PageStream), the FM (font metrics) and DMF (dot-matrix font) files as well as a Type-3 postscript file and the PSF file for interfacing it to PageStream. My big goal is for it to look good at 12pt on a puny 300dpi printer. I suspect the other two would look much better at 1200dpi.

The way I am handling the overstriking is kerning pairs. There are two character widths for the consonants. All the vowel points (except holem, which is special because it goes in the corner instead of the center), are the same size as the small consanants. "We" would be a waw with a seghol under it. For the large consonants, a pad character must be added after the vowel to make up for its smaller size, hence "Be=". For holem, there is both a small (o) and a large (O) one. It must be put after the character to its left (BOY) would put a Holem between Beth and Yodh. Holem-waw is "w".

I have the basic set done, but I am still not happy with Aleph and a couple others, plus I still discover an occassional bug in my kerning (lots of pairs).

--
==
Jeffrey Glen Jackson _|_Satan jeered, "You're dead meat Jesus, I'm gonna
jgj@ssd.csd.harris.com | bust you up tonight."
x5120 | Jesus said, "Go ahead, make my day."
~~~~~~~~~ -- Carman, "The Champion"
~~~~~~~~~

2987. Re: CPX Information

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 15:14:46 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1991Sep26.151446.21892@ugle.unit.no>
Source record: 228673

In article <1991Sep25.111322.13672@vaxc.aud.auc.dk>, soren@.vlsi.auc.dk (Soeren Michelsen) writes:
|> This is my first attempt to post anything on the net. Please bear with
|> me if you don't see this - and if you do bear with me anyway :-)
|>
|> Where do I find information on CPX module programming? Are there any
|> public information available or do you have to pay $300 or so to get
|> the docs from Atari Corp?
|>
|> If you know the answers to my problems please leave them here or
|> even better mail me. Thanx!

The german magazine, ST Computer, have published several long articles on the subject of CPX programming. The articles are of course written in german. :-(

Stig Vidar Hovland - stigvi@lise.unit.no

2988. Communication

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 15:25:53 UTC
From: univwa@sbuvax.rz.uni-sb.de
Message-ID: <13379@sbsvax.cs.uni-sb.de>
Source record: 228671
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi there,

I need some good advice. I'm looking for a software which fits my needs and
can do the following actions:

- dial the number of a subnet node until the host answers

- my mails which are there should be packed and downloaded

- separated newsgroups should be packed and downloaded

- close the connection

- distribute the downloaded files in the correspondent directories,
unpack them

- show me a protocol what was going on

The software must run on a Atari TT030/6 and a Supra Modem 2400 plus.
I would prefer PD or shareware.

Bernhard


```
*****************************************************************************
* *
* Dipl.Ing. Bernhard Stumpf | | | *
* / ___ / University of the Saarland | | | *
* /----. /__. -/- D-6600 Saarbruecken | | | *
* /____/ ___/ /_. / | \ *
* phone : ++49-681-302-41.43 / | \ *
* e-mail: bestu@sbuvax.rz.uni-sb.de / | \ *
* *
*****************************************************************************
```

2989. New sound file formats proposals

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 15:29:55 UTC
From: dba@jet.uk
Message-ID: <1991Sep26.152955.21311@jet.uk>
Source record: 228672

```
Hello atari neters

The recient posting to comp.sys.atari.st.binaries of nt_comp, a compiler
and module player program, included a wish by Klaus Pedersen for a new
format for sound files.

To open a discussion on this possibility.

The following is my personal wish list:
1. 8 channels with pan, fade etc on each channel
2. Quadraphonic output on STE with cartridge (MV16, Microdeal REPLAY etc )
3. Ability to mix or modify 8,12 and 16 bit samples
4. Change of frequency of samples 50KHZ, 44.1KHZ, etc

My proposals are:-

Proposal 1.
>The module file (*.MOD) is currently build this way :
>
>typedef struct
> { char mod_name[20];
> INST insts[31]; /* or 15 if a old module */
> char info[2]; /* info about repeat and nr of patterns */
> char seq[128]; /* the sequence table for the patterns */
> long id = 'M.K.' /* tells that this is a 31 voice module.*/
> PATT patts[n];
> char insts[m]; /* the samples for each instrument. */
> } MOD_FILE

I propose the following file format for ST soundModule files
(extension .STM):

typedef struct
{ LONG magic; /* magic number 'STM ' */
long version = 1; /* version number 1 */
char mod_name[20];
NINST insts[31]; /* could be 64 instruments ???? */
char info[2]; /* info about repeat and nr of patterns */
char seq[128]; /* the sequence table for the patterns */
NPATT patts[n];
char insts[m]; /* the samples for each instrument. */
} STM_FILE

Proposal 2.

>An Instrument is currently declared in a 30 byte descriptor:
>
```

```
>typedef struct
> { char name[22];
> UWORD length; /* offset to image of next instrument */
> UWORD volume;
> UWORD transient_p;
> UWORD loop_p;
> } INST
```

I propose an Instrument be declared in a 32 byte descriptor:

```
typedef struct
{ char name[22];
UWORD length; /* offset to image of next instrument */
UWORD volume;
UWORD transient_p;
UWORD loop_p;
word bit_per_samp; /* number of bits per sample 8,12,14 or 16
negative numbers for signed values
ie -8 signed 8 bit samples
12 unsigned 12 bit samples */
} NINST
```

This would allow easy conversion of sampled instruments and allow a full
16 bit or greater sample to be stored.

Proposal 3.

```
>Currently each entry in pattern holds information on all 4 channels. The
>information for each channel is held in one 32 bit word. (each entry
>is then 16 bytes long). The information has been put in entry this
>way:
>
> + + + + +
> xxx-i-xx-fffffffff-iiii-cccc-pppppppp *
> | | | | \______ parameter to command
> | | | \_____________ command
> | | \__________________ instrument (lsb's)
> | \____________________________ frequency (0-$400)
> \_____________________________________ msb of instrument nr.
> - the bits in a pattern entry.
>
>typedef long PAT_ENT; /* look about */
>
>typedef struct
> { PAT_ENT chanl0; /* NO way to make independent tracks! */
> PAT_ENT chanl1;
> PAT_ENT chanl2;
> PAT_ENT chanl3;
> } PATT;
```

I propose:

```
typedef struct
{ PAT_ENT chanl0; /* NO way to make independent tracks! */
PAT_ENT chanl1;
PAT_ENT chanl2;
PAT_ENT chanl3;
PAT_ENT chanl4;
PAT_ENT chanl5;
PAT_ENT chanl6;
PAT_ENT chanl7;
} NPATT;
```

>This is the reason I think that we should find a new format. I have a
>simple text based music language in mind. I should be possible to
>make small loops, for easy and trouble free rhythm tracks. And it
>should be possible to convert modules to this (more general)
>"language"...

This doesn't solve the above problem

>There are 3 ways to contact me:
>
>SNAIL MAIL EMAIL VOICE PHONE
>Klaus Pedersen micro@imada.dk 66 15 58 79
>Nyborgvej 217 4.TH. (from Denmark)
>DK-5220 Odense S2
>Denmark.

and me

SNAIL MAIL EMAIL VOICE PHONE
Dennis Armstrong dba@jet.uk +44 235 528822 EX4871
150 Barnston Rd
Barnston
Heswall
L61 1BZ
UK

--

```
__. .__________________________. ._____________________________________________
__| |___. .__. ._____. .____| |_____________________________________________
| | | | | | Dennis Armstrong, CODAS division
| | | |___. | | Joint European Torus
| | | :___| | | Abingdon, Oxfordshire, UK
| | | | | | Tel 0235 528822 Ex 4871
|~__' : | `---. | | dba@jet.uk
~------~ +------+ +--+
```

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2990. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 15:59:41 UTC
From: piet@cs.ruu.nl
Message-ID: <1991Sep26.155941.18972@cs.ruu.nl>
Source record: 228678

>>>>> steve@thelake.mn.org (Steve Yelvington) (SY) writes:

SY> I've always used a single startup module for all Sozobon-compiled GEM
SY> applications (except Desk Accessories, of course).
^^^^^^^^^
Not "of course". You can have a startup module that also deals with desk
accessories correctly (although I don't know if that uses undocumented
features, so it might not be legal).
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

2991. Upgrade - TOS => How?

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 15:59:58 UTC
From: dinsmm@aix.rpi.edu
Message-ID: <v_yn7!f@rpi.edu>
Source record: 228670

I recently got a program that found out what version of TOS that I am using. I never bothered looking for it until now, and I found out that I have TOS v1.0 . Now, what can I do to upgrade this? My TOS is in ROM so will I have to buy a new chip, and if I do, where can I buy it?

Another question. I have seen a program called Icone, that is supposed to make icons for you, but I can;t get it to run. Anyone know how to use this program?

Thanks.

```
____ /\/\
\MD/ / \ike "You can twist perceptions, reality won't budge."
\/ dinsmm@rpi.edu - Neil Peart, RUSH
```

2992. TDI Modula2 News & Questions.

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 16:15:36 UTC
From: chevalet@imag.fr
Message-ID: <26182@imag.imag.fr>
Source record: 228680
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello atariens !

A friend and I are programming in Modula2 with the
good old TDI compiler.
We were tired of using the m2desk and he has rewritten
an improved version which will be soon avaliable as freeware
for all TDI users.

Just one thing is missing : we don't know which messages
the m2 accessory is able to respond in order to give
the current configuration of parameters (paths, for compiler
linker, etc) : does someone has theses specs ?

Last thing : is it true that TDI corp doesn't want
to update there (good) compiler ? is it true that they
even doesn't sell it ?

Really last thing : i'm wondering if somewhere someone is still
using this package ... except my friend and I !!

I salute you from France !!!

CHEVALLET Jean-Pierre chevalet@imag.imag.fr
LGI IMAG Bureau B305 chevalet@imag.UUCP
"Faire, et en faisant, se faire"

2993. Re: More Lies From Atari?

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 16:40:20 UTC
From: darling@cellar.UUCP
Message-ID: <X64V92w164w@cellar.UUCP>
Source record: 228676

techno@lime.in-berlin.de (Techno) writes:

> Well, the ST-BOOK is available here in Germany. I've seen one here
> at my dealer two days ago.
>
> Features:
> 1 MByte RAM, 40 MB HD, cost 4000.- DM
> I/O: MIDI, DMA, parallel, serial, system bus, external mouse
> built-in modem optional, external 1.44 MByte (!) 3.5" disk drive optional
> 10h battery life on optional accu pack, rechargeable inside 2h during mains
> operation.
>
> Personal optinion: I like the thing, esp. the screen and the VectorPad.

What I want to know is this: Does it have a cartridge ("dongle") port? I need
that port for my SMPTE/MIDI expander box (Unitor, from C-Lab).

If this is, in fact, one of the I/O's mentioned above, please inform me, for I
know not the technical terms.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

2994. Atari Laser Printer for SALE

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 18:57:05 UTC
From: michaela@isc-br.ISC-BR.COM
Message-ID: <3235@isc-br.ISC-BR.COM>
Source record: 228679

What's the problem ? Is my price to high? This printer works
very well with spectre as well as atari applications.
Make me an offer.

For anyone using an ST its just great.

Atari SLM804 Laser Printer
This only has about 2100 pages printed
on it and has just had a new cartridge
put in it. $650
(Requires a least an ST with 2 meg of
memory or more.)

Terms are C.O.D. and the buyer must pay shipping.

send email or contact me directly.

My email address is:
michaela@isc-br.isc-br.com

My home phone is
(509) 928-8009

2995. Re: Mega/STE Screen Shifting

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 19:08:41 UTC
From: goetz@i32s1.ira.uka.de
Message-ID: <ke4c1pINN8a2@iraul1.ira.uka.de>
Source record: 228675

In article <1991Sep21.163419.16634@usenet.ins.cwru.edu>,
au036@cleveland.Freenet.Edu (Chris Burgess) writes:
>
> I have Mega/STe that with certain programs (such as 1stprint or Lucasfilm
> games) will cause the screen to be shifted to the right with what should
> be displayed on the right side of the screen being displayed on the left
> (somtimes in a distorted mirror image). This only happens in Monochrome.
>
> In color, certain programs (such as the mvngpxls demo) cause the screen
> to flicker after execution.
>
> I have seen these problems on two machines. Has anyone else seen these
> promlems? Does anyone have a Mega/Ste that functions correctly? Is there
> a fix for this problem? (The machine is still under warranty)
>
> Chris Burgess

A few days ago i have bought an Atari Mega STE 4. I have also seen this
screen shifting, but there were more problems!
First i have to say, that it original was an Mega STE 2. Now, first the high
2 MB doesn't respond correctly! So i have brought it back.
Now i have it again and there is only 1 MB responding!
I know that there are some dip switches inside to configurate the memory.
Does someone know how to adjust the dip switches for 4 MB?
Please e-mail me, because the server for my machine doesn't work well and so i
can't be sure if i can read news in the next time!

2. Question: Is there someone who knows something about a book for Mega STE's?
I know that Sybex will publish a book, but not till november!

Thomas Goetz

2996. Re: Rap/Dance - Atari

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 20:04:50 UTC
From: ken@isgtec.UUCP
Message-ID: <1537@isgtec.UUCP>
Source record: 228700

In article <RN4R91w164w@ersys.edmonton.ab.ca>,
mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
|> > >Last I heard, Mick Fleetword was using an ST, and Tangerine Dream had
|> > >13 of them...

|> > B.B. King was using an ST a few years ago. I'm unsure if he still is.

|> While we are adding to the list, the Arsenio Hall Show uses an Atari

|> Anyone else have something to add?

For big name acts, how about Madonna on tour? The synth wizard apparently
runs around underneath the stage using Atari's running KCS (gag!).

The Pointer sisters use/d Atari.

Lee Ritenour, Dave Brubeck use Atari.

Donny Osmond uses Atari.

Several heavy metal acts use Atari, I can't remember them all, I think
Blue Oyster Cult is one.

Numerous top ten movies have soundtracks and effects done with Atari's
using ADAP, SmpteTrack, Notator, etc.
- kn

2997. Fantasia

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 20:09:22 UTC
From: JOKHC@CUNYVM.BITNET
Message-ID: <91269.160922JOKHC@CUNYVM.BITNET>
Source record: 228688

Anyone have any idea why the fantasia demo wouldn't recognise a June '91 STE
as an ste? Does it not recognise 1.62? Read it in the way that makes it think
it is 1.98? need it to be at 50htz. HELP!

< Joshua Kronengold<JOKHC@CUNYVM.cuny.edu> >
< "Oh Lord, what fools these mortals be!"-Robin Goodfellow >
< "Never underestimate man's potential for stupidity" >
< -Woodrow Wilson Smith >

2998. Re: More Lies From Atari?

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 21:21:19 UTC
From: stever@flatcat.wpd.sgi.com
Message-ID: <1991Sep26.212119.24242@odin.corp.sgi.com>
Source record: 228684

In article <1991Sep26.134827.17436@cunixf.cc.columbia.edu>, cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:

```
|> In article <VA3UR5N@lime.in-berlin.de> techno@lime.in-berlin.de (Techno) writes:
|> >[...]
|> >
|> >Well, the ST-BOOK is available here in Germany. I've seen one here
|> >at my dealer two days ago.
|> >
|> >Features:
|> >1 MByte RAM, 40 MB HD, cost 4000.- DM
|>
|> $2300???? A bit steep, no?
|>
|> >I/O: MIDI, DMA, parallel, serial, system bus, external mouse
|> >built-in modem optional, external 1.44 MByte (!) 3.5" disk drive optional
|> ^^^^^^^^ ^^^^^^^^
|> >10h battery life on optional accu pack, rechargeable inside 2h during mains
|> ^^^^^^^^
|> >operation.
|>
|> So what is it like without all the OPTIONAL equipment and how much does
|> this OPTIONAL stuff add to the price.
|>
|> Are they charging this much for a 68000 based machine or does this
|> critter use something with a little more horsepower?
```

This is the same old comapring prices in different continents thing. Is 4000DM expensive for a 10 hour battery-life notebook computer with a built-in GUI expensive in Germany? _I_ don't know.

--Steve

2999. Help on FTP downloading..

Newsgroup: comp.sys.atari.st
Date: 1991-09-26 22:29:00 UTC
From: U43610@uicvm.uic.edu
Message-ID: <91269.172900U43610@uicvm.uic.edu>
Source record: 228685

I am experiencing a horrible problem with downloading FTP files from FTP sites
... This is the oprocedure I follow:
1) FTP material from the FTP site to the IBM 370 mainframe..
2) KERMIT the material from the IBM maionframe to my Atari ST.
-
The problem with this is nothing I have downloaded thus far has executed nor de
compressed propwerly.. I am decompressing the file FINE.. THAT is not the prob
lem (I tried to download a .prg file and IT did not work!)
-
What am I doing wron? I did the FTP BINARY.. that idea has been ruled out..
Do I have a protocol problem? Is it impossible to download a binary file from
a CMS mainframe to an Atari? Help?!
-
Ken
U43610@uicvm.uic.edu

3000. Re: ARJ? K.I.S.S.!

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 00:18:41 UTC
From: bjsjr@NCoast.ORG
Message-ID: <1991Sep27.001841.13356@NCoast.ORG>
Source record: 228687

In article <3082@atari.UUCP> towns@atari.UUCP (John Townsend) writes:
>|[Super long discussion on the merits of CLIs for programming, etc.]
>
>On the subject of ARJ port for the ST. I have a simple request:
>
> - Either include the GEM interface as Ken Badertscher has asked
> for (you know, CLI version that when it is run from the desktop
> will present a GEM interface..)
>
> or
>
> - Make the source to your port available so that someone like myself
> or Ken Badertscher can do the GEM version ourselves.

Is this an open offer? If so, I may just take you up on this for the ST Zoo port. The Zoo source is available and I don't have any objections to having Zoo use GEM if it has been launched from the desktop. As a matter of fact, it would make alot of GEnie users extremely happy :-)

If either of you gentleman are willing to do the GEM portion of Zoo, contact me in E-mail and we'll discuss it more in-depth (ST Zoo may be going through some significant changes now that we're merging with the mainstream Zoo source).

>
>Last point.. Programmers use CLIs. Users don't. Well, Atari users don't
>anyway :-)
>
>-- John Townsend ames!atari!towns
> Atari Corp. towns@atari.uucp

--

Bill Shroka
bjsjr@NCoast.ORG
uunet!usenet.INS.CWRU.Edu!ncoast!bjsjr

3001. Re: Memory upgrade..

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 00:58:48 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <36860@hydra.gatech.EDU>
Source record: 228694

In <1991Sep25.205115.7435@disk.uucp> unknown@disk.uucp (unknown) writes:

>time to upgrade. I do NOT want the new tos included or anything. I think
>Atari has to be crazy to come out with so many new TOS versions and expect
>people to pay to upgrade and lose compatibility. Tos 1.0 and 1.2 must
>have ten times the software available than the new TOS versions. And how

As buggy as TOS 1.0 is and as much as I would like to upgrade, I can't
justify spending $80-$100 for TOS 1.4. When you consider that a new 1040STe
CPU (which has the blitter chip, TOS 1.62, easy RAM expandability, stereo
sound, and a larger color palette) sells for $399, selling my 1040ST CPU
and buying a 1040STe CPU would end up costing about the same as TOS 1.4.
But since I really don't need the bells and whistles of an STe, I'll just
keep my old 1040 and try to patch TOS 1.0 bugs through TSR programs.

Now I know what people mean when they say Atari provides upgrades ONLY
by buying new computers.
--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

3002. Re: More Lies From Atari?

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 01:40:04 UTC
From: covert@cactus.org
Message-ID: <9511@cactus.org>
Source record: 228681

In article <VA3UR5N@lime.in-berlin.de> techno@lime.in-berlin.de (Techno) writes:
>[...]
>
>Well, the ST-BOOK is available here in Germany. I've seen one here
>at my dealer two days ago.
>
>Features:
>1 MByte RAM, 40 MB HD, cost 4000.- DM
>I/O: MIDI, DMA, parallel, serial, system bus, external mouse
>built-in modem optional, external 1.44 MByte (!) 3.5" disk drive optional
>10h battery life on optional accu pack, rechargeable inside 2h during mains
>operation.
>
>Personal optinion: I like the thing, esp. the screen and the VectorPad.
>
> Techno
>
>--
>| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
>| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
>| Nothing that's real is ever for free, you just have to pay for it sometime. |
>| (Al Stewart) |

Ah yes, a message from the Europe, the market for Atari.

Unforutnately, just because Atari sells a product in Europe does
not mean that it will ever be sold here in the USA.

For example, just how many different models of IBM PC clones
did Atari sell in Europe (or even Canada)?

Atari has NEVER sold a PC clone here in the USA.

Atari sells many products overseas that can not pass the USA FCC
inspection here. I wonder why that is so? Are radiation emissions
tests more restrictive here in the USA then in Europe? why does
atari have some many recurring problems passing FCC tests?

So, its is great that you see the ST Book over there but that
means nothing for us here in the USA.

Don't you remember the STacy?

It was NEVER FCC Class C approved, so you couldn't legally
buy a STacy for home use. As a result not many sold here.

BTW, did Atari ever sell the CD-ROM drives over in Europe?

That is another vaporware here in the States.

So, if you enjoy buying new Atari toys (neat game machine that TT huh?)
then I guess you need to move to Germany!!

Atari sucks in the USA!!

--
Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert

3003. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 01:53:14 UTC
From: covert@cactus.org
Message-ID: <9512@cactus.org>
Source record: 228682

In article <1991Sep26.080358.12026@doug.cae.wisc.edu> carter@cae.wisc.edu (Gregory Carter) writes:
>In article <0giu91w164w@cellar.UUCP> darling@cellar.UUCP (Thomas Darling) writes:
>>dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:
>>
>Er, I just realized how much of dupe apple is pulling on people who buy
>its hardware, after talking with my ECE Prof, he really put me straight
>about just HOW BAD you get ripped off when you buy ANY Apple computer
>hardware...
>
>Folks, its the ripoff of the century, especially when Apple manufactures
>IIFx motherboards for about $500 bucks a piece.

I wonder about that $500 price cause the 40 MHz 68030 CPU must cost
a couple of hundred bucks by itself. But I doubt that the IIFX costs
more then a grand, and they sell it for $5,000 so Apple seems to be making
a fortune.

But, if it is true then how come the TT030 with 8 meg RAM and 50 meg
drive retails for $3800?? I can't believe that the TT030 is more expensive
to build than a Mac IIFX. So, shouldn't the TT030 be under 2 grand not
pushing four?

>
>--Greg

I agree that the mac hw is just too expensive but look at the software
that is available. and then decide if you can justify the hw costs.

for me, I need a UNIX X windows machine and can't wait for Atari to
release their ATX (if they ever do now that they let their UNIX Guru go).

So, if I get a Mac iici for $4000 ($3300 for a IIci with 5 mgs RAM, 105mg
hd) + $600 for color monitor/video board + $150 for keyboard I can use
my Sony SMO optical drive with it for free. then I can put AUX on my
optical drive and run MAc off of my hard drive and off of the optical.

Plus I can get a CD ROM drive NOW with real software for it.

And for less than a TT030 with ATX would cost. The TT030 ATX package
is going to cost $2,000 from what I hear.

And the Mac isn't likely to be an orphan computer in a couple of months.

So, yes the Mac's hardware is way overpriced but you can get gigs and
gigs of great Mac apps and stuff on CD ROM right now!!

Even NASA is releasing CD ROMs for both the PC and the MAC.

so, for me, buying a Mac is much more logical (even with Apple's
inflated prices) than buying another Atari product.

--
Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert

3004. Re: Atari Laser Printer for SALE

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 01:59:26 UTC
From: covert@cactus.org
Message-ID: <9513@cactus.org>
Source record: 228683

In article <3235@isc-br.ISC-BR.COM> michaela@isc-br.ISC-BR.COM (Michael Albo) writes:
>
>
>What's the problem ? Is my price to high? This printer works
^^^^^^^
It might be that the laser printer is an Atari and nobody wants
that dog!!

>very well with spectre as well as atari applications.
>Make me an offer.
>
>For anyone using an ST its just great.
>----------------
^^^^^^ ha ha ha!!

I had one of those dogs and sold it and bought a real
laser printer.

The SLM804/605 require an ST with a minimum of 2.5 megs of RAM
as an data is preformatted in ST RAM before being dumped to the
printer.

Also, the various emulators (diable 630,epson etc) are all buggy
as hell.

I have seen used HPLJII compatible laser printers for under
a grand. and they don't require a 4 meg ST to use.

Just face it it takes a special person to buy a SLiMe laser
printer these days.

And for you all Atari Apologists, I know that the SLiMe is
greased lightning because of its DMA interface, but have you
ever tried a fancy laser printer on a PC with the vidoe interface?
Just as fast as the SLiMe, so there!!

--
Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert

3005. Need ST program to convert .DFX to .GEM or .IMG

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 02:26:31 UTC
From: mjo@mtu.edu
Message-ID: <1991Sep27.022631.15464@msuinfo.cl.msu.edu>
Source record: 228691

Could anyone assist me in this department? I'm not the one who owns
or uses this ST, so my knowledge in this area is zero zip zilch.

Mike O'Connor | "FEEL the POWER of the WIND!"
NIC Database: MJO17 |
Internet: mjo@mtu.edu | -Whirlwind pinball game
UUCP: ...!ttardis!mjo |

3006. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 05:22:36 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0bcef5o@pfunk.hanse.de>
Source record: 228584

In <1991Sep22.175916.104@convex.com>, William Rosenkranz writes:

>pfx is nice. i do use it on occasion. i plan to use it more now that i
>have switched form alcyon to gcc (compilers). gcc tend to make larger
>executables. and if TQ would mail me source to pfx (so i don't have to
>disassemble it) i will even send him a shareware contribution (hint, hint,
>thomas :-).

What does that mean ? Why do you have to get the source of pfx before you
pay the shareware fee ??????? DM 20.- (About US$ 12.-) isn't much for a
powerfull tools like the extended pfxpak+, so why should TQ deliver the
source. If I write a program, I don't want everybody to extend their own
programs by including my sourcecode. If you use pfxpak, you have to pay,
if you want the source, you have to pay more (I think, TQ will perhaps
behave like that).

Bye.....Michael

--
/-------------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-------------------------------------/

3007. Re: Assorted Atari queries

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 05:29:44 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0bcefhk@pfunk.hanse.de>
Source record: 228585

In <19897@chaph.usc.edu>, Robert Jung writes:

> my .TOS and .TTP output at an 11-point System font. Yuck! Is there a
> solution or workaround for this? Maybe some other PD/Shareware "Put TOS
> output into a GEM window" program I can use?
>
GEMINI works like this too. When I sometimes use GEMINI, it provides an
extra window for 'mupfel', the commandline-shell. You can start TOS and TTP
programs inside of this window, which has worked with all pograms I ever
worked with. You even will be able to CUT/PASTE the Output of these programs
to the Clipboard. Try GEMINI (We are on version 1.21 now) !

Bye......Michael

--
/-----------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-----------------------------------/

3008. Re: Memory upgrade..

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 06:38:42 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Sep27.063842.13973@rhrk.uni-kl.de>
Source record: 228698

gt1448b@prism.gatech.EDU (David P. Forrai) writes:

>In <1991Sep25.205115.7435@disk.uucp> unknown@disk.uucp (unknown) writes:

>>time to upgrade. I do NOT want the new tos included or anything. I think
>>Atari has to be crazy to come out with so many new TOS versions and expect
>>people to pay to upgrade and lose compatibility. Tos 1.0 and 1.2 must
>>have ten times the software available than the new TOS versions. And how

>As buggy as TOS 1.0 is and as much as I would like to upgrade, I can't
>justify spending $80-$100 for TOS 1.4. When you consider that a new 1040STe
>CPU (which has the blitter chip, TOS 1.62, easy RAM expandability, stereo
>sound, and a larger color palette) sells for $399, selling my 1040ST CPU
>and buying a 1040STe CPU would end up costing about the same as TOS 1.4.
>But since I really don't need the bells and whistles of an STe, I'll just
>keep my old 1040 and try to patch TOS 1.0 bugs through TSR programs.

Don't forget that TOS 1.04 (former 1.4) is not simply a TOS without the bugs
of TOS 1.0 but its performance is much better than with the older versions.
Especially hard disc users are aware of this.
And one more thing: For a new DOS version (delivered on some cheap discs)
you pay more than for a rom version of a much more complex system, namely TOS.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
--
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
****

3009. Software suggestions Wanted..

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 07:58:07 UTC
From: U43610@uicvm.uic.edu
Message-ID: <91270.025807U43610@uicvm.uic.edu>
Source record: 228697

I have a basic 512K ST with a monchrome monitor.. AND I have access to FTP sit
es about anywhere.. This brings about a question(s).. Does anyone reccoment a
title or titles of good FTP software that works on a Monochrome ST?
-
I am looking for a Good Drawing program as well as some "neat-o" demos or games
.. Any suggestions? (I keep downloading stuff that is for the Color ST or for
the 1040ST etc..)
-
Please, if the site is other than atari.archive.umich--Do tell what site--Also-
- what directory.. Thanks in advance!
-
Ken.

3010. Re: *.tar.Z

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 08:11:42 UTC
From: alanh@logitek.co.uk
Message-ID: <alanh.685959102@krypton>
Source record: 228580

n160ao@tamuts.tamu.edu (Mark Lehmann) writes:

>In UNIX a tar.Z file is first uncompresses and then un-tared.
>Some utilities do both of these for you.

>Since I can't seem to get the tar.Z file uncompressed and un-tared and
>then into and ARC, LZH, or ZOO file that my ST will read, I need to
>get the ST utilities to uncompress and un-tar these files.

>What do I need from the atari archive?

> GNU-tar? some type of uncompress program? maybe a utility that does
> them both?

I have compiled GNU Tar v1.10 under MiNT v0.8 with patchlevel 10 of the
libraries. So now I can use commands like 'gtar vtzf' for viewing compressed
archives. There are still a few bugs I am ironing out, but the major features
of GNU Tar seem to work o.k.

3011. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 08:16:28 UTC
From: steve@thelake.mn.org
Message-ID: <A437131067@thelake.mn.org>
Source record: 228696

[In article <1991Sep26.155941.18972@cs.ruu.nl>,
piet@cs.ruu.nl (Piet van Oostrum) writes ...]

>>>>>> steve@thelake.mn.org (Steve Yelvington) (SY) writes:
>
>
> SY> I've always used a single startup module for all Sozobon-compiled GEM
> SY> applications (except Desk Accessories, of course).
> ^^^^^^^^^
> Not "of course". You can have a startup module that also deals with desk
> accessories correctly (although I don't know if that uses undocumented
> features, so it might not be legal).

It's legal -- or at least, there is a legal way of doing it. (Details on request.) I have a startup module for Sozobon C that will work for a PRG or an ACC. But there are some significant shortcomings, such as no argument parsing, no stream i/o (including buffered file i/o), no support for the environment, etc.

I don't know if it's possible (or desireable) to write one all-encompassing startup module. There are too many rules that a DA can't violate. The dual-mode approach has its uses, but in general, if you want to write a Desk Accessory, then write a Desk Accessory, and if you want to write a program, then write a program.
--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)

3012. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 10:08:18 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0hm8lck@jonh.wimsey.bc.ca>
Source record: 228501

In <1991Sep26.064525.15427@convex.com>, William Rosenkranz writes:
>
< extensive zoo vs lharc test deleted >

Thanks for an excellant test article. The only real world test you missed was extraction of existing archives, where lharc is a considerable improvement over it's predecesors. I'm sure zoo rates highly there too. My one big gripe with zoo is that it breaks multiarc, a nice muli archiver shell I discovered shortly before zoo 2.1's release. With the old version of zoo, the command x// extracted all files recursively too folders, now the only command that does this is -extract, which doesn't fit on the multiacr command line. (one problem with Gem dialogs is that the programmer must anticipate the maximum length of any command ever to be used. If he underestimates, something always comes along that is too long. Another good example is Gus, which truncates long subject lines.) Is my version of zoo broken, or is there a switch that I missed?

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

3013. Zoo with GEM interface (Was: Re: ARJ? K.I.S.S.!)

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 12:04:54 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3848@laura.UUCP>
Source record: 228502

In article <1991Sep27.001841.13356@NCoast.ORG>, bjsjr@NCoast.ORG (Bill Shroka) writes:
|> Is this an open offer? If so, I may just take you up on this for the
|> ST
|> Zoo port. The Zoo source is available and I don't have any objections
|> to
|> having Zoo use GEM if it has been launched from the desktop. As a
|> matter
|> of fact, it would make alot of GEnie users extremely happy :-)
|>
|> If either of you gentleman are willing to do the GEM portion of Zoo,
|> contact
|> me in E-mail and we'll discuss it more in-depth (ST Zoo may be going
|> through
|> some significant changes now that we're merging with the mainstream Zoo
|> source).

You could use Arcgsh 3.5. It offers a nice GEM interface to Zoo (and some other archivers) with full Zoo functionality and starts up automatically upon double-clicking on a .ZOO file. (Well, actually Arcgsh does not yet support Zoo's new 'h' option. However, Arcgsh 4.0 is in the making, which will have the 'h' option. And for those LHarc users among you :-(it will come with a configurable LHarc interface. You can adopt it to just that LHarc variant you like, resp. you are forced to use.)

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

3014. Unwanted 1.2 tos

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 13:00:20 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1991Sep27.130020.27713@newcastle.ac.uk>
Source record: 228512

Hello, Having recently upgraded my machine to the TOS 1.4 chip set I
have an unwanted chip set (the tos 1.2 chip set) so I and offering them
for sale.

So if any one wants a tos 1.2 chip set (The two chip set, not the six chip set)
I am open to offers at around 20 quid + p&p.

Dave J.

--

+-------------------------------------+---------------------------------------+
David M. Johnson	If the radiance of a thousand suns
c/o Electrical and Electronic Eng.	were to burst at once in the sky,
Merz Court	That would be like the splendor
Newcastle University	of the Mighty One...
Newcastle upon Tyne	I am become Death
NE1 7RU	The destroyer of worlds.
+-------------------------------------+
Janet : D.M.Johnson@uk.ac.newcastle	
ARPA : D.M.Johnson@newcastle.ac.uk	The Mahbharata.
UUCP : ...ukc!newcastle!D.M.Johnson	
+-------------------------------------+---------------------------------------+

3015. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 13:16:42 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep27.131642.16914@actrix.gen.nz>
Source record: 228503

I have just had a look at your rather long posting, well for one thing
that I find that it is very biased to ZOO 2.1..

You allready new and use ZOO and have a source listing, so there was no
real need to read the manual..??

LZH201X has a few New commands, they could only be found by reading the manual,
never blaim the programer if you have never read his manual.

BUGS. I think you will find that the Date/Time Problem is possible caused
by TOS 1.2, I have tested some files and never found a date or time probem,
but then I do use TOS 1.4.:-)

Directory delimiters can be changed with the -s switch, \ to /.

The progress indicator can be turned off with the -n switch, and
all outputs with the -d switch.

ARGV is claimed to be supported, but I have no way to test it, there
was some comments in the Doc's that Thomas had fixed ARGV in version 201D.

How does gulum work with a extended inputs, is it automatic when
command lines are to long.?

So Bill spend some money and get TOS 1.4, you could find things a lot better,
gee I could not live with out my Move Files..:-)
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3016. Re: ATARI ON TV

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 13:34:26 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Sep27.133426.26947@magnus.acs.ohio-state.edu>
Source record: 228504

>On the show "Growing Pains" on ABC, if there is a scene with computers
>in it, they usually use a Mega ST. (Last weeks episode had Carol moving
>into her dorm room, and she had a Mega ST set up on her desk.
>

This may be old hat, but if anyone ever watched Friday The 13th., The Series (great show), you should have noticed that every computer in it (at least that I ever saw) was an Atari ST! Pretty neat huh? Does anyone know what happened to this show, it used to be on FOX, and I can't find it anymore, makes me wish I had recorded all the episodes...

- David Butler -

"innagaddadaviddababy"

3017. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 14:08:52 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Sep27.140852.27434@magnus.acs.ohio-state.edu>
Source record: 228506

>A word of advice: Buying SPECTRE (Mac emulator) for your Mega will cost you a
>couple hundred $. But buying a Mac will cost you a LOT more. If you really
>do love your Mega, you owe it to yourself to check this option out.
>
>^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

"innagaddadaviddababy"

- What every happened to free love anyway? -

3018. Re: Atari Laser Printer for SALE

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 14:18:57 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1991Sep27.141857.2432@digi.lonestar.org>
Source record: 228695

In article <9513@cactus.org> covert@cactus.org (Richard Covert) writes:
>(stuff deleted)
>I have seen used HPLJII compatible laser printers for under
>a grand. and they don't require a 4 meg ST to use.
>
>And for you all Atari Apologists, I know that the SLiMe is
>greased lightning because of its DMA interface, but have you
>ever tried a fancy laser printer on a PC with the vidoe interface?
>Just as fast as the SLiMe, so there!!

Geez, Richard - Give us a break! I am sitting here typing this on
a 4Mb 25Mhz 386DX with a locally attached HP LaserJet III with 4 Mb
of RAM. It takes FOREVER to get something that has graphics in it
to print. And half the time appears to be download time to the
printer RAM. Besides I could make MORE use of the RAM if it were in
the PC than on the printer. (Nothing like dedicated high-cost hardware!)
I would MUCH rather have the Atari setup. Please go and buy your Mac
and leave us alone.

R.C.G.

3019. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 14:35:53 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Sep27.143553.27920@magnus.acs.ohio-state.edu>
Source record: 228508

>Er, I just realized how much of dupe apple is pulling on people who buy
>its hardware, after talking with my ECE Prof, he really put me straight
>about just HOW BAD you get ripped off when you buy ANY Apple computer
>hardware...
>
>Wow, Sculley should be arrested, or maybe we should have mass education
>programs that just say: "Apple Hardware...JUST SAY NO."
>
>Folks, its the ripoff of the century, especially when Apple manufactures
>IIFx motherboards for about $500 bucks a piece.
>
>Ouch, goes the checkbook...
>
>--Greg
>
>PS: Check out Spectre GCR by Mr. Small...Suppport your local ATARI GOD,
> BY GADGETS BY SMALL, and reap BIG REWARDS.

One thing I have noticed about the computer world is that there are a lot of real bone-heads in it, like as in thick skulls. Atari and Amiga users are the WORST of the lot. Get off your high-horses guys, you are arguing over a hunk of frigging silicone and some wires! That's right, go home, look at your ST, and think about what it really is, a lump of PLASTIC and METAL, and that is all, it has no importance. GET A LIFE! All computers are good a different things, and that is all there is to it! I like them all, I use them all (although the consulting lab I work at during the day recently got rid of the Amigas, rats). Yep, I even like Amigas, a lot, I like STs, a lot, I like Macs, a lot, and DOS machines, a lot... But, they are all computers, and that is all, not worth arguing over. Buy whichever one you like or can afford. For the office, Mac is king, it is so easy to use a total idiot can set one up and get it working in an hour. Macs & STs are both really excellent DTP machines. Amiga has the Animation department, and DOS has big industry (how many STs do you know that are hooked up directly to, and running, CNC laser modeling devices, robot die polishers, or similar devices?) But, you can do any of these things on any of the machines (allowing for software availability).

As for price, I can get a MacIIci with 5megs Ram and 80Meg hard drive, with extended keyboard, for $2880 (student discount!). This is a TRUE 25mhz 68030 machine (why did Atari screw up the TT with a 16mhz bus system? arrgghh!!), with 3 internal expansion slots. It is a very good computer, it is not an ST, but it is still a damn good machine, just like all the others.

Argue over something real, or hey, go outside and DO SOMETHING! (Have you noticed that the world is falling apart while you argue over your precious hunk of wires?)

- David Butler -

"inagaddadaviddababy"

- Whatever happened to free love anyway? -

- People were so petty they even argued over computers, so eventually they all destroyed each other... -

3020. NEC P3200 24-pin printer

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 15:45:49 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1991Sep27.154549.28869@sactoh0.sac.ca.us>
Source record: 228531
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just purchased an NEC P3200 24-pin printer (New at a local store for $209, $100 less than even the Bay Area) and I need some help.

The printer works just fine, but I use GDOS and Microsoft Write, and the drivers do not support the Graphics Print I would need for different fonts, etc.

The NEC 7710 driver doesn't work.

I have tried setting up my GDOS for an Epson FX printer (which the NEC can emulate) but Graphics Print is a no go, although Meta print to a .GEM file works.

So, using GDOS and Write, is there a driver available so I can use to do graphic printouts?

Also, the print screen driver in the ST doesn't print a decent screen. Any help here too?

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

3021. Re: Zoo with GEM interface (Was: Re: ARJ? K.I.S.S.!)

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 15:47:22 UTC
From: rosenkra@convex.com
Message-ID: <1991Sep27.154722.11915@convex.com>
Source record: 228509

tho i trust bill shroka and the atari guys to "do the right thing", i
still prefer rainer's suggestion for a separate GEM shell for archivers.
with virtually any other sort of program, be my guest (not that i am
some sort of programming cop) and load it up with GEM functionality.
this is actually a good idea IMHO.

i just get shivers down my spine when i think about proposals to muck
around with archivers. i can easily see someone else picking the code
up and introducing incompatibilities in it, even inadvertantly. and
i think this paranoia of mine is at least somewhat justified since we
have a track record for doing this (lharc). if atari would maintain
the only "official" GEM version of zoo, this, too, would be acceptable.

before screwing around with zoo, i would URGE you to contact zoo's owner
and check with him on this issue. i believe the copyright restrictions
in zoo should be looked at as well. any changes to zoo that make it
incompatible require you to stop calling it zoo. at a minimum, you should
bounce back these changes to rahul dhesi so he can incorporate them in
the next "official" zoo release, properly #ifdef'ed for atari...

flame away...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3022. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 16:00:33 UTC
From: rosenkra@convex.com
Message-ID: <1991Sep27.160033.13003@convex.com>
Source record: 228510

In article <A0hm8lck@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>In <1991Sep26.064525.15427@convex.com>, William Rosenkranz writes:
> Thanks for an excellant test article. The only real world test you
>missed was extraction of existing archives, where lharc is a considerable
>improvement over it's predecesors. I'm sure zoo rates highly there too.

you're welcome! i did test extraction of existion archives, the ones i
made in the test itself. in those tests, zoo and lharc were of equal
speed (in one of the 2 limited tests, however, zoo was faster by 2 seconds).

> My one big gripe with zoo is that it breaks multiarc, a nice muli
>archiver shell I discovered shortly before zoo 2.1's release. With the old

contact multiarc's author and have him/her fix it. if multiarc is shareware
and the author requests $$$ for it, he should fix it, if only to remain
current and viable. marketing 101...

>version of zoo, the command x// extracted all files recursively too
>folders, now the only command that does this is -extract, which doesn't
>fit on the multiacr command line. (one problem with Gem dialogs is that

i have used "zoo x//. archive" without problems with zoo 2.1. i always
include the ".", however.

>the programmer must anticipate the maximum length of any command ever to
>be used. If he underestimates, something always comes along that is too
>long. Another good example is Gus, which truncates long subject lines.)

multiarc needs fixing. you might also consider one of the other GEM shells
for zoo.

> Is my version of zoo broken, or is there a switch that I missed?

don't know that. i do know there were 2 (at least?) versions of zoo 2.1
but i use the one that was posted on comp.{binaries,sources}.atari.st
by the moderator, steve grimm. you can see the version info by executing
zoo with no arguments. i included this in the report.

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3023. question about Megafile 30

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 16:17:32 UTC
From: darius@isasun-1.edm.isac.ca
Message-ID: <1991Sep27.161732.14365@edm.isac.CA>
Source record: 228526
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Inside my megafile 30 is a seagate ST238R hard drive; the R means RLL format. Am I correct in assuming, then, that the controller in the megafile is an RLL-to-ACSI board? Does this mean that if I want to swap the drive mech., the only choice I have is to use an RLL drive, or is it possible to use some other type of drive?

Please be patient with me if this question seems stupid. I'm not a hard drive expert, just someone who wants an easy way to get a bigger, faster hard drive.

--
Darius S. Naqvi mail:darius@edm.isac.ca
ISA Corp. phone:(403) 420-8081
Edmonton, Alberta, Canada

3024. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 16:23:45 UTC
From: rosenkra@convex.com
Message-ID: <1991Sep27.162345.14991@convex.com>
Source record: 228511

In article <1991Sep27.131642.16914@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>I have just had a look at your rather long posting, well for one thing
>that I find that it is very biased to ZOO 2.1..

fair enough. i am known to be anti-lharc (my claim to fame? :-)

>You allready new and use ZOO and have a source listing, so there was no
>real need to read the manual..??

huh?

>LZH201X has a few New commands, they could only be found by reading the manual,
>never blaim the programer if you have never read his manual.

i did execute both programs withoout args and read the info on the screen.
i also read the readme for zoo 2.1. yesterday, i also skimmed the lharc.man.
it said nothing about altering how timestamps are managed on existing files
so this is a bug.

i did not find anything with either that would 1) improve speed, 2) improve
archive size, 3) fix lharc's bugs over and above the way i specified i
used each. i DID list the commands i used for each process. if there are
alternate methods, enlighten me, please...

>BUGS. I think you will find that the Date/Time Problem is possible caused
>by TOS 1.2, I have tested some files and never found a date or time probem,
>but then I do use TOS 1.4.:-)

absolutely no excuse for it not working on ALL tos versions. even the 1.0
i still have in my old 1040. i have no way of knowing for sure, but i
would guess that there are more atari ST systems running a pre-TOS 1.4
than any newer TOS release. it should also work correctly with command
shells of any sort (gem shell, CLI, whatever). line arguments, after
all, are how it knows what to do.

>Directory delimiters can be changed with the -s switch, \ to /.

thanks for the info. tho this is a very minor detail, considering the
other issues i raised (speed, size, and BUGS).

>The progress indicator can be turned off with the -n switch, and
>all outputs with the -d switch.

yes, i found this out too. i prefaced my remark with "nitpicking" indicating
i was reaching on that point. my preference would probably be to have
the indicator OFF unless aske for, but this is no big deal.

>ARGV is claimed to be supported, but I have no way to test it, there
>was some comments in the Doc's that Thomas had fixed ARGV in version 201D.

i do (and did). lharc 2.01e DID cause my system to crash. if there is a
newer version than this, send it to me and i will retest. you never run
across this because you never run CLIs. if you did, your system would
likely crash as well.

>How does gulum work with a extended inputs, is it automatic when
>command lines are to long.?

gulam uses the mark williams ARGV scheme later adapted (after slight
changes) by atari as the "official" way of doing this. anything else is
not sanctioned. in gulam, you enter the command "setenv env_style mw"
to turn this on. for further info, i direct you to the specification posted
here some time ago. it is also in the archives, i believe.

>So Bill spend some money and get TOS 1.4, you could find things a lot better,
>gee I could not live with out my Move Files..:-)

spending money has never been my problem :-). i have 2 ataris (mega 4
and 1040ST, megafile 60, sh204, at least 3 monitors, etc, etc,etc). i
should upgrade (one of these days) but that is still no excuse for lharc
not to work properly on 1.2 and 1.0 (if it is in fact a TOS 1.4
incompatibility as you suggest). as far as i know, the Fdatime GEMDOS call
works the same in all TOS versions. it is used to set file timestamps.

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3025. Re: Zoo with GEM interface (Was: Re: ARJ? K.I.S.S.!)

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 17:00:42 UTC
From: harryk@bucsf.bu.edu
Message-ID: <90475@bu.edu>
Source record: 228513

In article <3848@laura.UUCP> klute@tommy.informatik.uni-dortmund.de (Rainer Klute) writes:
>In article <1991Sep27.001841.13356@NCoast.ORG>, bjsjr@NCoast.ORG (Bill
>Shroka) writes:
>|> Is this an open offer? If so, I may just take you up on this for the
>|> ST
>|> Zoo port. The Zoo source is available and I don't have any objections
>|> to
>|> having Zoo use GEM if it has been launched from the desktop. As a
>|> matter
>|> of fact, it would make alot of GEnie users extremely happy :-)
>|>
>|> If either of you gentleman are willing to do the GEM portion of Zoo,
>|> contact
>|> me in E-mail and we'll discuss it more in-depth (ST Zoo may be going
>|> through
>|> some significant changes now that we're merging with the mainstream Zoo
>|> source).
>
>You could use Arcgsh 3.5. It offers a nice GEM interface to Zoo (and some
>other archivers) with full Zoo functionality and starts up automatically
>upon double-clicking on a .ZOO file. (Well, actually Arcgsh does not yet
>support Zoo's new 'h' option. However, Arcgsh 4.0 is in the making, which
>will have the 'h' option. And for those LHarc users among you :-(it will
>come with a configurable LHarc interface. You can adopt it to just that
>LHarc variant you like, resp. you are forced to use.)
>
>--
> Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
> Univ. Dortmund, IRB klute@unido.bitnet
> Postfach 500500 |)|/ Tel.: +49 231 755-4663
>D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

Speaking of Zoo, I had some problems with it last night. Being sick of the zillions variations of lharc I decided to unpack all my .lzh files and zoo them with zoo ver 2.1. (since the compression is about the same, and zoo is guaranteed to work on all platforms) But altough the first couple of times it was doing fine, suddenly it stoped working properly: I was trying to create a new archive-file containing the files of a directory andf zoo2.1 gave me 3 bombs. I used the command: zoo21 ah// x.zoo dir (actually I was experimenting with the command line). The thing is that zoo21 bombed me every time I tried to commpress files maintining the full path-names......while zoo2.01 was doing that without problem (but the compression was significantly lower).

Anyway, I think I read in this newsgroup that the version of zoo 2.1 stored on atari.archive (I got my copy from there) has some problems..

Do I remember correctly? If yes,. could someone please tell me where can find
a "clean" copy of zoo ver 2.1?

thank you.....

==
Author of ATZENTA2 Harry Karayiannis ________E-Mail_________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@bucsf.bu.edu
** /||\ MegaST ** U.S.A. |BITnet:
===| cscrzcc@buacca.bu.edu

3026. Re: GEM Font Inquire functions

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 17:17:41 UTC
From: micro@imada.ou.dk
Message-ID: <1991Sep27.171741.2623@imada.ou.dk>
Source record: 228689

soren@.vlsi.auc.dk (Soeren Michelsen) writes:

>It will be released as a shareware offer when I've done with the initial
>coding.

Great...

>Currently Term/ST (as it is called) runs on mono ST's only (I wrote my
>own screen I/O in the window - standard v_gtext() being is *much* to slow
>for high speed modeming) but I expect it to run on most STs later on.

Have you thought about using your superfast text-blit routines in a
off-screen buffer and then blit the buffer onto the screen with the
VDI?
This would not cost much time, but it would work on all ST's and TT's
and on yet unconcived machines and graphics cards.
You can blit the buffer to the screen, when there is a halt in the incomming
serial stream or when the serial buffer get below a certain mark, or the
simple way - make a text-line and blit it to the screen, make the next...
Ofcause - you might want to include the v_gtext() option too, so that
people can use outline fonts in the terminal window...

>Now, I have some problems which I hope some of you could help me with:
[...]

>3) My application sees AC_CLOSE messages AFTER the desktop has been
> taken over by a double clicked .PRG application. Am I doing something
> wrong here - I thought AC_CLOSE messages was sent to .ACCs *before*
> the Desktop was closed down?

This is because the program you start, don't use the AES. In the old TOS
the ACCs won't get their AC_CLOSE message until it is their turn (and the
dispatcher runs on AES calls) this means that there have to be a certain
number of AES calls before all ACCs have received their message. In the
new TOSes 2.0x and up, the AES makes sure that all ACCs get their messages
before the appl_exit call terminates. It is therefor safe to allocate memory
on TOS 2.0x and up.

On lesser TOSes you should only allocate memory on the desktop.
- it is a good idea anyway...
You can check if you are on the desktop with the PID pointer in the
system header. (your ACC start it's life on the desktop - allways!).

On the new TOSes you get a AC_CLOSE when the rez. is changed:

case AC_CLOSE: if (OnDesktop()) Panic_rez_change();

This is a really nice trick, not that is have anything to do with your questions though...

-Klaus

3027. Re: ATARI ON TV

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 17:21:04 UTC
From: glover@casbah.acns.nwu.edu
Message-ID: <1991Sep27.172104.17687@casbah.acns.nwu.edu>
Source record: 228686

In article <1991Sep27.133426.26947@magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:
>>On the show "Growing Pains" on ABC, if there is a scene with computers
>>in it, they usually use a Mega ST. (Last weeks episode had Carol moving
>>into her dorm room, and she had a Mega ST set up on her desk.
>>
>
>This may be old hat, but if anyone ever watched Friday The 13th., The Series
>(great show), you should have noticed that every computer in it (at least that
>I ever saw) was an Atari ST! Pretty neat huh? Does anyone know what happened to
>this show, it used to be on FOX, and I can't find it anymore,

Friday the 13th: The Series was cancelled last fall, after its syndication
run. Atari Canada must be the antithesis of Atari U.S.; Ie Cool,
Active, Viable.

Other STs on TV, My Secret Identity[Syndicated/CBC] and Parker Lewis
Cant Loose [Fox]

Supposedly the machines in Star Labs on the Flash where also STs, but I
could never get a clear enough recording of the show.

>- David Butler -
>
>"innagaddadaviddababy"

Why is it that Atari U.S. is so sad compared to the rest of the world.
Eric .R. Glover

3028. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 17:49:01 UTC
From: micro@imada.ou.dk
Message-ID: <1991Sep27.174901.2746@imada.ou.dk>
Source record: 228690

jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> < extensive zoo vs lharc test deleted >
> Thanks for an excellant test article. The only real world test you
>missed was extraction of existing archives, where lharc is a considerable
>improvement over it's predecesors. I'm sure zoo rates highly there too.

One thing I don't like about ZOO is that you can't add recursive (at
least I can't get mine to eat 'zoo a// a large/*'.

-Klaus

3029. HP 97548 disk

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 17:49:55 UTC
From: les@decuk.uvo.dec.com
Message-ID: <1991Sep27.174955.20404@decuk.uvo.dec.com>
Source record: 228516
Cross-posted to: comp.sys.atari.st,comp.sys.hp,comp.periphs

Hi all,

I've just got an HP 97458 (I think) hard disk. Unfortunately I don't have
any info on it. I think its SCSI (connectors look similar), but I'm not much
at identifying disks from their cases (I'm not particularly happy about
plugging it into my ICD SCSI on by ST to test it).

Can anyone give me any information on this mystery disk or any clues as
to connecting it to my ST.

Cheers

...Les...
--

____
Les Carleton / Tel: +44 (256) 488351 \ \
Digital Equipment Corporation / Email: les@decuk.uvo.dec.com \ \
CSC/UK Ultrix Support Group / "The Software Lifeguard" \ \
---------------------------+ "Open Standards ... Free Software" / /
"My opinions, My Mind, Don't take that away from me!" / /
____/_/

3030. Re: More Lies From Atari?

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 18:04:08 UTC
From: trh@atari.UUCP
Message-ID: <3084@atari.UUCP>
Source record: 228521

darling@cellar.UUCP (Thomas Darling) writes:

>techno@lime.in-berlin.de (Techno) writes:

>> Well, the ST-BOOK is available here in Germany. I've seen one here
>> at my dealer two days ago.
>>
>> Features:
>> 1 MByte RAM, 40 MB HD, cost 4000.- DM
>> I/O: MIDI, DMA, parallel, serial, system bus, external mouse
>> built-in modem optional, external 1.44 MByte (!) 3.5" disk drive optional
>> 10h battery life on optional accu pack, rechargeable inside 2h during mains
>> operation.
>>
>> Personal optinion: I like the thing, esp. the screen and the VectorPad.
>
>What I want to know is this: Does it have a cartridge ("dongle") port? I need
>that port for my SMPTE/MIDI expander box (Unitor, from C-Lab).
>
>If this is, in fact, one of the I/O's mentioned above, please inform me, for I
>know not the technical terms.

There isn't directly a cartridge port, _*BUT*_...

The "120-pin Expansion Port" (my/atari's name for the "system bus") has
*all* the signals neccesary to _*create*_ a cartridge port. We have
encouraged/are encouraging third parties to make a _*very*_ simple board to
convert the "Expansion" to "cartridge". (two connectors and a PCB... no active
parts at all).

Tracy R. Hall

3031. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 18:59:19 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Sep27.185919.22072@watdragon.waterloo.edu>
Source record: 228693

In article <1991Sep26.155941.18972@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:
}>>>>> steve@thelake.mn.org (Steve Yelvington) (SY) writes:
}
}
}SY> I've always used a single startup module for all Sozobon-compiled GEM
}SY> applications (except Desk Accessories, of course).
} ^^^^^^^^^
}Not "of course". You can have a startup module that also deals with desk
}accessories correctly (although I don't know if that uses undocumented
}features, so it might not be legal).
}--
}Piet* van Oostrum, Dept of Computer Science, Utrecht University,
}Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
}Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
}Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

Oooooo Piet, I'd LOVE to get my greedy little hands on a startup module
like that! There's been some demand for a screen saver like AFter
Dark on the Macs (which loads different modules to run as the screen
saver effects) on GEnie, and I thought I'd write on... Unfortunately,
I'm not enough of an assembly hack to write the startup module you'd
need to Pexec() from inside an accessory, and not crash the ST...

Has anyone got a startup module that'll let me run the program from an
acc via Pexec()? Or some other means or running an external program
from an ACC?

Chris Herborth cjherborth@rose.waterloo.edu
3B Hons English RPW cjherborth@lotus.waterloo.edu
Disclaimer: This is your brain: "*" This is your brain on USENET: "."...

3032. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 19:22:35 UTC
From: erlingh@sigyn.idt.unit.no
Message-ID: <ERLINGH.91Sep27212235@sigyn.idt.unit.no>
Source record: 228692

Just for your info: I just got informed from atari Norway that I can buy atari-unix NOW. So it shouldn't take too long 'till you can buy it in the US, since the Norwegian atari-market is (at least) as bad as yours. In fact, I was very surprised to see that we got the unix before you guys !

Erling.
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

3033. Cartridge Port for STBooks

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 19:24:01 UTC
From: trh@atari.UUCP
Message-ID: <3085@atari.UUCP>
Source record: 228522

As I said in the earlier post, the "120-pin Expansion Port" has all
of the signals neccesary to create a cartridge port, and we (Atari) have
encouraged/ are encouraging third parties to make a _*very*_ simple board to
convert from Expansion to Cartridge. (two connectors and a PCB... _*no*_
active parts)

What I wanted to add is that I have built such a board in the lab,
and it works just fine.

Tracy R. Hall

3034. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 19:43:39 UTC
From: jmhodosko@miavx1.acs.muohio.edu
Message-ID: <6404.28e3439b@miavx1.acs.muohio.edu>
Source record: 228520

In article <1991Sep27.143553.27920@magnus.acs.ohio-state.edu>,
dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:
> One thing I have noticed about the computer world is that there are a lot of
> real bone-heads in it, like as in thick skulls. Atari and Amiga users are the
> WORST of the lot. Get off your high-horses guys, you are arguing over a hunk of
> frigging silicone and some wires! That's right, go home, look at your ST, and
> think about what it really is, a lump of PLASTIC and METAL, and that is all, it
> has no importance. GET A LIFE! All computers are good a different things, and
^^^^^^^^^^
> that is all there is to it! I like them all, I use them all (although the
> consulting lab I work at during the day recently got rid of the Amigas, rats).
> Yep, I even like Amigas, a lot, I like STs, a lot, I like Macs, a lot, and DOS
> machines, a lot... But, they are all computers, and that is all, not worth
> arguing over. Buy whichever one you like or can afford. For the office, Mac is
> king, it is so easy to use a total idiot can set one up and get it working in
> an hour. Macs & STs are both really excellent DTP machines. Amiga has the
> Animation department, and DOS has big industry (how many STs do you know that
> are hooked up directly to, and running, CNC laser modeling devices, robot die
> polishers, or similar devices?) But, you can do any of these things on any of
> the machines (allowing for software availability).
>
> As for price, I can get a MacIIci with 5megs Ram and 80Meg hard drive, with
> extended keyboard, for $2880 (student discount!). This is a TRUE 25mhz 68030
> machine (why did Atari screw up the TT with a 16mhz bus system? arrgghh!!),
> with 3 internal expansion slots. It is a very good computer, it is not an ST,
> but it is still a damn good machine, just like all the others.
>
> Argue over something real, or hey, go outside and DO SOMETHING! (Have you
^^
> noticed that the world is falling apart while you argue over your precious hunk
> of wires?)
>
> - David Butler -

THANK YOU for bringing a bit of reality into this "discussion." They are
only computers. They are just tools. Some may be easier and more
enjoyable to use but that is up to the individual. I happen to like my
ST and will probably buy another as soon as I save up enough money, but
am seriously considering buying a "brand name" computer _also_ so that
I can run some other app's that I can't right now on the Atari.

Anyways, instead of arguing about different computers (which is all
subjective anyways), why don't you start focusing your energy into more
important things like the environment, Middle East, AIDS, etc.
Try to make a change in something that you feel needs to be changed in

the government.

- jeff

(oops, I forgot to get off the soapbox (!!thump!!), Next?) :)

3035. Re: More Lies From Atari?

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 19:49:09 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <8412@tekgen.BV.TEK.COM>
Source record: 228505

```
In article <9511@cactus.org> covert@cactus.org (Richard Covert) writes:
>In article <VA3UR5N@lime.in-berlin.de> techno@lime.in-berlin.de (Techno) writes:
>>[...]
>>
>>Well, the ST-BOOK is available here in Germany. I've seen one here
>>at my dealer two days ago.
>>
>>Features:
>>1 MByte RAM, 40 MB HD, cost 4000.- DM
>>I/O: MIDI, DMA, parallel, serial, system bus, external mouse
>>built-in modem optional, external 1.44 MByte (!) 3.5" disk drive optional
>>10h battery life on optional accu pack, rechargeable inside 2h during mains
>>operation.
>>
>>Personal optinion: I like the thing, esp. the screen and the VectorPad.
>>
>> Techno

Useless Atari Bashing by:

>--
>Richard E. Covert covert@cactus.org
>CACTUS ..!cs.utexas.edu!cactus.org!covert

deleted.

Regardless of the fact that most of your points were wrong,
your series of pointless whining Atari bashing posts are getting irritating.
It is counter to this newsgroups charter and is a waste of everyones time.

I have not only seen but have had the privilage of using the ST Book
for about 2 hours one night. It is real, it will be in the US, and it is
a very impressive notebook computer. Atari most definately has done
this one right.

I definately would like to see Atari have a larger presence in the
US market and I certainly don't support many of their practices and policies,
however I prefer to concentrate on what is right with Atari: Tha machine.

---- ----
/\/\/\ Bob Luneski Diamond Back II Support: boblu@tekgen.BV.TEK.COM /\/\/\
\/\/\/ Oregon Research Associates Genie: B.LUNESKI1 \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Phone: (503) 620-4919 \/\/
\/ Tigard, OR 97224 FAX: (503) 639-6182 \/
```

3036. Soundtrackers/Noisetrackers

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 20:10:48 UTC
From: piet@cs.ruu.nl
Message-ID: <1991Sep27.201048.2459@cs.ruu.nl>
Source record: 228579

I decided this week to try soundtracker. I found a couple of soundtracker players, but most of them didn't word. Some explicitly stated to work only on low res (I have monochrome). The only one that worked on mono was player, which is described as 'lame'. Is there a good one for mono?

Secondly what is the difference between Soundtracker (files) and Noisetracker (files)?

--

Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

3037. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 20:36:12 UTC
From: steve@thelake.mn.org
Message-ID: <A2089162555@thelake.mn.org>
Source record: 228524

[In article <1991Sep27.174901.2746@imada.ou.dk>,
micro@imada.ou.dk (Klaus Pedersen) writes ...]

> One thing I don't like about ZOO is that you can't add recursive (at
> least I can't get mine to eat 'zoo a// a large/*'.

Sure you can. Storing entire directory structures is one of the strengths
of ZOO (the other being portability). Make sure your shell isn't eating
slashes; that will drive you up the wall in short order. You may have to
quote the arguments; if you type zoo ah// folder/* and zoo gets ah/ instead,
it'll whine and not do the job.

Another way is to use the novice command:

zoo -backup 'dir/*'

Note that -backup and -restore are not documented in the manual. They
appear to be ST extensions.

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)

3038. problems with zoo 2.1 recursive

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 20:36:48 UTC
From: rosenkra@convex.com
Message-ID: <1991Sep27.203648.2349@convex.com>
Source record: 228517

```
[ another long one... ]

i was disturbed about recent allegations that zoo 2.1 has problems with
recursive directory storage. so i tested this with my version of zoo
(the one i have, that is; i did not do the port).

i started with a directory structure like this:

% ls -lRF l1

drw------- 1 u 0 Sep 27 14:56 l1\

j:\tmp\l1:
-rw------- 1 u 2303 Sep 4 03:16 file1
drw------- 1 u 0 Sep 27 14:57 l2a\
drw------- 1 u 0 Sep 27 14:57 l2b\

j:\tmp\l1\l2a:
-rw------- 1 u 2303 Sep 27 14:57 file1
-rw------- 1 u 2303 Sep 27 14:58 file2
-rw------- 1 u 2303 Sep 27 14:58 file3
drw------- 1 u 0 Sep 27 14:57 l3\

j:\tmp\l1\l2a\l3:
-rw------- 1 u 2303 Sep 27 14:58 file1

j:\tmp\l1\l2b:
-rw------- 1 u 2303 Sep 27 14:57 file1

i did this:

% zoo a// rrr.zoo l1
("zoo -backup rrr.zoo l1" will also work)

listing this gives:

% zoo -list rrr.zoo

Archive rrr.zoo:
Length CF Size Now Date Time
-------- --- -------- --------- --------
2303 38% 1423 4 Sep 91 03:16:56 0526 l1/file1
2303 38% 1423 27 Sep 91 14:57:38 0526 l1/l2a/file1
2303 38% 1423 27 Sep 91 14:58:06 0526 l1/l2a/file2
2303 38% 1423 27 Sep 91 14:58:08 0526 l1/l2a/file3
2303 38% 1423 27 Sep 91 14:58:14 0526 l1/l2a/l3/file1
2303 38% 1423 27 Sep 91 14:57:40 0526 l1/l2b/file1
-------- --- -------- --------- --------
```

```
13818 38% 8538 6 files

then extracting:

% mkdir tmp (create a temporary directory)
% cd tmp (move to that directory)
% zoo x//. ..\rrr.zoo (extract, preserving directory structure)
("zoo -restore ..\rrr.zoo" will also work)

this resulted in (i am still in the temporary directory at this point):

% ls -lRF l1

drw------- 1 u 0 Sep 27 15:34 l1\

j:\tmp\tmp\l1:
-rw------- 1 u 2303 Sep 4 03:16 file1
drw------- 1 u 0 Sep 27 15:34 l2a\
drw------- 1 u 0 Sep 27 15:34 l2b\

j:\tmp\tmp\l1\l2a:
-rw------- 1 u 2303 Sep 27 14:57 file1
-rw------- 1 u 2303 Sep 27 14:58 file2
-rw------- 1 u 2303 Sep 27 14:58 file3
drw------- 1 u 0 Sep 27 15:34 l3\

j:\tmp\tmp\l1\l2a\l3:
-rw------- 1 u 2303 Sep 27 14:58 file1

j:\tmp\tmp\l1\l2b:
-rw------- 1 u 2303 Sep 27 14:57 file1

this works without problems, at least none that i can see. file timestamps
are correct and it did not crash my machine :-).

IMPORTANT NOTE: in order for this to work, you need to set
the TZ environment variable correctly. i use:

setenv TZ EST5EDT

however, RCS is screwed up (actually, i think it is probably
the gnu C library for timezone at the release of GNU C that
apratt@atari compiled RCS - infinite thanx, alan!). it needs

setenv TZ :EST5EDT

to function correctly. POSIX sez something about both forms,
with and without the colon (:) but i don't recall what it is
at the moment. the GNU C library attempts to be POSIX compliant
(which is a good thing).

note that without TZ set (as most users of the desktop only will
more than likely be used to), unpacked files are 1 hour newer
than they should be (i.e. l1\file1 is Sep 4 04:16...). i am not
aware of any way around this short of setting the TZ environment
```

variable. for desktop users, it probably won't make too much
difference anyway if the file timestamp is off by an hour.
and it may only be off an hour because of daylight savings time.
that is what the "EDT" in TZ flags.

i would expect the directory times to bear a timestamp of the time at
which they are created. even unix tar does that. i generally have TZ
set to "EST5EDT" and change it to ":EST5EDT" when i use RCS. i have not
checked the update notes on the GNU C library about any changes here in
the last 6 months, or since RCS was released (perhaps bammi can comment).

by the way, RCS is Revision Control System, a set of programs to manage
revisions in files, typically source code and documentation. it has its
roots in unix. apratt@atari did the port and posted it to atari.archive.
it is another fine piece of software making life for programmers much
easier. i would encourage more of its use.

here are the vital statistics for this version:

```
% ls -lF c:\local\bin\zoo.ttp

-rw------- 1 u 83275 Jul 24 19:17 c:\local\bin\zoo.ttp*

% sum c:\local\bin\zoo.ttp

34636 82

% zoo

zoo 2.1 $Date: 1991/07/14 22:39:26 $
[ instructions deleted ]

author (port): Bill Shroka (bjsjr@NCoast.ORG)

compiler: gcc 1.40 (from readme.st file, library patchlevel unknown)
```

this one was posted to both c.sources.a.st and c.binaries.a.st in 2 seperate
files. probably they are named "zoo21b.zoo" and "zoo21s.zoo", binary and
source, respectively. don't quote me on that, however. bill shroka did a
fine job on the port. it, for me anyway, functions very well.

the other one i have has size 86572 and is dated 13 July 1991. it came with
source in an archive called zoov21.zoo. it was ported by Scott Kolodzieski
(scott@sparc1.stevens-tech.edu). i have never used this version (yet). this
version does not support -backup/-restore nor does it support the (atari-
only) extension "a//" from what i can see. this was uploaded to atari.archive
but was not posted. note that the "a//" extension will probably find its
way into the "official" zoo sooner or later. for more info, see bill shroka's
readme.st file in the archive. to use the kolodzieski version, you need to
do "find . -print | zoo aI archive", i presume, just like unix. otherwise
make a list of files to archive in another file and do "zoo aI archive <list".
i prefer shroka's scheme (-backup/restore or a//). and yes, i know these
new options are not (yet) "official" as far as i know. however, you can
always use the "aI" method if you want 100% compatibility. in any event,

the FILE FORMATS themselves are not changed at all. the user interface is, slightly, and only by addition, not alteration. this was careful and deliberate by all accounts.

i would suggest we synchonize on the shroka zoo 2.1. it can be retrieved from either atari.archive or the binaries archive.

hope this helps...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3039. Re: Fantasia

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 20:53:30 UTC
From: REEVES@SLACVM.SLAC.STANFORD.EDU
Message-ID: <91270.125330REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 228514

I encountered this problem just last weekend (when I got my new STE). It indeed only recognizes TOS 1.60. I managed to fix it for my version by using FORTH to suck the file into memory and disassembling until I found the problem. As it turns out, the 0x160 is pretty close to the front of the file. All that has to be done is to change the 0x160 to a 0x162. It should work fine then.

Terry

Disclaimer: The above opinions are my own. SLAC doesn't care what I think.

3040. Re: More Lies From Atari?

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 21:01:13 UTC
From: stever@flatcat.wpd.sgi.com
Message-ID: <1991Sep27.210113.17636@odin.corp.sgi.com>
Source record: 228530

In article <9511@cactus.org>, covert@cactus.org (Richard Covert) writes:
[Description of ST Book available in Europe deleted]
|>
|> Ah yes, a message from the Europe, the market for Atari.
|>
|> Unforutnately, just because Atari sells a product in Europe does
|> not mean that it will ever be sold here in the USA.
|>
|> For example, just how many different models of IBM PC clones
|> did Atari sell in Europe (or even Canada)?
|>
|> Atari has NEVER sold a PC clone here in the USA.
|>
|> Atari sells many products overseas that can not pass the USA FCC
|> inspection here. I wonder why that is so? Are radiation emissions
|> tests more restrictive here in the USA then in Europe? why does
|> atari have some many recurring problems passing FCC tests?

I can't tell you why Atari has so many problems getting FCC certification for its products, but I can tell you that the emissions requiremnets in Europe are _not_ significantly less stringent than they are here. The biggest difference is that the VDE (German equivalent of the FCC, also the standard in Europe) is self-ceritfying. That is, when you receive VDE approval from a lab in the U.S.A . which is certified to give VDE approval, _that's_ _it_ unless there are problems. After getting your stuff appro

ved for FCC class B at a private lab, you still have to file paper work which can take months to go through if the FCC decides to audit you.

*** This part is only speculation ***

If Atari has indeed given the FCC stuff that wasn't really up to the requirements before, that would explain why their stuff might be audited so often.

*** End speculation ***

|>
|> So, its is great that you see the ST Book over there but that
|> means nothing for us here in the USA.
|>
|> Don't you remember the STacy?
|>
|> It was NEVER FCC Class C approved, so you couldn't legally
|> buy a STacy for home use. As a result not many sold here.

You only need FCC class -B- for home use. FCC class A is industrial use. That's what Stacy has (or _had_ last I heard). I've read that there is, in fact, an FCC class C for things

that can be operated on airplanes, but I don't know if that's true or not.
|>
|> BTW, did Atari ever sell the CD-ROM drives over in Europe?
|>
|> That is another vaporware here in the States.

There's a store in San Francisco that sells the CDAR-504. CD-ROM player.

[Generic obnoxious Atari bashing deleted]

|> --
|> Richard E. Covert covert@cactus.org
|> CACTUS ..!cs.utexas.edu!cactus.org!covert

3041. Re: ARJ? K.I.S.S.!

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 21:07:54 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Sep27170754@acae127.cadence.com>
Source record: 228525

In article <A1908217657@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:

> Any program with a reasonable structure (i.e., main is used as a top-level
> flow-control module) should be easy to GEM-ify by adding
>
> if (argc == 0)
> gem();
>
arghhh! dont do this. if args are not available, in the gcc
startup module, it still creates argv[0] == "", so the min value
of argc a program will ever see is 1. this is true for acc startup
too. the reason for doing this is that it is required by Posix (in
case you were thinking that these guys just made a random decision :-)

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

3042. Hi-Rez Vidio card info wanted!!!

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 21:11:15 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1991Sep27.211115.25785@d.cs.okstate.edu>
Source record: 228534

I want to purchase a good vidio setup for my Mega ST.
I'd prefer 1024 X 768 pixel modes for both color and monochrome, and
I hope to be able to handle standard LO-REZ, MED-RED, and HI-REZ
modes as well (For existing software that doesn't check the screen
size... or that does check and asks you to set it to LO-REZ or whatever.

I intend to do an SST (Gadgets by Small) upgrade on the machine as well...
and wish to maintain as much compatability as possible.

Prices and impressions Please!!!
(Especially BARGAINS!!!)
(email too, my news-server expires things in less than 24 hours)

jc (john Cummins) cummins@d.cs.okstate.edu

3043. Re: ST Magazines (was Re: More Lies From Atari?)

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 21:22:04 UTC
From: scotty@verdix.com
Message-ID: <1991Sep27.212204.8552@verdix.com>
Source record: 228527

seitz@netcom.COM (Matthew Seitz) writes:

> ...

>2) Personally, I'll take "good mags" over "glossy, nationally distributed mags
>any day of the week. As you point out later, many times the glossy, nationally
>distributed mags" are often little more than cheerleaders.

> ...

> Matthew Seitz
> seitz@netcom.com

I agree with you 100% here, Matthew. In preparing to move I had to go through four years worth of Start!, ST-Log, Current Notes, ST Xpress, and ST-Informer back issues to decide on which to save.

I found myself with far more issues of CN than the others! The only "glossies" I hung on to were a few of the ST-Logs (remember "hardware modifications"? and some of the British ones.

Maybe, when you can't fill your pages with two-page color ads and reviews that somehow manage to support them over the others... You have to have good material instead!

3044. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 22:01:54 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <VPDy91w164w@ersys.edmonton.ab.ca>
Source record: 228515

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

> I have just had a look at your rather long posting, well for one thing
> that I find that it is very biased to ZOO 2.1..
>
> You allready new and use ZOO and have a source listing, so there was no
> real need to read the manual..??
>
> LZH201X has a few New commands, they could only be found by reading the manua
> never blaim the programer if you have never read his manual.
>
> BUGS. I think you will find that the Date/Time Problem is possible caused
> by TOS 1.2, I have tested some files and never found a date or time probem,
> but then I do use TOS 1.4.:-)
>
> Directory delimiters can be changed with the -s switch, \ to /.
>
> The progress indicator can be turned off with the -n switch, and
> all outputs with the -d switch.
>
> ARGV is claimed to be supported, but I have no way to test it, there
> was some comments in the Doc's that Thomas had fixed ARGV in version 201D.
>
> How does gulum work with a extended inputs, is it automatic when
> command lines are to long.?
>
> So Bill spend some money and get TOS 1.4, you could find things a lot better,
> gee I could not live with out my Move Files..:-)
> --
> *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
> *** Kapiti At least I don't Flicker, ***
> *** New Zealand.. * not like a dying light globe ***

I can't be positive about this, but I am fairly sure. Gulam uses the
Mark Williams C Extended Argument Passing system, which is close to the
system that ARGV uses. It *ISN'T* ARGV though, so that may be why Gulam
crashes. Okami supports ARGV Parameter Passing, if you can figure it
out. I can't read German, so it hasn't been the easiest method to
use...:) Lharc 2.01E works fairly well. The only problems I have had
with it are when trying to compact files for AFX Pack. Sometimes it will
not compact the files properly (I will get a read error when trying to
access .PAS files, so far.) If I ever get enough money, I'll register
the thing and the version that you get for registering might not have
these problems. All in all, though, Thomas Quester's programs are some

of the best available for the ST. Especially PFX Pack and AFX Pack.
I'll check to see how well Lharc 2.01E supports ARGV, but if the author
says it is supported it is a good bet that it is. I also read the
article containing the test, and it did seem very biased toward ZOO. The
writer perhaps should have read the documentation before complaining
about the program not being able to do certain things. The actual
compression rates seemed fairly even, whih is a good thing. The next
sries of compression programs will all be trying to beat each other, so
we might see even better compression routines. There has to be a limit
on how good compression can be though...

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

3045. Re: GEMDOS and AES questions

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 22:07:00 UTC
From: Martin_Gaeckler@m.maus.de
Message-ID: <A12964@m.maus.de>
Source record: 228563

Uwe Seimet [Chemie] seimet @ rhrk.uni-kl.de am Mo, 09.09.91 04:36
in ATARI.ENG:

>Do you really speak of WM_NEWTOP? I have never received a WM_NEWTOP. At least
>on the ST/TT you only get the WM_TOPPED message. On the ST WM_NEWTOP is not
>supported.

Argh, I'm sorry. You are right. I also didn't get that message on my ST.

Martin

3046. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 23:01:16 UTC
From: bjsjr@NCoast.ORG
Message-ID: <1991Sep27.230116.29510@NCoast.ORG>
Source record: 228518

In article <1991Sep26.064525.15427@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
>
>friends-
>
>to help understand the claim that lharc is the best thing since sliced
>bread, and so much better than zoo 2.1, i ran some tests. this is a rather
>long post. if you think i am crazy, hit 'n' now. or put me in your kill
>file :-). if you have an open mind, read on for enlightenment...

As the person responsible for the ST version of Zoo (and one of the many versions of LHarc), I guess I should make a few comments here. The following will be a highly edited version of Bill's article.

>summary: zoo 2.1 is just about as fast as lharc 2.01e and
> makes files about the same size.

Agreed. Lharc 2.01e is undisputedly the fastest LHarcer available for the ST. The slow version of Zoo (the current version) is almost as fast as lharc 2.01e but is much, much more compatible across (and on the same) platforms. That's why I gave up on LHarc: There was no central development team to make decisions on design.

>test platform is mega4 (4 MB) 8 Mhz, TOS 1.2, using gulam CLI. environment
>included TMP=ramdisk and TEMP=ramdisk (i confirmed there was no use of
>hard disk by observing that no disk access lights went on).

Just a note(for those interested): Zoo doesn't use any type of TMP variable.

> lharc 2.01e (questor, Assemblerversion vom 14.07.1991)
> zoo 2.1 (1991/07/14 22:39:26)
>
>i would call this "equal" technology since the versions were realized
>on the same dates! zoo was compiled with GNU c (gcc) though i do not know
>which version. i confirmed this by both "printstk zoo.ttp" which did not

I used GCC 1.40. I'm always on the cutting edge of the GNU stuff :-)

>fail, listing a reasonable stacksize (16k) and by "strings -10 zoo.ttp"
>which listed ascii strings that would appear if gcc was the compiler.
>it also looks like zoo 2.1 was compiled with MiNT so that it could be
>"backgrounded" in a multiprocessing environment. i could be way off base
>here, however. i just spotted the string "MiNT" in the .ttp. i saw no

I used Patchlevel 72 (I think) of bammi's library, which is slowly merging with Eric's mintlib. I use the 16K stacksize (as opposed to all available memory) so that Zoo can be used in the background MiNT or RTX.

>evidence that lharc was equally endowed. it also looks like zoo may support
>UNIXMODE tho i don't use it myself. UNIXMODE allows configuration so that
>forward slashes "/" can be used in file paths as well as backslash "\".

Yes, Zoo does support UNIXMODE though I don't use it either.

>zoo21: extract files:
>
>this took 25 seconds. the times and dates of extracted files were exactly
>correct (same dates and times as files in the archive).

Though the times and dates were correct for you, there are some known bugs in
Zoo time code, especially the timezone stuff. I have been informed that they
have already been fixed for the next version.

>--
>test 4:
>
>i tested each program's ability to be interrupted. during archive creation,
>i issued a control-C to both. both stopped. however, lharc left a file
>behind "lharc.)2(" so it does not really handle signals. zoo does since
>it was compiled with GNU C library (another reason why it is better to
>use a compiler with a decent library). zoo cleaned up after itself.

The GCC-ST library is a tribute to Jwahar Bammi and Eric Smith (and all of
the other contributors). It makes ports like Zoo a breeze. Thanks guys.

> - the size of the executables is significantly different. about 2x
> (lharc being the smaller). however, after packing with pfxpak,
> zoo is about 53k and lharc is about 28k. the difference is not
> that significant in a 16 MB partition. what i do find fascinating
> is that the executable for lharc is itself an archive! this is
> a really super hack. incidently pfxpak was written by the very
> same thomas questor who provides the lharc under scrutiny. (and
> thomas, i DID disassemble it, tho the crash in test 3 wiped it
> out since i had the source on the ramdisk. maybe you could mail
> me the source now...:-). still, i generally dislike self extracting
> archives though this is a twist on that concept.

In these days of massive sized hard drives I personally find executable size
VERY, VERY, unimportant. If I have a choice between exec size and speed, I'll
take speed every time. I would guess UNIXMODE adds quite a bit to the size
of GCC execs (I'm not sure) since it is emulating a new file system.

> - the version of zoo sources i have can easily be ported to any
> system with POSIX library and an ANSI C compiler. this includes
> scores of systems from the PC and ST to supercomputers. lharc

Many thanks to R. Dhesi for this!

> - i can take the zoo 2.1 archive up to a unix (or VMS) system and
> extract the archive with no effort. i do not have to track down
> a version which will extract it. the original version posted to
> the net (source code) works fine. i have tried unlzhing an lh5

> archive on unix with LHarc for unix v1.02 with no luck. it complains
> that it cannot extract this method. in this case someone is going to
> berate me saying "well, you should get this_and_such version and
> quit moaning". i would (naturally) respond with "so how often do
> i have to update lharc on unix to remain current? i already have
> 2 versions. how many more do i need? i only need one version of
> zoo 2.1!". if it is any consolation, at least 1.02 does not core
> dump when it finds this out (0.03 does, at least my port on a
> convex does).

When Yoshi added -lh5- to lha (as it is now known) he also re-wrote much of lha in assembly. Thus, no version of lha has ever been ported to Unix, so you cannot unlzh any -lh5- archives.

>also, i know of some optimizations for zoo which may not have been applied
>in the version i have (posted to comp.binaries.atari.st by steve grimm).
>i know the unix version with larger i/o buffers is significantly faster
>(at least 20% on a convex C210 with VME disks). if that is also true on
>the ST, then the small speed advantage lharc has (only on compression, that
>is) over zoo goes away. and zoo 2.1 may be even faster than lharc on
>extraction in that case.

There have been some significant optimizations to ST Zoo, though none of them change any of the Zoo code. All i/o is done with the aid of a 32K buffer (as set by __DEFAULT_BUFSIZ__). When I initially ported Zoo, it took 7:03 to compress gcc-cc1.ttp(roughly 600K) using high compression. After profiling and then 'inlining' the appropriate functions, I was able to get the compression time down to 5:36. I believe that shows some of the power of the GCC compiler.

>also note that this version of zoo appeared within days of being posted
>to alt.sources. i am sure it has not been tuned in the slightest. and i
>hope it stays that way, so we don't end up with 50 versions of zoo.

It took me about 1 hour to do my initial port of ST Zoo. Any 'tuning' I did has been added to the mainstream Zoo source.

>it would also be nice to look at each program's i/o efficiency by controlled
>tests in cluttered hard disk partitions or on virgin-formatted floppies.
>i have not done that nor do i think it is worth the effort at this point.
>also each program's handling of directory trees should be tested. zoo 2.1
>(on the ST only!) now has an improved method for doing recursive hierarchies
>(a//). the unix version still uses the "find . -print | zoo aI archive"
>method as far as i know. this is not possible with the ST without CLIs that
>support pipes. gulam (and the desktop) do not support pipes.

I don't know if I'd call the present method of 'recursive descent of directory trees' improved :-) I think enough people have twisted R. Dhesi's arm so that he will add this feature to the next version of Zoo. At least that's what he told me (I haven't seen the new code yet).

>comments??? rebuffs??? name calling???

Thanks for the initial comparison. I wouldn't mind seeing a more in-depth comparison of the archivers (including ARJ if it's ever released). It would help me address any of Zoo's shortcomings. Anyone interested in doing this??

>-bill
>rosenkra@convex.com
--

Bill Shroka
bjsjr@NCoast.ORG
uunet!usenet.INS.CWRU.Edu!ncoast!bjsjr

3047. Mega II Expansion

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 23:09:23 UTC
From: fox@ENTERPRISE.NOARL.NAVY.MIL
Message-ID: <9109272309.AA23692@enterprise.noarl.navy.mil>
Source record: 228529

Sorry for the repost, but I didn't get any responses a few weeks ago...

I have a 'stock' Mega 2 which I would like to upgrade with additional
memory and an internal hard drive. Two questions:
1. Is the built in power supply and cooling fan adequate for
this?
2. Does the internal hard drive interfere with the SLM804?

I ask the second question because on a visit to Toad Computers a couple
of months ago, I was told that you couldn't use the laser printer with
Toad's internal drives. They didn't know if this was a problem with
other drives.

I need to replace the external Supra 30 drive, because it's dying for
the third time in less than three years... Since the machine only
runs on weekends, that came out to a mean-time-between-failures
of something like 300 hours!

Thanks for the help!

3048. Phantom of the Laser

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 23:14:32 UTC
From: fox@ENTERPRISE.NOARL.NAVY.MIL
Message-ID: <9109272314.AA23701@enterprise.noarl.navy.mil>
Source record: 228528

Sorry for the repost, but I didn't get any responses a few weeks ago...

A friend is trying to convince me I need one of these gadgets...
do I? For the last three years, I've just left the back of the laser
printer open when I don't need it (or its heat, which we have enough
of here in Louisiana during most of the year, thank you!) So far,
nothing 'bad' seems to be happening... Is this Phantom board just
something to calm the more paranoid among us, or is it something
I should consider?

Thanks for the help!

3049. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-09-27 23:47:36 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Sep27.184736.11540@doug.cae.wisc.edu>
Source record: 228699

In article <1991Sep27.143553.27920@magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:

[..]
>>--Greg
>>
>>PS: Check out Spectre GCR by Mr. Small...Suppport your local ATARI GOD,
>> BY GADGETS BY SMALL, and reap BIG REWARDS.
>
>One thing I have noticed about the computer world is that there are a lot of
>real bone-heads in it, like as in thick skulls. Atari and Amiga users are the
>WORST of the lot. Get off your high-horses guys, you are arguing over a hunk of
>frigging silicone and some wires! That's right, go home, look at your ST, and

A hunk of silicone and wires? OH MY GOD, IT REALLY IS! All this time,
I thought I had to replace the little mouse inside on the treadmill
every 4 billion mips or so...

>think about what it really is, a lump of PLASTIC and METAL, and that is all, it
>has no importance. GET A LIFE! All computers are good a different things, and

You are absolutely right, I don't have a life, most people don't even
know I exist on campus as I study way too much. I sit in front of
my ST and just rn comp.sys.atari.st when I have dinner. (I even eat
in my dorm...and I don't go out on weekends!)

>that is all there is to it! I like them all, I use them all (although the
>consulting lab I work at during the day recently got rid of the Amigas, rats).
Well, thank God..little late don't you think?
.
>Yep, I even like Amigas, a lot, I like STs, a lot, I like Macs, a lot, and DOS
Me and the rest of the people in this newsgroup will change that soon enough
if you insist on reading this news on a steady basis.

>machines, a lot... But, they are all computers, and that is all, not worth
>arguing over. Buy whichever one you like or can afford. For the office, Mac is
>king, it is so easy to use a total idiot can set one up and get it working in

A total idiot? Mmmm, so you have tested this out personally? (Have a sense
of humor Dave!)

>an hour. Macs & STs are both really excellent DTP machines. Amiga has the
>Animation department, and DOS has big industry (how many STs do you know that
>are hooked up directly to, and running, CNC laser modeling devices, robot die
>polishers, or similar devices?) But, you can do any of these things on any of
>the machines (allowing for software availability).
>

>As for price, I can get a MacIIci with 5megs Ram and 80Meg hard drive, with
>extended keyboard, for $2880 (student discount!). This is a TRUE 25mhz 68030
>machine (why did Atari screw up the TT with a 16mhz bus system? arrgghh!!),
>with 3 internal expansion slots. It is a very good computer, it is not an ST,
>but it is still a damn good machine, just like all the others.

Yes, a IIci is a good machine, what I am saying its not good ENOUGH for
2800. If you want a really nice machine for doing DTP, try a NextStation
with a 040 in it, which costs just a couple hundred bucks more.

Wow, you think a IIci is nice..this machine will knock you off your feet.

>
>Argue over something real, or hey, go outside and DO SOMETHING! (Have you
>noticed that the world is falling apart while you argue over your precious hunk
>of wires?)

Ok, Dave, lets not get testy now. we have established, I don't have a
life, OK, I can agree with that, even my roomate agrees. (Who would LIKE
to work on a FRIDAY and SATURDAY night JUST so they could get close to
040 workstations in our CAE facility here on campus?

We have NOT established that the world is falling apart..except well maybe for
commie countries..well they don't actually count as they never had it together
in the first place.

>
>- David Butler -
>
>"inagaddadaviddababy"
>
>- Whatever happened to free love anyway? -
>
> - People were so petty they even argued over computers, so eventually they
> all destroyed each other... -

Gregory Carter

3050. Re: ARJ? K.I.S.S.!

Newsgroup: comp.sys.atari.st
Date: 1991-09-28 00:31:28 UTC
From: kbad@atari.UUCP
Message-ID: <3089@atari.UUCP>
Source record: 228523

rosenkra@convex.com (William Rosenkranz) writes:

|[...] burrying GEM code in a an application
|making it "bisexual", if you will, makes it larger (obviously). bundling
|the gem user interface for like programs (all archivers pretty much do
|the same thing) in a separate shell seems like a better approach, though
|it may make installation slightly more complicated.

True. The problem I have with the archiver situation in the TOS world, though, is that so darned many of them exist. TOS versions of Arc have long been surpassed in performance by more efficient compressors. Yet a lot of the archives I see on BBS's and elsewhere are still ARC format. I find LZH situation depressing. I personally have had little luck getting a single LZH tool that would deal with the variety of LZH formats out there.

This is why I was happy to see ZOO version 2.1 appear, with its high-performance option that beats or matches LZH compression. The main reason I like zoo is for its superior directory handling and "novice" command set.

Having ARJ available will be even better. After using it under DOS, it became apparent to me that it merges all the best features of the different archivers I've used. Its compression is phenomenal (you want fast? ARJ does fast... you want tiny? you can get that too; slower, but not unreasonably so). It has a complete set of options for handling directories and for creating self-extracting archives, split-volume archives, etc. ad inf.

If the programmers porting ARJ make a version that everyone can use conveniently, we may be looking at the StuffIt of TOS archive programs. Because the compression beats the competition (and after all, that's the bottom line in archivers, no?), people will likely latch onto it. If, as an added bonus, it has a user-friendly face, more people will want to look at it. If it's the best archiver in terms of compression vs. speed tradeoffs, and flexibility in file handling, it'd sure be nice if it were also the best in terms of ease of use.

As an aside...
|also, IF atari plans on ever releasing some flavor of UNIX in the future,
|it will be in your best interest to educate users on using CLIs anyway.
|[...] i really don't see a way around CLI use in unix
|at some point (i.e. sys admin). who knows, atari might suprise us :-).
I think the Atari Unix group will do just that!

|the other problem is that i fear gem code and the application will get
|hopelessly intermingled making it impossible to port to non-GEM platforms.
|that is assuming source is even distributed.

[Good example of how to insert system-specific GUI code into a
CLI-based source distribution deleted]

|comments, ken??? could this be a new standard programming practice? :-)

You're right on that count. People porting programs like this
should be careful about how they wedge GEM features into a CLI-based
program. Whenever one modifies a source distribution, the modifications
should be as nonintrusive as practical, and there should *always* be a
way to retrieve the original, using conditional compilation or other
techniques.

Also, while it's true that programs bloat a bit when GEM features are
added, the rewards are worth the few extra K of disk space consumed.
The extra effort can make a program useful to thousands more people. As
an example, wiring a non-trivial GEM UI into MicroEMACS costs adds only
about 20K of disk space to a 100K or so program. That 20% increase in
size makes the program much, much easier to use (in my experience, and
in the experience of EMACS users, both novice and pros, on whom I
foisted the bug-ridden hack :).
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

3051. bcs atari show?

Newsgroup: comp.sys.atari.st
Date: 1991-09-28 07:21:27 UTC
From: chris.mueller@execnet.uucp
Message-ID: <199128.943.890@execnet.uucp>
Source record: 228559

```
> ZDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD?
RM>Oh yeah, does anyone know of any stores anywhere in the RI/Mass/Conn area
RM>that supports the ST? I only know of one and they seem to be handling
RM>less and less.
@DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDY

Well, I'm not sure if they still do bu the best place in that area used
to be Computers ETC in New Fairfield, Connecticut. They sold not just
Atari though, and I haven't been there in a year so I don't know if they
still do (or care to...)

ZDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD?
~> Message entered on 09-27-91 in Brighton, Mass. <~> CHris Mller <~
---
~ DeLuxe}/386 1.12 #6483 ~ Visa Order #1 ~ From Sparky's BBS no less...
--
Executive Network Information System (914) 667-4567
International ILink Host
```

3052. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1991-09-28 10:46:40 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1991Sep28.104640.29931@terminator.cc.umich.edu>
Source record: 228532

```
drwxrwxr-x daemon 1024 Sep 21 09:23 .
drwxrwxr-x jon 2560 Sep 22 00:37 ./magazines/streport
-rw-r--r-- weiner 48866 Sep 22 00:37 ./magazines/streport/str738.txt.Z
drwxrwxr-x jon 2048 Sep 22 00:37 ./magazines/znet
-rw-r--r-- weiner 28706 Sep 22 00:37 ./magazines/znet/znet9140.txt.Z
-rw-rw-r-- weiner 111096 Sep 21 09:23 ./Index
drwxr-xr-x weiner 1536 Sep 21 09:21 ./dc
-rw-r--r-- weiner 11483 Sep 21 09:21 ./dc/dcpopbr2.arc
-rw-r--r-- weiner 1469 Sep 21 09:22 ./dc/Index
-rw-rw-r-- weiner 51759 Sep 21 09:23 ./CompInd.Z
-rw-rw-r-- weiner 3704 Sep 22 15:50 ./admin/Current.monthly.posting
drwxrwxr-x daemon 1024 Sep 24 21:15 .
-rw-r--r-- weiner 3206 Sep 24 21:15 ./telecomm/Index
-rw-rw-r-- weiner 111170 Sep 24 21:15 ./Index
-rwxr-x--- weiner 209 Sep 24 21:13 ./.compind
-rw-rw-r-- weiner 51800 Sep 24 21:15 ./CompInd.Z
drwxrwxr-x daemon 1024 Sep 25 20:16 .
-rw-rw-r-- weiner 9111 Sep 25 20:16 ./games/Index
drwxr-xr-x weiner 512 Sep 25 20:15 ./games/tads
-rw-r--r-- weiner 178463 Sep 25 20:15 ./games/tads/uu2v101.lzh
-rw-rw-r-- weiner 111171 Sep 25 20:16 ./Index
-rw-rw-r-- weiner 51804 Sep 25 20:16 ./CompInd.Z
drwxrwxr-x daemon 1024 Sep 26 17:11 .
-rw-r--r-- weiner 1342 Sep 26 17:11 ./music/Index
-rw-rw-r-- weiner 111494 Sep 26 17:11 ./Index
-rw-rw-r-- weiner 51988 Sep 26 17:11 ./CompInd.Z
drwxrwxr-x daemon 1024 Sep 27 23:29 .
drwxrwxr-x jon 1536 Sep 27 23:11 ./demos
-rw-rw-r-- weiner 407844 Sep 27 23:11 ./demos/spoon_a.msa
-rw-rw-r-- weiner 3250 Sep 27 23:13 ./demos/Index
-rw-rw-r-- weiner 379678 Sep 27 23:11 ./demos/spoon_b.msa
drwxrwxr-x weiner 1024 Sep 27 23:11 ./ste
-rw-r--r-- weiner 401421 Sep 27 23:11 ./ste/delirs3a.msa
-rw-rw-r-- weiner 1139 Sep 27 23:15 ./ste/Index
-rw-r--r-- weiner 386716 Sep 27 23:11 ./ste/delirs3b.msa
-rw-rw-r-- weiner 112061 Sep 27 23:29 ./Index
-rw-rw-r-- weiner 80123 Sep 27 23:26 ./ls-lR.Z
-rw-rw-r-- weiner 52299 Sep 27 23:29 ./CompInd.Z
```

3053. Re: DOs and DON'Ts about desk

Newsgroup: comp.sys.atari.st
Date: 1991-09-28 13:18:00 UTC
From: Hayo_Schmidt@hh.maus.de
Message-ID: <A27@hh.maus.de>
Source record: 228598

jls @ dynasoft.mn.org (John L. Stanley) on Thu, 09-12-91 01:05 commented on my message:

j> -- Consiquently, it's a bad idea to call Mfree() to free memory after
j> you've received the AC_CLOSE message... You might be "freeing"
j> memory somebody else is already using.

Unfortunately you are absolutely right.

But on the other hand, what may happen if you don't Mfree() the memory?

Atari could launch a TOS, in which the accessory owns its Malloc'ed memory. A terrible fragmentization of the memory would be the result, because the Malloc'ed block is normally above the running main application. Every time you leave the accessory, there could be a new block of dead memory in the middle of the RAM.

Unless there is no guarantee by Atari, that accessories will _never_ _ ever_ own Malloc'ed memory, it is "less bad" to Mfree the blocks.

I must leave it to the user, that he closes all ACC's, if he uses a non AES shell (which is a rare case).

Any other opinions?

Hayo Schmidt

| Hayo Schmidt Grotiusweg 1 D-2000 Hamburg 55 (Germany) |
| E-Mail (MausNet): Hayo_Schmidt@hh.maus.de |

3054. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-09-28 13:22:41 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep28.132241.17704@actrix.gen.nz>
Source record: 228533

In article <1991Sep27.162345.14991@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
> In article <1991Sep27.131642.16914@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> >I have just had a look at your rather long posting, well for one thing
> >that I find that it is very biased to ZOO 2.1..
>
>
> >BUGS. I think you will find that the Date/Time Problem is possible caused
> >by TOS 1.2, I have tested some files and never found a date or time probem,
> >but then I do use TOS 1.4.:-)
>
>
> >ARGV is claimed to be supported, but I have no way to test it, there
> >was some comments in the Doc's that Thomas had fixed ARGV in version 201D.
>
> i do (and did). lharc 2.01e DID cause my system to crash. if there is a
> newer version than this, send it to me and i will retest. you never run
> across this because you never run CLIs. if you did, your system would
> likely crash as well.

I have noticed that the system LZH201E was compiled with Torbo C 2.0,
may be there is a Problem with a C libary,? that caused ARGV to fail,
I do know its there as I have traced it..

> spending money has never been my problem :-). i have 2 ataris (mega 4
> and 1040ST, megafile 60, sh204, at least 3 monitors, etc, etc,etc). i
> should upgrade (one of these days) but that is still no excuse for lharc
> not to work properly on 1.2 and 1.0 (if it is in fact a TOS 1.4
> incompatibility as you suggest). as far as i know, the Fdatime GEMDOS call
> works the same in all TOS versions. it is used to set file timestamps.

From some Atari Notes that I have on TOS 1.4, they mention incorrect
documentation of the Fdatime GEMDOS call, thats in earlier versions of TOS ?,
could this be the problem ?.

One thing you did not test with both Archivers was full i/o, did you
not state that ZOO 2.1 has a problem with Disk i/o,?
if this is the case then none of your tests are valid.

I think that it would be far better if some one had done these test,
that was not that biased, you new of the new features in zoo 2.1, but
you did not bother to find out about any new features of LZH201X..

As far as ZOO is concerned, I find that ZOO is used on only
about 2-5% of the PD files that I get.

Also I have never made a ZOO archive, I had so many problems with eXtracting ZOO archive that I don't use it as a archiver at all, there are too many switches to understand, unless you have a Computer Science Degree, so far from what I can see only used by Unix Freeks, they like wearing key boards out..:-)..

> -bill
> rosenkra@convex.com
>
> --
> Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
> Convex Computer Corp. |ARPA: rosenkra@convex.com

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3055. Re: ATARI ON TV

Newsgroup: comp.sys.atari.st
Date: 1991-09-28 13:22:45 UTC
From: bart@bluemoon.rn.com
Message-ID: <mckZ91w164w@bluemoon.rn.com>
Source record: 228554

dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:

> This may be old hat, but if anyone ever watched Friday The 13th., The Series
> (great show), you should have noticed that every computer in it (at least tha
> I ever saw) was an Atari ST! Pretty neat huh? Does anyone know what happened
> this show, it used to be on FOX, and I can't find it anymore, makes me wish I
> had recorded all the episodes...
>
> - David Butler -
>
> "innagaddadaviddababy"

Yeah, it was a great show. I remember the episode about the healing glove, where a 1040ST was shown pretty well. The guy who lived on a ship was working on it even, when the action was taking place on that ship.

I've seen the ST on a couple of other shows, and even on PBS once or twice.

This is from
bart@bluemoon.rn.com
bart@bluemoon.uucp
who doesn't have their own obnoxious signature yet

3056. Re: question about Megafile 30

Newsgroup: comp.sys.atari.st
Date: 1991-09-28 13:40:52 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep28.134052.17871@actrix.gen.nz>
Source record: 228535
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1991Sep27.161732.14365@edm.isac.CA> darius@edm.isac.ca (Darius S. Naqvi) writes:
>
> Inside my megafile 30 is a seagate ST238R hard drive; the R means RLL
> format. Am I correct in assuming, then, that the controller in the
> megafile is an RLL-to-ACSI board? Does this mean that if I want to swap
> the drive mech., the only choice I have is to use an RLL drive, or is it
> possible to use some other type of drive?
>
> Please be patient with me if this question seems stupid. I'm not a hard
> drive expert, just someone who wants an easy way to get a bigger, faster
> hard drive.
> --
> Darius S. Naqvi mail:darius@edm.isac.ca
> ISA Corp. phone:(403) 420-8081
> Edmonton, Alberta, Canada

Yes you are right, you can only use a MFM RLL drive, or take a chance
and use a normal MFM drive and format it RLL..

Also it is posible to format hard drives with a 1:1 interleave, but
this has to be forced with some format software, as the controler is
seen as a Adaptec 4070, this normaly can't do 1:1,
but this is a Atari one, and it Can..!

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3057. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-09-28 14:24:10 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1991Sep28.142410.15102@ugle.unit.no>
Source record: 228548

In article <1991Sep27.143553.27920@magnus.acs.ohio-state.edu>,
dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:
|> This is a TRUE 25mhz 68030
|> machine (why did Atari screw up the TT with a 16mhz bus system? arrgghh!!),

The Motorola 68000 series of microprocessors have an asyncronous bus system. There is no 16MHz or
32Mhz or xxMHZ bus system in the TT. As you probably know, the MC68030 can read from TT-ram in burst-modus and this is as fast as it can be. It is not limited by a "slow bus".

Stig Vidar Hovland - stigvi@lise.unit.no

3058. STOS Users

Newsgroup: comp.sys.atari.st
Date: 1991-09-28 14:32:17 UTC
From: aj639@cleveland.Freenet.Edu
Message-ID: <1991Sep28.143217.758@usenet.ins.cwru.edu>
Source record: 228542

I was wondering if anyone programs in STOS? I have an Amiga and use AMOS
but would like to try and port some STOS programs over. I'd also like
to see what an STOS program looks like. If anyone could help me, please
send email to aj639@cleveland.freenet.edu

Thanks in advance!

Mike

--
Okay, folks, look for the newest AMOS PD disk called the AMONER Project. It's
available on:
ab20 (128.155.23.64) directory: /amiga/games/amos filename: amoner01.dms
ux1 (128.174.5.50) directory: /amiga/amoner filename: amoner01.dms

3059. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-09-28 14:51:35 UTC
From: bjsjr@NCoast.ORG
Message-ID: <1991Sep28.145135.11339@NCoast.ORG>
Source record: 228540

```
In article <A0hm8lck@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>In <1991Sep26.064525.15427@convex.com>, William Rosenkranz writes:
>>
> < extensive zoo vs lharc test deleted >
>
> Thanks for an excellant test article. The only real world test you
>missed was extraction of existing archives, where lharc is a considerable
>improvement over it's predecesors. I'm sure zoo rates highly there too.
> My one big gripe with zoo is that it breaks multiarc, a nice muli
>archiver shell I discovered shortly before zoo 2.1's release. With the old
>version of zoo, the command x// extracted all files recursively too
>folders, now the only command that does this is -extract, which doesn't
>fit on the multiacr command line. ( one problem with Gem dialogs is that
>the programmer must anticipate the maximum length of any command ever to
>be used. If he underestimates, something always comes along that is too
>long. Another good example is Gus, which truncates long subject lines.)
> Is my version of zoo broken, or is there a switch that I missed?
>
>--
> John Henders jhenders@jonh.wimsey.bc.ca
> Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

Zoo 2.1 defaults to extracting subdirectories. If you have an archive that
contains pathnames in the archive entries, then any of the following commands
will extract the full pathnames:
zoo x foo.zoo
zoo x// foo.zoo
zoo -extract foo.zoo
zoo -restore foo.zoo <- Atari ST version only
zoo e foo.zoo
zoo e// foo.zoo

If the version of Zoo you have doesn't follow these rules, then you must not
have the version that was posted to comp.[binaries/sources].atari.st.

--
------------------------------------------------------------------------
Bill Shroka
bjsjr@NCoast.ORG
uunet!usenet.INS.CWRU.Edu!ncoast!bjsjr
```

3060. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-09-28 15:18:37 UTC
From: rosenkra@convex.com
Message-ID: <1991Sep28.151837.11324@convex.com>
Source record: 228537

In article <VPDy91w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>I can't be positive about this, but I am fairly sure. Gulam uses the
>Mark Williams C Extended Argument Passing system, which is close to the
>system that ARGV uses. It *ISN'T* ARGV though, so that may be why Gulam
>crashes.

gulam _does_ use the MW scheme and it is close to the ARGV spec endorsed by atari. however, the fact that zoo worked and lharc did not means that the port of zoo was designed for use by the desktop and in shells like gulam. lharc was appearently not tested before it was released the way i did. you cannot disguise the fact that it DID crash my machine as configured. and there were not TSR/DA problems (i only use AHDI, FOLDRXXX, and a ramdisk and no DAs, not even control panel, and no funky hardware setup).

zoo was compiled with GNU C 1.40 which has a nearly-POSIX compliant library. the gnu library has been painstakingly worked on by a number of people (bammi, dale schumaker, eric smith, etc), quite a collection of ST talent. it has also been well tested in a number of environments, including gulam, desktop, bash, MiNT, etc. it may not be 100% bug free, but then neither is TOS itself. and it gets updated more often :-). part of the test was to dispell the notion that to get decent performance you _must_ code in assembler. this is just not true (in this case). the optimizer in gcc seems to work pretty well. again a tribute to 1) the FSF (stallman et al), 2) bammi's port, 3) the C language itself. in fact, i'd say that using any compiler that has a solid runtime library is infinitely preferable over using one that does not and writing your own, no matter what the possible difference in performance might be. in gcc's case, it just so happens you get both: performance and portability.

> Okami supports ARGV Parameter Passing, if you can figure it
>out. I can't read German, so it hasn't been the easiest method to
>use...:)

i do not have okami, tho i hear it is quite good. i never said gulam was the greatest thing, tho a) it has been around for a long time, b) it is widely used by CLI types like myself. the fact that lharc does not work and play well with gulam IMHO makes it problematic because of the number of people it may effect. i can't read german any more either :-(.

from this point on, i defer all comments about ARGV to experts in this matter. i am not. however, as i used the programs, within my particular environment, lharc crashed. and i clearly identified "my environment". the crash was totally unexpected as well. in fact, i lost some things in my ramdisk as a result :-(.

if i have to, i _will_ read the complete ARGV spec, the docs regarding env_style mw in gulam, and the source for crt0.c and main.c in GNU C and _become_ an expert. however, this will still not make lharc work correctly with gulam. and the timestamp issue has nothing to do with gulam anyway. changing a file's timestamp is done with the GEMDOS Fdatime() function. if i had the source to lharc, i could track this down.

>Lharc 2.01E works fairly well.

it _does_ work _fairly_ well. just not as well as zoo IMHO. and i still have not heard about its failure to get the dates correct on unpacking, no matter how many times i read its manual.

>these problems. All in all, though, Thomas Quester's programs are some
>of the best available for the ST. Especially PFX Pack and AFX Pack.

no dispute here. i _really_like_ PFX and i will even register it if thomas sends me the source so i don't have to disassemble it myself. i want the source before i use it because i want source to _any_ archiving system i might use. i figure it would take at _least_ an hour of time to disassemble it (correctly) and annotate it. it would easily be worth the $10-20 (or whatever) nominal registration fee.

>I'll check to see how well Lharc 2.01E supports ARGV, but if the author
>says it is supported it is a good bet that it is.

please do check and let us know. it might support ARGV, but it does not support ARGV in a gulam environment. it should. zoo does.

>I also read the
>article containing the test, and it did seem very biased toward ZOO. The
>writer perhaps should have read the documentation before complaining
>about the program not being able to do certain things. The actual

ok, i admit it. when i started the test, i was biased by the fact that lharc has had a bad reputation. but i _honestly_ did not know:

1) relative compression speeds
2) relative decompression speeds
3) relative archive sizes
4) bugs (tho i did suspect the timestamp problem)

and i would have posted the test results even if lharc had beat the pants off of zoo. i truly did try and be objective by choosing unbiased tests, i.e. the sorts of things i think many people use archivers to do. you can either believe this or not. that is certainly your prerogative.

further, i reported what i found. if you find bits and pieces of the report which indicate _extreme_ bias, it could just as easily be _your_ bias as well. however, the numbers (times, sizes, timestamps) do not lie nor did my dead ST after the "lharc a xxx *" test. the only possible bias could be in how i actually _used_ the programs, and the specific tests which i admitted (several times) where not exhaustive. i even complimented TQ on providing the best lharc on the ST.

i could have easily wrote a report that said:

1) compression rates are similar, within 1%
2) archive creation time is similar, within %15
3) archive extraction time is nearly identical, though zoo
was faster in one isolated instance
4) lharc could not unpack files and keep the same timestamp
as the file in the archive
5) lharc crashed the computer (and describe the circumstances)

i provided additional commentary which i thought would be percieved as reasonably fair by reasonable people. and i provided voluminous raw data by which you could draw your own conclusions, if need be. and you are certainly free to do your own (biased or unbiased) tests and report the results. even a terse report could be percieved as biased. so make up your own mind using your own tests. i even pointed out further tests which i thought were needed. i just can't see how this is _very_biased_.

i could read until my eyes fall out of my head. it still won't stop the problems i mentioned. nor will it run faster nor will it make smaller archives. if the solution to the ARGV crash it to get another shell, this is _unacceptable_. perhaps you could show me how to get around the timestamp problem and the crash problem after reading the docs. i did skim them (after the report) and found nothing to indicate a way to correct the timestamp problem. i can probably work around the ARGV thing. but that is again not the issue. the code has bugs. PERIOD. and if the source were posted, we could help TQ find these bugs and fix them.

i checked the original copyright notice from yoshi (original author of lharc). it explicitly states that if modifications to the source code are made, they MUST be distributed. even if that modification is changing C to assembler. if i wanted to be nasty, i'd say TQ has violated the terms of Yoshi's copyright by NOT providing source.

>compression rates seemed fairly even, whih is a good thing. The next
>sries of compression programs will all be trying to beat each other, so
>we might see even better compression routines. There has to be a limit
>on how good compression can be though...

yes, the compression rates _are_ similar, as are the compression times and decompression times. similar enough to abandon lharc in favor of a more versatile, less buggy zoo...

thanx for your comments.

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3061. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-09-28 16:08:41 UTC
From: rosenkra@convex.com
Message-ID: <1991Sep28.160841.13419@convex.com>
Source record: 228538

In article <1991Sep28.132241.17704@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>One thing you did not test with both Archivers was full i/o, did you
>not state that ZOO 2.1 has a problem with Disk i/o,?
>if this is the case then none of your tests are valid.

yes, i know this, and i mentioned this right up front. the problem with disk-based io is that it can be extremely hard to duplicate a test environment. i/o rates on nearly full partitions, especially highly fragmented ones, can be greatly different than on empty partitions. then there is also the issue of drive seek rates, interleaving, etc. a "proper" test would take this into account and further report the _EXACT_ configuration down to the size of sectors, fragmentation, etc. unfortunately, people rarely go thru this much trouble. i tried to side-step the issue by insuring at least an equal playing field. the comparison should be unbiased for the use of these programs in ramdisks. it does not, as you correctly point out, say anything about use on floppies or harddisks.

however, i suspect that zoo (the GNU C version) would be rather efficient. bill shroka (who did the zoo port) confirmed the change in buffer size (which i also applied on my unix version) which significantly improved its speed. also, the GNU C i/o routines in my experience are at least as efficient as any other C compiler i have used on the ST (alcyon and sozobon). i say "at least" since the gcc stdio is derived from dlibs (i think) which is the prefered library for sozobon as well. bill further explained that zoo was ported in about an hour. the buffer size change is one line in one file. how long did it take TQ to port lharc from C to assembler? i would suspect considerably more than an hour.

what i would suggest is that GNU C be tried on the ST on the original lharc C (only) sources. i would even except lharc if this was done in the first place way back when, before everyone and his brother got in the "let's port lharc to the ST" game.

>I think that it would be far better if some one had done these test,
>that was not that biased, you new of the new features in zoo 2.1, but
>you did not bother to find out about any new features of LZH201X..

ok. i invite you to replicate this or perform your own. i really don't think it matters who does the test. in fact, i'll even offer to do whatever test you feel is necessary, within reason. you tell me the configuration, environment, command switches, etc. you want. i can't guarantee i will have the same hardware, however. the only restriction is that i use my own choice of zoo, which i will document explicitly by sending you the source, makefiles, even the frigging compiler!

what new features? did i use lharc incorrectly? there are only so many ways to pack an archive and i insured that lharc used it's highest packing algorithm, lh5. this happens to be the default.

and still, i wish you would point out in the documentation where it shows how to unpack files from an archive and preserve the timestamp. i did not find it in my docs. nor did i find any mention of alternate methods to improve speed or packing ratio. please direct my eyes to the proper citation...

>As far as ZOO is concerned, I find that ZOO is used on only
>about 2-5% of the PD files that I get.

i, however, find it is more like 60-70%. all GNU-derived software on the ST is packed with zoo. most comp.binaries.ibm.pc stuff is packed with zoo. once again you are telling us that just because you don't need it, none of the rest of need it either.

>Also I have never made a ZOO archive, I had so many problems with
>eXtracting ZOO archive that I don't use it as a archiver at all, there
>are too many switches to understand, unless you have a Computer Science
>Degree, so far from what I can see only used by Unix Freeks, they like
>wearing key boards out..:-)..

i did invite name calling, didn't i :-)...

i have not had any problems with zoo (except porting it to a cray-2 :-). and "unix freeks" like being productive. that often means using our fingers on keyboards.

for your information, there are about as many switches with lharc as with zoo (if _you_ read the docs :-). zoo also has "novice" switches. here is a summary of common ones:

```
zoo -add archive files... add individual files to new/old arch
zoo -backup archive directory recusive add
zoo -extract archive extract all files from archive
zoo -restore archive extract recursive
zoo -list archive list files in archive
zoo -test archive test files in archive
```

is this _that_ difficult to comprehend? in fact i suspect the only ones you really need are -backup, -restore, -list, and -test for 99% of your needs. i think with little effort, i could teach my 3 year old nephew these few commands, if i could explain what an archive was to him :-). and last time i checked, he was bright, but had no CS degree :-). neither do i for that matter. the switches are _highly_ mnemonic. they are words for crissakes. this only poses a problem if you don't grok english. in that case you can resort to their equivalents:

```
zoo a archive files...
zoo a// archive directory
zoo x archive
zoo x//. archive
```

etc...

zoo has the added benefit of trying to extract files from damaged archives.
i know of no such capability with lharc, tho i am willing to learn of one.

-bill
rosenkra@convex.com
defender of the faith...

(by the way, "grok" is not a unix command :-)

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3062. Is Maple still available?

Newsgroup: comp.sys.atari.st
Date: 1991-09-28 16:44:05 UTC
From: yegerleh@vivaldi.ecn.purdue.edu
Message-ID: <1991Sep28.164405.23756@noose.ecn.purdue.edu>
Source record: 228541

Hello Everyone,
Once a long time ago someone in Canada posted that he had bought "Maple"
for his ST at a school bookstore. I have never seen this program
advertised for the ST; does anyone know if it is still available?
Is it a full GEM implementation?

As I understand it, Maple is a math program like Mathematica that does
symbolic and numeric manipulations (as against something like Mathcad
which is entirely numeric).

Any comments are welcome,

Jim

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

3063. Re: ARJ? K.I.S.S.!

Newsgroup: comp.sys.atari.st
Date: 1991-09-28 16:46:50 UTC
From: rosenkra@convex.com
Message-ID: <1991Sep28.164650.15331@convex.com>
Source record: 228536

In article <3089@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>rosenkra@convex.com (William Rosenkranz) writes:
>True. The problem I have with the archiver situation in the TOS world,
>though, is that so darned many of them exist. TOS versions of Arc have
>long been surpassed in performance by more efficient compressors. Yet
>a lot of the archives I see on BBS's and elsewhere are still ARC format.
>I find LZH situation depressing. I personally have had little luck
>getting a single LZH tool that would deal with the variety of LZH
>formats out there.

i am glad to see a semi-official position on this, ken! i have added
respect for you (and your company :-). but then you _knew_ i would say
that :-).

like it or not, ARC is far more universal than anything else. EVERYONE
has a copy of it. it has been around forever, it seems. i know i used
it in 1985 and it probably goes back at least a dozen years. the "fortran
of archivers": no matter how you try, you just can't get away from it :-).

>This is why I was happy to see ZOO version 2.1 appear, with its high-
>performance option that beats or matches LZH compression. The main
>reason I like zoo is for its superior directory handling and "novice"
>command set.

exactly. the best of all worlds: easy for experts, easy for novices.
feature-rich. high performance. the best thing since...never mind :-).

>Having ARJ available will be even better. After using it under DOS, it
>became apparent to me that it merges all the best features of the
>different archivers I've used. Its compression is phenomenal (you want
>fast? ARJ does fast... you want tiny? you can get that too; slower,
>but not unreasonably so). It has a complete set of options for handling
>directories and for creating self-extracting archives, split-volume
>archives, etc. ad inf.

i, too, look forward to ARJ. i don't particulary love zoo, tho i definitly
like it more than lharc for the reasons u mentioned as well.

however, i forsee the same problem with ARJ as lharc: lot's of people
porting it, and worse, _changing_ file formats and compression schemes.
the only possible salvation would be for Atari Corp. to step up and either
do the port or sanction the port. this body here is far to democratic when
(in this case) totalitarianism is needed. i realize this poses significant
problems, however, not the least of which could be legalities.

i do have faith that in a race, if ARJ is POSIX compliant, anyone using
GNU C would win, and would _certainly_ beat a port to assembler :-).

>Because the compression beats the competition (and after all, that's
>the bottom line in archivers, no?), people will likely latch onto it.

no, it is NOT. it is portablility _and_ speed/size/etc, in that order.

i think we have a rare opportunity here: actually _plan_ the introduction
of a potentially widely used piece of publically available code. "think
of the colors...:-)".

>If, as an added bonus, it has a user-friendly face, more people will
>want to look at it. If it's the best archiver in terms of compression
>vs. speed tradeoffs, and flexibility in file handling, it'd sure be
>nice if it were also the best in terms of ease of use.

agreed.

>Also, while it's true that programs bloat a bit when GEM features are
>added, the rewards are worth the few extra K of disk space consumed.

agreed. i have no problem with GEM-izing anything as long as it is done
with care. that means it should NOT effect non-GEM use, its original
purpose in the first place.

>The extra effort can make a program useful to thousands more people. As
>an example, wiring a non-trivial GEM UI into MicroEMACS costs adds only
>about 20K of disk space to a 100K or so program. That 20% increase in
>size makes the program much, much easier to use (in my experience, and
>in the experience of EMACS users, both novice and pros, on whom I
>foisted the bug-ridden hack :).

not THIS emacs user. i rarely use the mouse in ME. i have no mouse at
work with gnuemacs. even when i did, i didn't use it. the trouble with
relying on special features is when they are not available, you can't
function. i tell this to people at work when the extole the virutes of
X terminals over my arcane vt100 clone. i casually mention a common
scenario: go to do some work at a customer site who does NOT have any
X terminals for you to use. double presure: customer watching+can't
use tools u know=much egg on face :-).

oh, and as bammi pointed out, i,too, may have made a significant error
in my code example that checks the number of args to decide which main
to use. if i said "if (argc < 1) do_gem()" i _really_ meant
"if (argc < 2) do_gem()". i would not suggest using my example anyway
since i can no longer claim expertise in GEM programming. it has been
years since i wrote GEM code, tho when i did, i wrote a LOT of it (a
60,000 line application for starters...). the idea, however, should be ok.

thanx for your comments, ken...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3064. Sozobon > 1.2

Newsgroup: comp.sys.atari.st
Date: 1991-09-28 16:51:34 UTC
From: agostino@concour.cs.concordia.ca
Message-ID: <1404@daily-planet.concordia.ca>
Source record: 228539

Hi,

Anyone on the net know when the next version (> 1.2) of Sozobon will
be released? Someone mentioned a couple of weeks ago that it was going to be
released in a couple of weeks :^) but nothing has shown up in
comp.binaries.atari.st or atari.archive.umich.edu.

Thanx for any info,
ad

--
Agostino Deligia
agostino@concour.cs.concordia.ca
It was the best of .sigs, it was the worst of .sigs...

3065. WANTED: chart/broker program

Newsgroup: comp.sys.atari.st
Date: 1991-09-28 18:50:38 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Sep28.185038.2690@informatik.uni-erlangen.de>
Source record: 228543

Hi folks,

I need a program to visualize broker charts. Monochrome
would be the best. I've scanned the atari.archive, but
nothing found.

Anything is welcome,

Larry


```
+--------------------------------------+---------------------------------+
| lsmichae@faui43.uni-erlangen.de | | | | |
| Lars "Mr. GIF" Michael | | | | "Down with ATARI, |
| Graduate Student of Computer Science | / | \ Long live the ST !" |
| at University of Erlangen/Germany | / | \ |
+--------------------------------------+---------------------------------|
| Bones: "Damn it, Kirk, I'm a doctor, not a very good actor." |
+-------------------------------------------------------------------------+
```

3066. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-09-28 19:03:40 UTC
From: redmond+@cs.cmu.edu
Message-ID: <1991Sep28.190340.81401@cs.cmu.edu>
Source record: 228544

In article <1991Sep27.143553.27920@magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:

>One thing I have noticed about the computer world is that there are a lot of
>real bone-heads in it, like as in thick skulls. Atari and Amiga users are the
>WORST of the lot.Get off your high-horses guys, you are arguing over a hunk of
>frigging silicone and some wires! That's right, go home, look at your ST, and
^^^^^^^^
>think about what it really is, a lump of PLASTIC and METAL, and that is all,it
>has no importance. GET A LIFE! All computers are good a different things, and
>that is all there is to it! I like them all, I use them all (although the
>consulting lab I work at during the day recently got rid of the Amigas, rats)

[..stuff deleted]

Fascinating! My ST uses SILICON ! No silicone in sight ! Silicones are a
class of compounds with the formula (R2SiO)n where R is any hydrocarbon
group. Silicones are used as water-repellents, laquers, lubricants, resins,
artificial breast augmentation etc. but they ain't semiconductors!

Anyway, this aside I believe David has missed the point. I think the original
poster was saying that you can get Mac compatability at less cost than buying
a Mac - no comment about what was *better*, just *cheaper*.

Something else I find curious - David seems to believe that arguing about
arguing about computers is inherently better than merely arguing about
computers. I think it is even more futile!

David also says that different computers are good for different things. Does
anybody know what Intel architecture machines are good for (other than running
DOS software, which is rather a circular argument) ? I mean in a computing
senses - "As a doorstop" is not quite the type of answer I'm looking for.

Red/.

3067. Re: Zoo with GEM interface (Was: Re: ARJ? K.I.S.S.!)

Newsgroup: comp.sys.atari.st
Date: 1991-09-28 19:32:26 UTC
From: bjsjr@NCoast.ORG
Message-ID: <1991Sep28.193226.21157@NCoast.ORG>
Source record: 228545

In article <1991Sep27.154722.11915@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
>
>tho i trust bill shroka and the atari guys to "do the right thing", i
>still prefer rainer's suggestion for a separate GEM shell for archivers.
>with virtually any other sort of program, be my guest (not that i am
>some sort of programming cop) and load it up with GEM functionality.
>this is actually a good idea IMHO.

Since I am not a very big fan of GEM, you can be sure that I will think this matter over very thoroughly. I won't add any internal GEM interface just to be trendy, but there is a large demand for one (on GEnie). Perhaps when Rainer's Arcgshell is updated, or when Steve Yelvington completes (if it's not already completed) ZOOSHELL, this demand will subside.

>i just get shivers down my spine when i think about proposals to muck
>around with archivers. i can easily see someone else picking the code
>up and introducing incompatibilities in it, even inadvertantly. and
>i think this paranoia of mine is at least somewhat justified since we
>have a track record for doing this (lharc). if atari would maintain
>the only "official" GEM version of zoo, this, too, would be acceptable.
>
>before screwing around with zoo, i would URGE you to contact zoo's owner
>and check with him on this issue. i believe the copyright restrictions
>in zoo should be looked at as well. any changes to zoo that make it
>incompatible require you to stop calling it zoo. at a minimum, you should
>bounce back these changes to rahul dhesi so he can incorporate them in
>the next "official" zoo release, properly #ifdef'ed for atari...

When R. Dhesi contacted me about incorporating my version of Zoo into the "mainstream" version he seemed very open-minded. Simply stated, he sends me the new version of the source, I make it work on the Atari and send it back to him. He then releases the source on one of the sources newsgroups. As long as any GEM code lives within atari.c, I don't forsee any problems but I would definately check with Rahul first.

>flame away...
>
>-bill
>rosenkra@convex.com
>
>--
>Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
>Convex Computer Corp. |ARPA: rosenkra@convex.com

--

Bill Shroka
bjsjr@NCoast.ORG
uunet!usenet.INS.CWRU.Edu!ncoast!bjsjr

3068. Re: Zoo with GEM interface (Was: Re: ARJ? K.I.S.S.!)

Newsgroup: comp.sys.atari.st
Date: 1991-09-28 19:43:45 UTC
From: bjsjr@NCoast.ORG
Message-ID: <1991Sep28.194345.21782@NCoast.ORG>
Source record: 228546

In article <90475@bu.edu> harryk@bucsf.bu.edu (Harry Karayiannis) writes:
[stuff deleted]
>
> Speaking of Zoo, I had some problems with it last night. Being sick of the
>zillions variations of lharc I decided to unpack all my .lzh files and zoo them
>with zoo ver 2.1. (since the compression is about the same, and zoo is
>guaranteed to work on all platforms) But altough the first couple of times it
>was doing fine, suddenly it stoped working properly: I was trying to create a
>new archive-file containing the files of a directory andf zoo2.1 gave me 3
>bombs. I used the command: zoo21 ah// x.zoo dir (actually I was experimenting
>with the command line). The thing is that zoo21 bombed me every time I tried to
>commpress files maintining the full path-names......while zoo2.01 was doing
>that without problem (but the compression was significantly lower).
>
> Anyway, I think I read in this newsgroup that the version of zoo 2.1 stored
>on atari.archive (I got my copy from there) has some problems..
>Do I remember correctly? If yes,. could someone please tell me where can find
>a "clean" copy of zoo ver 2.1?

You should be able to find it on atari.archive in the comp.binaries.atari.st
directory. If that's the version you're already using, then contact me via
E-mail and we'll see if we can find out what's wrong.

--

Bill Shroka
bjsjr@NCoast.ORG
uunet!usenet.INS.CWRU.Edu!ncoast!bjsjr

3069. Re: Is Maple still available?

Newsgroup: comp.sys.atari.st
Date: 1991-09-28 21:08:40 UTC
From: cordes@ac.dal.ca
Message-ID: <1991Sep28.180840.1447@ac.dal.ca>
Source record: 228547

In article <1991Sep28.164405.23756@noose.ecn.purdue.edu>, yegerleh@vivaldi.ecn.purdue.edu (James D Yegerlehner) writes:
> Hello Everyone,
> Once a long time ago someone in Canada posted that he had bought "Maple"
> for his ST at a school bookstore. I have never seen this program
> advertised for the ST; does anyone know if it is still available?
> Is it a full GEM implementation?
>
I don't know, I would suspect commandline.

> As I understand it, Maple is a math program like Mathematica that does
> symbolic and numeric manipulations (as against something like Mathcad
> which is entirely numeric).
>
Right. I think Maple 4.2 was the last ST version produced.

John Cordes
Dept. of Physics
Dalhousie University
Halifax, N.S., Canada B3H 3J5
email: cordes@ac.dal.ca

3070. Re: Sozobon > 1.2

Newsgroup: comp.sys.atari.st
Date: 1991-09-28 22:40:44 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <L70Z91w164w@ersys.edmonton.ab.ca>
Source record: 228550

agostino@concour.cs.concordia.ca (Agostino Deligia) writes:

>
>
> Hi,
>
> Anyone on the net know when the next version (> 1.2) of Sozobon will
> be released? Someone mentioned a couple of weeks ago that it was going to be
> released in a couple of weeks :^) but nothing has shown up in
> comp.binaries.atari.st or atari.archive.umich.edu.
>
> Thanx for any info,
> ad
>
> --
> Agostino Deligia
> agostino@concour.cs.concordia.ca
> It was the best of .sigs, it was the worst of .sigs...

The person who mentioned it was Steve Yelvington. The place where he receives his E-Mail is *VERY* hard to reach. Every message I send takes about five days for him to receive it. First it gets bounced back with the message "host unknown" and then he usually gets it a few days later. The few times we have been able to get mail to each other, he mentioned that the author (Ian Lepore (sp?)) decided that he was going to make a few more modifications to it since he was going to release a new version anyway. A version (that has a few problems) is available from MAST for $4 US. I sent away for it, but haven't gotten a reply yet. I'm not sure if it will take 4-6 weeks like a mail-order service or if they handle the packages within three days (like magazine). This Monday, the letter will have been in their hands for 14 days. I sent it Special Delivery (3 days guaranteed) so I know that it should have arrived two weeks ago counting from this coming Monday.

Anyway, I hope this helps to answer your question. The version from MAST is 1.6xx.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

3071. re: lharc 2.01e vs. zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-09-28 23:03:42 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <V9a192w164w@ersys.edmonton.ab.ca>
Source record: 228551

rosenkra@convex.com (William Rosenkranz) writes:

[a very long meesage which the system reports as too long to follow-up to. In it, he states several points which I will paraphrase.]

1. Thomas Quester may have violated the porting agreement designed by the original author of Lharc by not supplying source code.

You really want that code, don't you? Two points come to mind, though. The first is to question whether or not he made a new agreement with the author of Lharc. He might have, you know. The second is to wonder whether or not changing the language is the same as changing the code. The end result is the same, isn't it? The porting agreement may have meant that changes to the -compression- code or the changing of the -functions- of Lharc must be distributed. These two points are only speculation, though.

2. I myself may have been biased in suggesting that your tests were biased.

This is possible, but not likely. I really don't care much one way or the other about which is better. I use Lharc right now because it is the best available. If I thought ZOO was better, I wouldn't hesitate to switch. Zip also gives about the same compression and the same speed as Lharc and Zoo. So far, Lharc has been the most reliable program for the ST in the compression area. It also has a lot of really nice features.

3. Lharc may have a problem with time-stamps.

This I doubt. I have been using Lharc for a while now, and I have never experienced the problem. I have TOS 1.4, as did the other user who mentioned he had no problems. I think it might be your version of TOS. While I think Lharc should prabably work with the other TOS systems for completeness, but I won't carp about it. TOS 1.2 and 1.0 should be fazed out of use anyway.

4. Assembly code doesn't provide a large speed improvement.

This is normal. C is very close to assembly, so the speed improvement wouldn't be that big. On the other hand, it is a great deal faster than Pascal or Modula-2 or Basic.

I hope I have managed to address some of your major points.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>

```
<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>
```

3072. Re: More Lies From Atari?

Newsgroup: comp.sys.atari.st
Date: 1991-09-29 02:00:19 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <36967@hydra.gatech.EDU>
Source record: 228552

In article <9511@cactus.org> covert@cactus.org (Richard Covert) writes:

... stuff deleted ...
>Atari sells many products overseas that can not pass the USA FCC
>inspection here. I wonder why that is so? Are radiation emissions
>tests more restrictive here in the USA then in Europe? why does
>atari have some many recurring problems passing FCC tests?

FCC testing IS a real problem. My father in-law is getting into the
business of testing computers for the FCC. Why? Because there are only
4 other businesses who do so. He said that when the FCC approves his
company (the hard part), he will instantly have $15,000 in his pocket.

>--
>Richard E. Covert covert@cactus.org
>CACTUS ..!cs.utexas.edu!cactus.org!covert
--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

3073. Re: ARJ? K.I.S.S.!

Newsgroup: comp.sys.atari.st
Date: 1991-09-29 02:57:34 UTC
From: steve@thelake.mn.org
Message-ID: <A2939230012@thelake.mn.org>
Source record: 228555

```
[In article <BAMMI.91Sep27170754@acae127.cadence.com>,
bammi@acae127.cadence.com (Jwahar R. Bammi) writes ... ]

> In article <A1908217657@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>
>> Any program with a reasonable structure (i.e., main is used as a top-level
>> flow-control module) should be easy to GEM-ify by adding
>>
>> if (argc == 0)
>> gem();
>>
> arghhh! dont do this. if args are not available, in the gcc
> startup module, it still creates argv[0] == "", so the min value
> of argc a program will ever see is 1. this is true for acc startup
> too. the reason for doing this is that it is required by Posix (in
> case you were thinking that these guys just made a random decision :-)

Urk ... I've really got to quit taking catnaps at the keyboard. I don't
know who sneaked up behind me and typed that. :-)

Of course, argc is always > 0, Posix or not. That should read something
like this:

#if GEM
if (argc == 1)
gem(); /* alternative user interface */
#endif

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)
```

3074. Re: lharc 2.01e vs. zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-09-29 03:50:43 UTC
From: rosenkra@convex.com
Message-ID: <1991Sep29.035043.17027@convex.com>
Source record: 228556

In article <V9a192w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>rosenkra@convex.com (William Rosenkranz) writes:
>You really want that code, don't you? Two points come to mind, though.

note: whenever i mention "unix", substitue VMS or CMS or anything else.
i just happen to use unix. others may use something else (non-TOS).

yes, i _really_ want the source to ANY archiver i use. just to make sure
that 10 years from now, when i have a non-atari system, i can always get at
my 100's of MB of files (by a recompile of the program on the new system).
is that _so_ tough for you to swallow? i have a HUGE investment in data,
don't you? and do you think the 8mhz 68k will live forever? i would not even
bet that half the computer companies in business today (eg atari) will be in
5 years. who knows? why take a chance when such a trivial solution exists.
unix lharc will NOT extract lh5 archives. unless you have one that does.
if so PLEASE POST IT!!!!!!! from what i understand, lh5 is only implemented
in assembler even on the PC since it was so slow there. a really stupid
thing to do, IMHO since it makes it non-portable. if anything, it should
have been both (c and asm).

>The first is to question whether or not he made a new agreement with the
>author of Lharc. He might have, you know. The second is to wonder

ok, i will contact yoshi myself and find this out. what do you want me
to do: have yoshi _force_ the source to be released? i am asking
politely.

>whether or not changing the language is the same as changing the code.

changing the code is changing the code. edit 1 line and i figure that
is a change. it is not the same as before. here we have _huge_ sections
of the code changed. there is no doubt that the code _has_ changed.

>the other about which is better. I use Lharc right now because it is the
>best available. If I thought ZOO was better, I wouldn't hesitate to

good for you. use lharc all u want. what i am arguing about is a "standard"
for posts and files uploaded to public archives on the net. what you do at
home or wherever is none of my (or anyone elses) business. and i don't care
what happens on BBS's either. only atari.archive and panarthea (or whatever
the comp.{binaries,sources}.atari.st archive calls itself these days).
everything else is of no concern to me, tho it might be to others.

>switch. Zip also gives about the same compression and the same speed as
>Lharc and Zoo. So far, Lharc has been the most reliable program for the

hardly. lharc on the ST is unreliable. read my post more carefully.

>3. Lharc may have a problem with time-stamps.
>
>This I doubt. I have been using Lharc for a while now, and I have never
>experienced the problem. I have TOS 1.4, as did the other user who

READ MY POST. i showed you the problem, unless you think i am lying to you. it does not work on my system, the biggest ST atari makes (mega 4 with 80 MB of atari harddisks). zoo does. i preseted unedited results of directory listings after extraction. the date was wrong. lharc has a bug making it useless for people needing it to be accurate. PERIOD.
that list of people includes any programmer who uses make, RCS, or similar tools.

>mentioned he had no problems. I think it might be your version of TOS.

so what. it should work on ALL TOS versions. otherwise it is hardly universal, or _reliable_ as you claim. it is not as i _showed_.

>While I think Lharc should prabably work with the other TOS systems for
>completeness, but I won't carp about it. TOS 1.2 and 1.0 should be fazed
>out of use anyway.

there are LOTS of people with TOS < 1.4. many people who write s/w for a living MUST maintain test systems just to make sure their software runs on all revs. your solution is to change the operating system to suit a buggy program. hardly what i would call rational. if i had the source (there he goes again :-) i could fix it and you would not here a peep out of me!

>4. Assembly code doesn't provide a large speed improvement.
>
>This is normal. C is very close to assembly, so the speed improvement

i was responding to another who insisted that lharc was written in asm for speed which i demonstrated is not inherently needed, unless of course you are actually striving for anit-portability :-).

>I hope I have managed to address some of your major points.

yes, however i think i still win the argument :-).

and i really fail to see WHY the test itself was biased. _i_ might be, but how is the _test_ biased? i tried for equal footings by eliminating a potentially huge bias with hard disk (i _could_ have done the lharc test in a nearly full, highly fragmented partition on a slower disk and the zoo in a high speed empty partition, saying that "i ran both on a hard disk"). what actually was biased in the results? that i happened to pick a test which CRASHED MY MACHINE? that i happened to pick a test THAT PRODUCED INCORRECT TIMESTAMPS? that i happened to pick tests THAT SHOW ZOO IS AS FAST AND AS EFFICIENT? if you read the same thing in a trade rag, you would thing it was unbiased, i suspect. maybe i should have submitted the article anonymously :-). i tried to be EXTREMELY detailed in my reporting. i do benchmarking for a living.

maybe less IS more.

when you accuse the test of being biased, be specific. name calling ("oh, rosenkranz posted that, he is biased"), tho i _did_ invite it, is useless...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3075. Spectrum spazz on TOS 1.62/STe?

Newsgroup: comp.sys.atari.st
Date: 1991-09-29 05:07:03 UTC
From: rjung@aludra.usc.edu
Message-ID: <20104@chaph.usc.edu>
Source record: 228549

Hi. I just recently got myself a 520STe with TOS 1.62 installed. I notice, though, that whenever I try to load in Spectrum 512 pictures, they get columns of black or white pixels running at random (and not aesthetically pleasing) places along the image.

I imagine that this is due to some inconsistency with the Spectrum picture display routine and TOS 1.62/the 4096 STe palette. Does anyone know of a patch or solution for this problem that I can use? Any information would be appreciated.

--R.J.
B-)

^^

Send replies to rjung@usc.edu
#
I wrote this. If you've got a comment, give
it to me and let's cut out the middleman.

3076. Re: ESDI harddrive

Newsgroup: comp.sys.atari.st
Date: 1991-09-29 05:16:15 UTC
From: ritchie@hpdmd48.boi.hp.com
Message-ID: <15480019@hpdmd48.boi.hp.com>
Source record: 228566

Adaptec also makes an ESDI <> SCSI controller..... what kind of drive
is it?

-- Dave Ritchie
ritchie@hpdmd48.boi.hp.com

3077. Re: ESDI harddrive

Newsgroup: comp.sys.atari.st
Date: 1991-09-29 05:18:36 UTC
From: ritchie@hpdmd48.boi.hp.com
Message-ID: <15480020@hpdmd48.boi.hp.com>
Source record: 228560

```
>
> Adaptec also makes an ESDI <> SCSI controller..... what kind of drive
>is it?
>
>-- Dave Ritchie
>ritchie@hpdmd48.boi.hp.com
>----------

Oh... A Seagate... Is their a SCSI version of the same drive? If so, you
might be able to do a logic swap... maybe.... Call Seagate.

-- Dave Ritchie
ritchie@hpdmd48.boi.hp.com
```

3078. digitzing video for DTP

Newsgroup: comp.sys.atari.st
Date: 1991-09-29 09:38:40 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <43372@ucbvax.BERKELEY.EDU>
Source record: 228557

NetQuestion...

I would like to digitize video for use in DTP type applications. How should I go about this?

Background and conditions:

I'm using an ST as a Mac via Spectre GCR and as a regular ST. I am about to look into purchasing a camcorder from a friend. I see this as a prime opportunity to start using digitized graphics in my documents. However, I am also in the process of phasing out my ST.

"Dumping the ST!?!?" Well, sort of. Right now, I have a 520ST, 4MB RAM (JRI SIMM board), GCR, modem, hard drive (Syquest coming soon), printer, and probably a DEKA real soon. I would like to "upgrade" to a MAC by moving all the peripherals to a Mac and using the ST for something else (maybe a BBS or something). The ST would remain a working system, but I would probably stop buying things for it. At this point, I would like to stop purchasing ST specific products. I realize this may not be possible with an ST digitizer.

What I would like to do is digitize video, use the graphic in other programs or documents, and print the document out. I would like to import the graphic into Mac Word 4.0, Superpaint 2, and HyperCard on the Mac; WordFlair II and Calamus on the ST. I don't care if the digitizer does only black and white, as long as I can get a good image. More than 16 gray shades would be nice. I would like it if it did not take up the cartridge slot. The software MUST work with a mono monitor.

What digitizer is best for me, and what additional software would I need?

John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

3079. GEM vs. strict CLI

Newsgroup: comp.sys.atari.st
Date: 1991-09-29 10:07:03 UTC
From: kawakami@earthquake.Berkeley.EDU
Message-ID: <43373@ucbvax.BERKELEY.EDU>
Source record: 228558

I don't understand what the real problem is of writing archivers (or any other traditional utilities) with GEM encoded as part of the interface. What the programmer should do is not become GEM specific, but design a minimal visual interface. I think you can assume a simple model like this:

* An event driven graphical user interface. Assume no icons, just text and "curses"-like screen handling with GEM-like windows (the windows send event messages to the application.)

* The "brains" of the utility acts a lot like the CLI version, except that it returns results to other parts of the program, not to the user.

For example, an archiver in GUI interactive mode should work like StuffIt on the Mac. You can uncompress files one at a time or many at a time, but you don't have to type any file names. It works the same the other way.

If we assume a minimal textual visual interface, a-la PC programs, then porting on different platforms would not be a problem.

It's the 1990's. The graphical least common denominator is the PC compatible. There is no need to exclude user interfaces from utilities.

John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

3080. Re: STOS Users

Newsgroup: comp.sys.atari.st
Date: 1991-09-29 14:57:59 UTC
From: dddean@bluemoon.rn.com
Message-ID: <cFJ291w164w@bluemoon.rn.com>
Source record: 228568

aj639@cleveland.Freenet.Edu (Michael Cox) writes:

>
> I was wondering if anyone programs in STOS? I have an Amiga and use AMOS
> but would like to try and port some STOS programs over. I'd also like
> to see what an STOS program looks like. If anyone could help me, please
> send email to aj639@cleveland.freenet.edu
>

I have dabbled in STOS, and have created about 2-3 games. Although, I must say, they were not the GREATEST of games, I know of at least 30 people on a local bulletin board that loved them!

In one, you get to get your revenge on the "Energizer Bunny" and shoot him as he scrolls back and forth across the screen.

I could uuencode the game and source for you, then send it your way if you would like. Altough, at 1200 bds. it might take some time to finish the long transfer to just MY host.

Write me back! I also love to hear from STOS users.

David D. Dean, Vice Chairman David D. Dean, Activities Chairman
Exploring Officer's Association Explorer Post 891
Central Ohio Council AT&T Systems & Bell Laboratories

These thoughts belong to: dddean@bluemoon.rn.com !!!! No one else!

3081. Re: More Lies From Atari?

Newsgroup: comp.sys.atari.st
Date: 1991-09-29 15:03:14 UTC
From: adamd@rhi.hi.is
Message-ID: <3640@krafla.rhi.hi.is>
Source record: 228553

In <9511@cactus.org> covert@cactus.org (Richard Covert) writes:

>Unforutnately, just because Atari sells a product in Europe does
>not mean that it will ever be sold here in the USA.

You probably wouldn't want a STacy anyway (except as a desktop machine).
ST book is a different story, it looks like gear worth marketing.

>For example, just how many different models of IBM PC clones
>did Atari sell in Europe (or even Canada)?

>Atari has NEVER sold a PC clone here in the USA.

That is then one thing which the US didn't have to suffer. What on earth
were Atari doing boxing up PC clones anyway? I was in Copenhagen recently
and found an Atari store with a window full of PC clones and a major display
of "Atari, power without the price". There were also a few PC's from other
manufacturers on display but hardly an ST to be seen. I think I saw a 1040
somewhere in the depths of the shop, but maybe my memory is playing up
(you know, inventing things in order to soften the impact of the raw truth).

"Atari PC" has probably done far more to damage Atari's image than any amount
of vaporware. When the ST first came out it was truly innovative, The ST book
shows some fresh innovation. It looks like Atari are returning from a prolonged
psychotic episode, back towards the cutting edge of computer technology. Maybe
it'll even happen.

--
Adam David.
(adamd@rhi.hi.is)

3082. Re: ST memory allocation

Newsgroup: comp.sys.atari.st
Date: 1991-09-29 16:53:28 UTC
From: harold@alice.hobby.nl
Message-ID: <1806706@alice.hobby.nl>
Source record: 228394

n article <8mmD91w164w@admiral.uucp> slammy@admiral.uucp
(Dave Litchman) writes:
(Sender was: waffle@admiral.uucp)
> rjast1@unix.cis.pitt.edu (Robert J Anisko) writes:
>
> > Hmm, I don't have Neodesk, but in playing with GEMINI, Gemini
> > actually has a directory somewhere where files for the CLipboard go
> > (along with the trashcan (NOT the thrashcan))...
> >
> Well, Neodesk's clipboard really seems to be a variable size RAMdisk. You

The gemini clipboard is actually the GEM clipboard it is a standard
facility to interchange files with programs.
It can be accessed by programs using the scrap_... functions of AES

The Neodesk clipboard is a badly named function of neodesk that has no
relation with the function of the gemini clipboard.

The GEM clipboard can still be used under Neodesk ofcourse, use of this
clipboard is made very easy by the acc named 'CLIPBRD' it is PD I think.
Note that all GEM programs should support the clipboard but most don't
and if they do they mostly do it incorrect (like 1stWP)

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3083. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-09-29 16:57:01 UTC
From: bjsjr@NCoast.ORG
Message-ID: <1991Sep29.165701.6273@NCoast.ORG>
Source record: 228561

In article <1991Sep28.132241.17704@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>Also I have never made a ZOO archive, I had so many problems with
>eXtracting ZOO archive that I don't use it as a archiver at all, there
>are too many switches to understand, unless you have a Computer Science
>Degree, so far from what I can see only used by Unix Freeks, they like
>wearing key boards out..:-)..

This is one of the greatest misconceptions about Zoo. In it's most basic operation, Zoo is as easy to use as ARC or LHarc. Let's see, if I wanted to extract an archive made by one of the mentioned archivers I would issue the following commands:

ARC: arc x foo.arc
LHarc: lharc x foo.lzh
ZOO: zoo x foo.zoo

I don't see the problem. Zoo doesn't become complicated until you start trying to do more complex things with it. Any beginner that's familiar with another archiver should be able to atleast extract from a zoo archive.

>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

--

Bill Shroka
bjsjr@NCoast.ORG
uunet!usenet.INS.CWRU.Edu!ncoast!bjsjr

3084. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-09-29 17:13:11 UTC
From: bjsjr@NCoast.ORG
Message-ID: <1991Sep29.171311.9104@NCoast.ORG>
Source record: 228562

In article <1991Sep28.160841.13419@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
>what i would suggest is that GNU C be tried on the ST on the original
>lharc C (only) sources. i would even except lharc if this was done in
>the first place way back when, before everyone and his brother got in
>the "let's port lharc to the ST" game.

It's called Xlharc :-) I used the Unix V0.03 sources for my original port of LHarc 1.01 (later renamed Xlharc). When I first released my LHarc, the only other ones available were LHarc .51 (not a TRUE LHarc) and FASTLZH (also possibly LHA, I forget). My LHarc (using GNU C) was always the fastest until Questor's later versions of LZHxxx started showing up in the States. By that time, there were so many incompatible versions of LHarc for the ST, I had given up hope for LHarc. That's when I contacted R. Dhesi about all of the rumors floating around about a "new" zoo.

>-bill
>rosenkra@convex.com
>defender of the faith...
>
>(by the way, "grok" is not a unix command :-)
>
>--
>Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
>Convex Computer Corp. |ARPA: rosenkra@convex.com

--

Bill Shroka
bjsjr@NCoast.ORG
uunet!usenet.INS.CWRU.Edu!ncoast!bjsjr

3085. Re: Stalker & Fonts

Newsgroup: comp.sys.atari.st
Date: 1991-09-29 18:34:31 UTC
From: as903@cleveland.Freenet.Edu
Message-ID: <1991Sep29.183431.15882@usenet.ins.cwru.edu>
Source record: 228564

```
How do you like Stalker ??
How much is it supposed to retail for ??
Is it shipping yet or just at the shows ???
```

3086. Re: Hi-Rez Vidio card info wanted!!!

Newsgroup: comp.sys.atari.st
Date: 1991-09-29 18:40:33 UTC
From: as903@cleveland.Freenet.Edu
Message-ID: <1991Sep29.184033.16520@usenet.ins.cwru.edu>
Source record: 228565

Dave's board is very impressive..Even comes with the new tos..
I worked with Dave at the Winsor show last spring. there is a piggyback
connector on the SST board.. Dave said that he had in mind a 24 bit
color board that was hard wired back home.. So he still
has things up his sleeve...

3087. DKB Ray Tracer

Newsgroup: comp.sys.atari.st
Date: 1991-09-29 20:49:25 UTC
From: cse0507@desire.wright.edu
Message-ID: <1991Sep29.154925.96@desire.wright.edu>
Source record: 228575

Who wants to see the DKB ray tracer for the Atari? I already have
the command-line version of it done for the TT, and am now working on
the GEM interface. Yes, it will take arg's, even if GEM. GTP for all
you Newdesk users out there. Anybody care?
If you do care, tell me how to force eight zillion printf's into a
window. I don't relish grepping all the printf's and changing them all
to v_text calls. Would FDup/FForce work? I can't see how.
Another point: Although it would be a HUGE accessory, making it an
accessory would really be ideal, since it's sludge even on a 32MHz machine,
and who wants to tie up their hardware for that long? Thought, comments,
HINTS, etc.? Email, don't noise the net. Flames to /dev/null. :-)
Bob The Schulze
SubGenius
Master of All Icon See
Legally Blind

3088. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-09-29 21:25:55 UTC
From: the.fawn@mcshh.hanse.de
Message-ID: <9606@mcshh.hanse.de>
Source record: 228587

>rumors dispelled: using assembly language offers huge speed advantages
> over C in the problem domain of file archivers.

LHarc is only partly written in assembly-language. Some parts
of the coder itself are in C. It only is a long hand hard way
to produce a higly optimzied version of about 1000 lines of
nearly undocumented source. The rest of the coder and decoder
will be written in assembly language some times later. It took
some version to make 1.13 four times faster.

>i tried:
>
> lharc a lll *
>
>and my system crashed! lharc does NOT handle extended args. and what's more
>it crashed my system! i did not want to reboot again so i did not test to
>see if it handles wildcards itself. this is TOTALLY unacceptable.

It does handle the ARGV, but only up to 200 filenames. I bed
you to retype your command, maybe someting went wrong earlier.

> - nitpicking: zoo lists files one per line. it is easier to grep
> things out for more specialized uses (like making lists of all
> .c files with their statistics).

Why not use lharc l archiv?

> - zoo 2.1 can extract files from ANY zoo archive of equal or
> lesser version. older versions of zoo can list any zoo archive
> even if made with a newer version. if a newer version is needed
> to extract files, the older zoo tells you what version you need.

So Lharc does. It will not say the version number, but give a
message "unknown method". Though there are some versions of
LHarc availbe without this test (for example unlzh).

>i note that the speed difference in both test cases is 11 seconds during
>archive creation. it might be possible that this is a constant. if so, then
>doubling the amount of work will lower the net speed advantage to under 10%.

This is not a constant. Zoo and LHarc will become VERRY slow,
if you, for example, compress dictionarys (sorted lists of
words). This will resault in degenerate trees and much more
substrings to be compared. source-codes compress relativly fast,
because much of it constis of only a few keywords.

> zoo 2.1(on the ST only!) now has an improved method for doing recursive
> hierarchies (a//).

This is called a -r on lharc.

3089. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-09-29 21:52:24 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0bcjbjc@nathan.ruhr.de>
Source record: 228474

In <1991Sep26.064525.15427@convex.com>, William Rosenkranz writes:

Hi William,
at first, thanks for test. Very good work. Since I'm an Lharc fan, I was
very confused about the bugs reported by you (archive time not correct,
no ARGV support, no UNIXMODE). So I tested these things on my machine (Mega
ST 2, German TOS 1.04, Gemini 1.21).

>test platform is mega4 (4 MB) 8 Mhz, TOS 1.2, using gulam CLI. environment
Well, nothing against you personally, but TOS 1.2 (or, in Atari's new
spelling, TOS 1.02) is an OS from stoneage, TOS 1.04 is the actual OS.
Needless to say that this will last for only more month, since a German
company will start to sell TOS 2.05 for a normal ST at that time.

>it also looks like zoo may support
>UNIXMODE tho i don't use it myself. UNIXMODE allows configuration so that
>forward slashes "/" can be used in file paths as well as backslash "\".
>lharc does not appear to support this either.
Sorry, that's wrong. This can be obtained by using the "-s" switch

>HOWEVER, the dates and times of the extracted files were NOT correct. they
were the current date and time NOT the times in the archive:
I tried this on my machine. No such thing. I compressed a file, the time
stored within the archive was the same as the files' time. After extracting
that file from the archive (to a different directory, of course), the
extracted files' time was the same as the time of the source file...
Perhaps it's TOS 1.02???

>i made a dummy directory with enough files so that the command line length
>would be longer than 125 chars (which is what Pexec normally can handle).
>GNU C programs can exploit ARGV extended argument passing (which is sanctioned
>by atari). gulam can handle this as well with "setenv env_style mw" which
>i set.
[some stuff deleted]
>and my system crashed! lharc does NOT handle extended args. and what's more
>it crashed my system! i did not want to reboot again so i did not test to
>see if it handles wildcards itself. this is TOTALLY unacceptable.

mw? Jesus Christ! Mark William's method for passing extended arguments is
not, I repeat, NOT correct. LHarc (and Gemini) both use the official
method (called ARGV). Yes, you may not believe it, but Atari has documented
this method. This (and nothing else) is the standard....
Mark William's are "cooking their own soup", as we Germans say it.

With Gemini (and ARGV support turned ON), I changed into a news directory
(63 files, filenames 4 characters long, the total commandline length was

6 (for "a test") plus 63*5 (for 63 filenames of 4 characters plus 63 spaces),
or totally 321 characters) and did

lha a test *

and Lharc packed those files into an archive. Absolutely no problems!
(By the way, LHarc can also handle wildcards itself).

> - nitpicking: zoo lists files one per line. it is easier to grep
> things out for more specialized uses (like making lists of all
> .c files with their statistics).
What about using "l" for list instead of "v" for verbose listing? When
doing verbose listings, LHArc will displays full pathnames if there are
any included within the archive. That's the reason why it needs two lines.
When using the "l" command, output will look like this:

LHarc 2.01e (c)Yoshi, Quester, 1988-91.(Assemblerversion vom 02.09.1991)

Inhalt von : 'FF110.LZH'

Name Original Gepackt Rate Datum Zeit Attr Typ CRC
-------------- -------- -------- ------ -------- -------- ---- ----- ----
FASTFWD.DOC 4867 2085 42.8% 91-06-03 23:30:18 a--w -lh1- 893D
FASTFWD.PRG 20369 13035 64.0% 91-06-03 23:24:36 a--w -lh1- 49C7
-------------- -------- -------- ------ -------- --------
2 files 25236 15120 59.9% 91-09-13 5:07:50

(Yes, it's the german version)

> - there is one version of zoo 2.1 (that i know of) for ST, unix,
> and PC. i stopped counting the versions of lharc for the ST
> alone at about 6 or 8. there is only one author of zoo.
How many LHarc versions do you need? I came a lot of lharced files,
created by almost every lharc ever programmed on this planet (including
the unix and amiga lharc). I start LHArc 2.01e, and it decompresses them.

> zoo 2.1 will also (by default) make archives which older versions
> of zoo will extract. you have to ask for the high compression
> algorithm specifically with the "h" command modifier.
Every tried Lharc's "-o" switch?

>i confess that i did not read the docs for lharc. as far as i know the
>questor version docs have always been in german up until 2.01e which i
>just got within the past 2 weeks.
To be more precise, you haven't read any LHArc doc's at all. Is this correct?

>nothingnew to learn. i already knew how to use zoo since i have used
>it for at least 2+ years.
Hmm, so you've read the zoo docs, did you? Well, that's not fair. If I do
get any new software, reading docs the first thing to do. (If you drive
a car for the first time without having a single driver's lession and no
experienced driver besides you, is it the car's fault if you have an
accident?)

> - the size of the executables is significantly different. about 2x
> (lharc being the smaller). however, after packing with pfxpak,
> zoo is about 53k and lharc is about 28k. the difference is not
> that significant in a 16 MB partition. what i do find fascinating
> is that the executable for lharc is itself an archive! this is
> a really super hack. incidently pfxpak was written by the very
> same thomas questor who provides the lharc under scrutiny.
If you had read only the README file, you would have found that you could
treat the executable as a normal archive (lharc.ttp x lharc.ttp) and thereby
extract the "real" LHAarc (uncompressed length 40k, pfxpacked again 28 K)
and the docs.

My conclusion from your test and my experiences with all kinds of archivers:

1.) There is no significant difference in archive sizes when comparing
zoo 2.1 and LHArc 2.01e. STZIP 0.9 beta falls out of the comparision since
it can't compress big files in this version. Let's wait for ZIP 1.0..
At that time, look out for ARC 7.0 which is available for MS-DOS right now.
I hope somebody will do the porting real soon...

And I think size is the most important point. Time doesn't matter at all
when sending files through phone lines. (De)Compression is done offline and
doesn't cost my money, so I don't care that much about the time used.

2.) The often stated LHArc fiasco or chaos is over, thank godness. LHArc
2.01e was able to handle all LHarc archives I ever got (and being res-
ponsible for a BBS with a large filebase I do get a lot of archives). And
LHArc able to create archives for most other LHArcs. All you got to do is
read the documentation <grin> and use its possibilities....

3.) Porting LHArc to Unix is not the big problem one could believe when
reading your article. Sources for the old format (used in the 0.xx and 1.xx)
version are widely available, the sources for the new format (created by
2.xx) can also be found. Check out for the sources of Amiga's AR. This is
an LHArc using the new format. (I don't know why they called it AR,
perhaps they are a bit stupid?? ;-) If you can't get them, feel free to ask
me.

/s/ Udo
--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

3090. Re: Mega II Expansion

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 04:04:15 UTC
From: boyd@bind.cs.fsu.edu
Message-ID: <1991Sep30.000415.8221@mailer.cc.fsu.edu>
Source record: 228567

In article <9109272309.AA23692@enterprise.noarl.navy.mil>, fox@ENTERPRISE.NOARL.NAVY.MIL (Dan Fox) writes:
>
>Sorry for the repost, but I didn't get any responses a few weeks ago...
>
>I have a 'stock' Mega 2 which I would like to upgrade with additional
>memory and an internal hard drive. Two questions:
> 1. Is the built in power supply and cooling fan adequate for
> this?

A positive "maybe". Some ST power supplies are right on the money, and any additional drain will result in weird crashes. ST's were not designed with internal HD's in mind. I bought a great external from D&P Computer Supply. ICD Advantage host adaptor, 85mb Seagate SCSI drive, nice enclosure which has the mount (and the cables) for a second device, lit power button, removable power cord, etc all for $574. I think the price has gone down to $539. I am very pleased with this drive. Quality and phone support were superb. I highly recommend the ICD host adaptor in any drive you buy. Their software is much better than Atari's, and is reportedly better than BMS's. The D&P number is 1-800-535-4290.

> 2. Does the internal hard drive interfere with the SLM804?

Very possibly. My disk (actually the ICD host adaptor) has a "pass thru" port on it which one would use with the Atari laser. I am not sure how this could be implemented on an internal unit (by the way, ICD makes the internal host adaptor used by Toad and others).

>
>I ask the second question because on a visit to Toad Computers a couple
>of months ago, I was told that you couldn't use the laser printer with
>Toad's internal drives. They didn't know if this was a problem with
>other drives.

I have compared my unit to a Toad, and my enclosure was made better. However, Toad seems to be offering two different enclosures now (perhaps they are using this one :-).

>
>I need to replace the external Supra 30 drive, because it's dying for
>the third time in less than three years... Since the machine only
>runs on weekends, that came out to a mean-time-between-failures
>of something like 300 hours!
>

You might want to consider purchasing a new SCSI unit and ICD host and putting them into your Supra case (new cables also, of course). Get an electrician to check the power supply (to make sure it is not the culprit). This would basically replace everything except the case/power supply, so this should fix the problem. The ICD is much better than the Supra host adaptor, both hardware and software.

>Thanks for the help!

You are welcome.

The above is IMHO, I am not connected with Toad, D&P, Supra, etc in any way.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-------------------------------------

3091. Re: WANTED: chart/broker program

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 05:08:49 UTC
From: boyd@bind.cs.fsu.edu
Message-ID: <1991Sep30.010849.8956@mailer.cc.fsu.edu>
Source record: 228569

In article <1991Sep28.185038.2690@informatik.uni-erlangen.de>,
lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael) writes:
>Hi folks,
>
>I need a program to visualize broker charts. Monochrome
>would be the best. I've scanned the atari.archive, but
>nothing found.
>

If by "broker" you mean stock broker, I suggest you try to find a copy of
Ishgar Portfolio. It was made by Batteries Included (now out of business),
and received good reviews. I have seen it in the bargin bin for as little
as $20. I am not sure if it has this specific feature, but it is the only
commercial stock package I have heard of for the ST.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-------------------------------------

3092. Mono monitor fix?

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 05:24:00 UTC
From: boyd@bind.cs.fsu.edu
Message-ID: <1991Sep30.012400.9409@mailer.cc.fsu.edu>
Source record: 228570
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My mono monitor is acting up. When there is little "white stuff" on the screen, it starts to fade until almost black. If more stuff is drawn to the screen, it brightens up. This sound familiar to anyone? Any ideas on what could be going bad?

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-----------------------------------

3093. TOS 1.4 original set for-sale!

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 06:08:06 UTC
From: t821431@minyos.xx.rmit.oz.au
Message-ID: <1991Sep30.060806.3916@minyos.xx.rmit.oz.au>
Source record: 228571

Any body want to make me a bid on the Atari st TOS 1.4 (6 chip rom set)

I paid $ 150.00 Australian for them! (shock yes $ 150)

But dont expect anytheing like that for them!

Make me an offer!

I prefer to stick with the TOS 1.2 as i have a second machine which i am always changing disks with. ((AND STRANGE THINGS HAPPEN WITH THE 1.4 TOS FORMATTED DISKS)

Richard Clarkson

3094. GFA BASIC VER 3.5 or greater WANTED!

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 06:13:39 UTC
From: t821431@minyos.xx.rmit.oz.au
Message-ID: <1991Sep30.061339.4293@minyos.xx.rmit.oz.au>
Source record: 228572

Does anybody out there wish to sell their GFA BASIC with manual?

I am after version 3.5 or greater!

Thanks from Richard Clarkson

3095. ATARIVIR.291

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 08:33:44 UTC
From: t821431@minyos.xx.rmit.oz.au
Message-ID: <1991Sep30.083344.13544@minyos.xx.rmit.oz.au>
Source record: 228573

A couple of months ago a doc file on 'atari viruses' was on
ftp 141.211.164.8!

I downloaded it and believe there to be previous docs on the atari
viruses called:

ATARIVIR.A80
ATARIVIR.690

These were by the same authour

Profes. Dr Klaus Brunnstein
Simone Fisher
VIRUS TEST CENTRE
Facualty fo Informatics
GERMANY (UNIVERSITY OF HAMBURG)

Does anybody know where i can get hold of these other doc files or how
i can get E-mail to Brunnstein@rz.Informatik.Uni-Hamburg.dbp.de
from "minyos " in Melbourne Australia?

These doc files were very well done* 10/10
Very impressive

Many thanks in Advance

Richard Clarkson

3096. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 09:26:52 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4028@odin.cs.hw.ac.uk>
Source record: 228590

In article <1991Sep27.185919.22072@watdragon.waterloo.edu>
cjherborth@rose.waterloo.edu (Chris Herborth) writes:
>Oooooo Piet, I'd LOVE to get my greedy little hands on a startup module
>like that! There's been some demand for a screen saver like AFter
>Dark on the Macs (which loads different modules to run as the screen
>saver effects) on GEnie, and I thought I'd write on... Unfortunately,
>I'm not enough of an assembly hack to write the startup module you'd
>need to Pexec() from inside an accessory, and not crash the ST...

If I'm wrong about any of this may Allan Pratt or Ken Badertscher correct me
(gently :-).

I think the best way to write such a screen saver would be for the saver
modules not to be proper programs as such but loaded by the saver accessory
in much the same way as accessories are loaded by the desktop. This get's
round any Pexec problems. The saver should malloc some memory for the module,
load it in and relocate it. Now before you all start shouting "Hey acc's
shouldn't malloc memory" ley me say this: Any memory that an acc mallocs
belongs to the current process right? Right! So the problems come when the
current process terminates. The desktop program never terminates so modules
should only be loaded when your at the desktop. How do we know we're at the
desktop? By using the current process ID. If you save it when you start up
your accessory then you have the desktop process ID. Before trying to load
a module, check the current process ID and if it's the same then go ahead
else put up an alert box "Saver Modules only loadable from desktop".

The modules should have some way of being identified by the saver.
eg.
```
BRA.S start
DC.L 'SAVER',0
start:
```

The accessory can look past the branch for the magic word 'SAVER'.
Alternatively the modules could have a special saver header like CPX's have.

Whadaya think?

```
+-------------------------------------------------------------------------+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
```

! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !
+--+

3097. Re: ATARI ON TV

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 09:30:19 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4029@odin.cs.hw.ac.uk>
Source record: 228589

In article <1991Sep27.172104.17687@casbah.acns.nwu.edu>
glover@casbah.acns.nwu.edu (Eric Glover) writes:
>Why is it that Atari U.S. is so sad compared to the rest of the world.
>Eric .R. Glover

Would you rather have Atari UK? You may have a raw deal but you 'aint hit
rock bottom yet!

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

3098. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 10:27:05 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep30.102705.2225@actrix.gen.nz>
Source record: 228574

This is some of the Atari info on ARGV for you, this was posted some time back by Atari..

You forgot to mention that the Date problem was so far only found on your machine, but I have not had any problems with my TOS 1.4..

Now part of the Atari Posting, with the differences with ARGV and Mark Williams..

A Final Note

This specification was formulated with careful deliberation, and with input from several companies and developers who have created development tools for GEMDOS. The Mark Williams extended argument passing scheme was the main influence for this specification, because it has been in use, and supported by Mark Williams and other companies for several years. This specification is very similar to the Mark Williams scheme, with the following important exceptions:

1) Under the specification, the arguments after the ARGV environment variable may be validated by checking the command tail length byte. The Mark Williams execve() library function uses the command tail length byte as a telltale, but it is not checked by the crts0 startup code. This validation is important for the reasons mentioned in the Rationale section above.

2) The specification allows the ARGV environment variable to take on any value. Mark Williams uses the value of ARGV as an iovector, which is described in the Mark Williams documentation. The iovector should no longer be needed, as its primary purpose was to simplify the MWC implementation of the C library function isatty().

3) Some versions of the MWC startup code do not require the ARGV= to have an `='. Because ARGV is an actual environment variable in the specification, the equals character is required.

This part is thanks to Atari..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3099. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 11:36:27 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep30.113627.3122@actrix.gen.nz>
Source record: 228576

In article <1991Sep29.165701.6273@NCoast.ORG> bjsjr@ncoast.ORG writes:
>
> In article <1991Sep28.132241.17704@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> >Also I have never made a ZOO archive, I had so many problems with
> >eXtracting ZOO archive that I don't use it as a archiver at all, there
> >are too many switches to understand, unless you have a Computer Science
> >Degree, so far from what I can see only used by Unix Freeks, they like
> >wearing key boards out..:-)..
>
> This is one of the greatest misconceptions about Zoo. In it's most basic
> operation, Zoo is as easy to use as ARC or LHarc. Let's see, if I wanted
> to extract an archive made by one of the mentioned archivers I would issue
> the following commands:
>
> ARC: arc x foo.arc
> LHarc: lharc x foo.lzh
> ZOO: zoo x foo.zoo
>
> I don't see the problem. Zoo doesn't become complicated until you start
> trying to do more complex things with it. Any beginner that's familiar
> with another archiver should be able to atleast extract from a zoo archive.
> >*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> ---
> Bill Shroka

Bill I only use a Gem shell, the one that I was using was Arcgshl 3.5,
but was not getting very good results, error messages that I could not
work out, I then found a copy of Zoo Boy, this I found was a lot better,
but I still get the odd problem..

My Archives are not that simple, thay have lots of Directories/Folders,
and my Base Directory is not the root, this is because I do convert a lot
of Arc Files to upload to BBS's..

I have never found good doc's for the old Zoo 2.01 or Arcgshl 3.5,
Good Doc's would help a great deal with both of these programs,
Ie, with shown examples..

Note: I am a User Not a Programer, this is in reference to a resent
Atari Quote..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***

*** New Zealand.. * not like a dying light globe ***

3100. Re: Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 12:21:26 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3854@laura.UUCP>
Source record: 228577

In article <1991Sep28.104640.29931@terminator.cc.umich.edu>,
usenet@atari.archive.umich.edu (Atari Archive Robot) writes:
|> drwxrwxr-x daemon 1024 Sep 21 09:23 .
|> drwxrwxr-x jon 2560 Sep 22 00:37 ./magazines/streport
|> -rw-r--r-- weiner 48866 Sep 22 00:37
|> ./magazines/streport/str738.txt.Z
|> drwxrwxr-x jon 2048 Sep 22 00:37 ./magazines/znet
|> -rw-r--r-- weiner 28706 Sep 22 00:37 ./magazines/znet/znet9140.txt.Z
|> -rw-rw-r-- weiner 111096 Sep 21 09:23 ./Index
|> drwxr-xr-x weiner 1536 Sep 21 09:21 ./dc
|> -rw-r--r-- weiner 11483 Sep 21 09:21 ./dc/dcpopbr2.arc
|> -rw-r--r-- weiner 1469 Sep 21 09:22 ./dc/Index
|> -rw-rw-r-- weiner 51759 Sep 21 09:23 ./CompInd.Z
|> -rw-rw-r-- weiner 3704 Sep 22 15:50 ./admin/Current.monthly.posting
|> [rest deleted]

Hmm, what about sorting this stuff with respect to the file name?

--
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3101. Re: More Lies From Atari?

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 12:29:22 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <18091@hydra.Helsinki.FI>
Source record: 228578

-> I'm sure glad that I don't live in USA.... ;-) but:

- I'm from Finland (as you may notice) and atari sucks here too but, mail order works !!!
YES I BOUGHT MY TT030/8 mail order from germany and it was all costs included about 20% cheper for me than buy it from the former Finnish atari dealer...
and I got monitor (ptc xxxx) with it, with the same price....

-so I'm more saticified WITHOUT a local dealer since now I can do business with germany directly... (the official atari-finland dealer is out of business)
--> if they weren't many software houses wouldn't sell things from germany, they'd just tell you to go to the "official atari finland importeur/dealer"
...
so: -let's hope for the best: no "official" importeurs with protected prices !!
...
Jolly Roger up for everyone !!!

>>>

3102. Re: More Lies From Atari?

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 12:42:39 UTC
From: darling@cellar.UUCP
Message-ID: <sT8394w164w@cellar.UUCP>
Source record: 228593

trh@atari.UUCP (T R Hall) writes:

> [Re: the ST Book]
>
> There isn't directly a cartridge port, _*BUT*_...
>
> The "120-pin Expansion Port" (my/atari's name for the "system bus") has
> _*all*_ the signals neccesary to _*create*_ a cartridge port. We have
> encouraged/are encouraging third parties to make a _*very*_ simple board to
> convert the "Expansion" to "cartridge". (two connectors and a PCB... no activ
> parts at all).

I'm amazed that Atari isn't more interested in making such a board itself.
Without it, no serious MIDI people or Spectre GCR users will buy one.

Naturally, I'm more interested in it for my music peripherals (C-Lab SMPTE/
Expander box), but I'd think that the Spectre market would be of interest to
Atari, since an ST Book with GCR looks to be over $1000 less than the
competing Mac portable.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

3103. A.A. & GNU s/w

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 13:11:13 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Sep30141113@ghiggins.hpl.hp.com>
Source record: 228586
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

News on GNU s/w @ A.A.

Firstly:
========
++jrb has released update13 for the GNU suite on A.A. GNU hunters will
find the file update13.zoo (requiring zoo 2.1 for unarchival) in the A.A.
directories:

~ftp/atari/gnustuff/tos/updates & ~ftp/atari/newtitems

++jrb has also indicated the imminent despatch to A.A. of a cart tape of his
collection of GNU s/w. When the tape has been transferred to A.A. and the s/w
made available, there will be a general announcement here (c.s.a.st*).

Secondly:
=========
Ghostscript 2.3 binaries (freshly uploaded) are available on A.A. The filename
is gs23b.zoo and appears in the following A.A. directories:

~ftp/atari/gnustuff/ghscrpt & ~ftp/atari/newitems

--
Graham Higgins
<< My opinions above are exactly that: my own, and opinions. >>

3104. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 13:20:39 UTC
From: rosenkra@convex.com
Message-ID: <1991Sep30.132039.20949@convex.com>
Source record: 228581

In article <1991Sep30.102705.2225@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>You forgot to mention that the Date problem was so far only found
>on your machine, but I have not had any problems with my TOS 1.4..

i am positive i mentioned that i had conducted the test under TOS 1.2
on my mega4. i, of course, can't run on anybody else's system.

i am glad it functions properly on TOS 1.4. however, that is still no
excuse for it NOT functioning properly under 1.2 (or 1.0). i wonder just
how this error crept in. all things being equal, then Fdatime must
have changed between 1.2 and 1.4. zoo works both ways.

>Now part of the Atari Posting, with the differences with ARGV and
>Mark Williams..
[info deleted for brevity :-)]

thanx, roger. i am pretty sure i have this info already, however this is
a good refresher. i suggest you pass it on to TQ since he has the problem,
not me :-). again, zoo (and GNU) has no problem here, as i demonstrated,
at least under my environment...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3105. .IMG to .BMP/.PCX convertor?

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 13:31:25 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1991Sep30.133125.2980@syma.sussex.ac.uk>
Source record: 228389
Cross-posted to: comp.sys.atari.st,comp.windows.ms

In our research unit we have a mixture of Atari STs and PC/clones. We have a scanner connected to an ST which outputs files in its own format, but which comes with software to convert this to .IMG format. PC users, too, like to use the scanner occasionally, and there are some programs (e.g. Ventura Publisher, WordPerfect) which can handle .IMG files easily.

However, many users now have Windows-based software, and would like to import scanned files into programs like Word for Windows or Windows Paintbrush. What are the best programs (either ST or PC based) for converting files from .IMG to .BMP or .PCX? An alternative would be to use a 'half-way-house' format such as .GIF, as we already have a .GIF to .PCX convertor. Are there any .IMG to .GIF convertors?

It would be nice if any programs suggested were available from either cica or atari.archive, but I'd be keen to get recommendations of programs from any source.

Thanks,

Graham

--
Graham Thomas, SPRU, Mantell Building, Univ. of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: +44 273 685865

3106. Help & Hints on setting up GCR please.

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 14:19:29 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Sep30.141929.2027@newcastle.ac.uk>
Source record: 228470

I have just ordered a Spectra GCR cartridge and am after any information or insights anyone can give. I will mainly be using the system for writing documents using MS Word. (I assume this will work?). Some of the questions I have are:

1) What Version of the Mac system software is recomended and why.

2) What inits etc. do you recomend.

3) What about printout to an Epson FX printer (Normally I will save the file as Postcript and print on a laser so quality is not an important factor.)

4) What other applications work well with GCR. Particually a Object Orientated drawing package like EasyDraw on the ST.

5) Since I am happy with my ST setup I would like to minimise the amount of time that I have to resort to the GCR so is there any pogram that can write MS Word compatible files? Or is there a converter for say Thats Write To MS Word?

I am thinking of buying a new ST Wordprocessor (I currently use First Word) what do you recommend bearing in mind that I would like it to be MS Word compatible.

I am aware of MS Write but this program is a bit buggy and does not even have a spell cheacker. (As I think you can see I realy need one.)

6) How do you recomend that I go about backing up my Mac partition.

7) Any other hints or horror stories you have to offer.

Many Thanks.

Dave Halliday.

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

3107. Re: Rap/Dance - Atari

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 14:19:31 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60092@aurs01.UUCP>
Source record: 228582

In article <1537@isgtec.UUCP> ken@isgtec.UUCP (Ken Newman) writes:

>For big name acts, how about Madonna on tour? The synth wizard apparently
>runs around underneath the stage using Atari's running KCS (gag!).
^^^
Watch yerself thar, cowboy. Them thar's fightin' words!
****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

3108. Assorted Atari queries

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 15:11:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A25271@ms.maus.de>
Source record: 228353

RJ>1. Does anyone know for sure whether or not FSM GDOS works with existing
RJ> GDOS applications? The official word from Atari (via Atari Explorer)
RJ> magazine says it does, but I am a tad suspect.

But it's true!

So long,
Patrick

3109. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 15:23:48 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Sep30.152348.21028@magnus.acs.ohio-state.edu>
Source record: 228588

>The Motorola 68000 series of microprocessors have an asyncronous bus system. T
here is no 16MHz or
>32Mhz or xxMHZ bus system in the TT. As you probably know, the MC68030 can rea
d from TT-ram
>in burst-modus and this is as fast as it can be. It is not limited by a "slow
bus".
>
>Stig Vidar Hovland - stigvi@lise.unit.no

Is this true? I admit to confusion, everyone has been saying (including Dave Small, who knows such things), that the TT is a 32mhz chip in a 16mhz archetecture (spelling?), with a cache. Much like AdSpeed (which I have, and which works well), it will run any instructions that fit in this cache at 32mhz, but larger code will run at 16mhz (this is why AdSpeed is faster with some applications, generally ones that seem well written, than it is with programs written with cumbersome code). Has this changed? It would certainly be good news if it had!

-David Butler-

-I still think the world is falling apart-

(for example, have you noticed that the US, bastion of freedom, is about to take reproductive choice away from women? Don't think it will happen?-Well, just watch out, it may be closer than you think.) Oh, by the way, I don't just talk, I'm politically active, you should be too (can you spell apathy? I probably can't.)

3110. Re: problems with zoo 2.1 recursive

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 15:36:59 UTC
From: micro@imada.ou.dk
Message-ID: <1991Sep30.153659.16375@imada.ou.dk>
Source record: 228596

rosenkra@convex.com (William Rosenkranz) writes:

>the other one i have has size 86572 and is dated 13 July 1991. it came with
>source in an archive called zoov21.zoo. it was ported by Scott Kolodzieski
>(scott@sparc1.stevens-tech.edu). i have never used this version (yet). this
>version does not support -backup/-restore nor does it support the (atari-
>only) extension "a//" from what i can see. this was uploaded to atari.archive
>but was not posted. note that the "a//" extension will probably find its

Ahh, the "a//" is atari only, and only on some atari versions??
That explains :
"zoo ah// ..."
"ZOO: FATAL: option / illegal"
at home and here on the suns...

>i would suggest we synchonize on the shroka zoo 2.1. it can be retrieved
>from either atari.archive or the binaries archive.

Good Idea...

-Klaus

3111. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 15:40:12 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Sep30.154012.21726@magnus.acs.ohio-state.edu>
Source record: 228591

>Fascinating! My ST uses SILICON ! No silicone in sight ! Silicones are a
>class of compounds with the formula (R2SiO)n where R is any hydrocarbon
>group. Silicones are used as water-repellents, laquers, lubricants, resins,
>artificial breast augmentation etc. but they ain't semiconductors!
>
>Anyway, this aside I believe David has missed the point. I think the original
>poster was saying that you can get Mac compatability at less cost than buying
>a Mac - no comment about what was *better*, just *cheaper*.
>
>Something else I find curious - David seems to believe that arguing about
>arguing about computers is inherently better than merely arguing about
>computers. I think it is even more futile!
>
>David also says that different computers are good for different things. Does
>anybody know what Intel architecture machines are good for (other than running
>DOS software, which is rather a circular argument) ? I mean in a computing
>senses - "As a doorstop" is not quite the type of answer I'm looking for.
>

Actually, I far prefer to argue about whether or not we are even arguing about arguing about computers! (this could go a lloonngg way). I have heard that Corell Draw is fantastic (and seen good stuff done in it). In industry DOS machines are indespensible. Really, can't we think about something better to argue about? Maybe we should ask each other "Is the sky really blue?" A good (a GREAT) rule of thumb is: "You can't, and should not try, to define another person's Objective Reality". What this means is, what's best for you aint necessarilly best for everyone else (anti-choice people, listen up!). I think the whole thing is a moot point, computers just don't have the emotional value (at least to me) to be worth being loyal to, and certaintly not fanatical about. Of course, I do have a totally illogical (It's life Jim, but not as we know it, not as we know it...) passion for Volskwagon Bugs (got a great '68!), so I guess we all must have our petty passions of one sort or another. But why argue about them (It is much more fun, or course, to argue about arguing about arguing about them, after all...)

-David Butler-

-I still think the world is falling apart-

(for example, have you tried to buy a good stapler, hole punch, or can opener recently? It can't be done, they all fall apart in months! Right next door on OSU campus, there is a brand new bookstore (about 3 years old now), with a beautiful set of three revolving doors, which HAVE NEVER WORKED PROPERLY). Revolving doors made in 1920 still work fine, so do 1950 staplers, hole punches and can openers..... I think it is a government plot....)

3112. Railroad Tycoon Needs File

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 15:44:38 UTC
From: seattle@triton.unm.edu
Message-ID: <fqqchjm@lynx.unm.edu>
Source record: 228592

I just recieved Railroad Tycoon from Sideline Software (Friday to be exact).

Problem. The install program choked when it couldn't find the file named COLOUR.LBM. I talked to Sideline (They're not at fault in anyway) and the representative said he had the file and I'd need to mail him my disks so he could copy the file to them and mail them back. Big long time spent in transit over the country (Albuquerque to Ft. Lauderdale and back).

In short, does anybody have the file named COLOUR.LBM on their MicroProse Railroad Tycoon disks. The file is 148 in length - like it's counterpart, colour.pix. Please e-mail a copy of this file to me asap - I've been waiting to play this game for a Looong time.

Thanks in advance

David

--
/|\ | Lords of the / seattle@hydra.unm.edu < <>--<> > David G. Adams \
< |/\ | Earth: | "Modern love is automatic" - A Flock of Seagulls |
\| | Live it! \ Don't bug the University 'bout nuthin' I've said. /

3113. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 15:45:58 UTC
From: steve@thelake.mn.org
Message-ID: <A1438455614@thelake.mn.org>
Source record: 228594

[In article <1991Sep30.113627.3122@actrix.gen.nz>,
Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes ...]

> My Archives are not that simple, thay have lots of Directories/Folders,
> and my Base Directory is not the root, this is because I do convert a lot
> of Arc Files to upload to BBS's..

I mailed the sources and binaries for version 0.6(beta) of ZOOSHELL
to weiner@atari.archive.umich.edu last night. You should be able to find
the program in atari/utilities/ before long. ZOOSHELL changes to any
directory you prefer. I does not yet create directories (or accept
command-line switches ;-}) because I haven't gotten around to it.

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)

3114. DIP-switches on Mega STE

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 15:49:35 UTC
From: goetz@i32s1.ira.uka.de
Message-ID: <keehsfINN4r3@iraul1.ira.uka.de>
Source record: 228583

In the Mega STE are some Dip-switches to config the computer! Does somebody know the exatly meaning of this switches?
I only know that one switch indicates the computer that there is a HD-disk in the the system. What are the others for?
Post to this group or e-mail me, please!
Thanks in advance!
Thomas

****
Hans-Thoams Goetz, Durlacher Allee 24, 7500 Karlsruhe Germany
E-mail: goetz@i32s1.ira.uka.de

3115. Korn Shell for ATARI ST?

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 15:54:00 UTC
From: juel@hpbbm.HP.COM
Message-ID: <410003@hpbbm.HP.COM>
Source record: 228274

Hello out there,

Does anybody know if the UNIX Korn-Shell has been ported to the ATARI ST?

Are there any other commendable CLI's available at the archives?

Thanx
juel@hpbbm.bbn.hp.com

3116. Atari Laser Printer for Sale

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 16:52:36 UTC
From: michaela@isc-br.ISC-BR.COM
Message-ID: <3243@isc-br.ISC-BR.COM>
Source record: 228595

Since I didn't get much response about my
Atari Laser Printer:

Here's a new LOW price $450

For anyone using an ST its just great.

Atari SLM804 Laser Printer
This only has about 2100 pages printed
on it and has just had a new cartridge
put in it. $450
(Requires a least an ST with 2 meg of
memory or more.)

Terms are C.O.D. and the buyer must pay shipping.

send email or contact me directly.

My email address is:
michaela@isc-br.isc-br.com

My home phone is
(509) 928-8009

3117. YAMAHA KEYBOARD/SYNTH 4 SALE !! (MIDI)

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 17:41:40 UTC
From: agr00@ccc.amdahl.com
Message-ID: <0dRJ02eI010c01@JUTS.ccc.amdahl.com>
Source record: 228451
Cross-posted to: comp.sys.atari.st,rec.music.synth,rec.music.makers,rec.music.misc

```
**************************************************************************
* *
* YAMAHA PSR-36 KEYBOARD/SYNTHESIZER FOR SALE ! *
* *
* - 64 Preset Voices *
* W/Digital Synthesizer To Edit/Change Sounds & Waveforms *
* (Envelope, Spectrum, Brilliance, Detune, & Vebrato) *
* - 16 Preset Rhythms *
* - Rhythm Sequencer To Create Original Rhythm Patterns *
* - RAM Chord Sequencer *
* - Bass Chord Patterns *
* - Split Keyboard Feature *
* - Duet & Sustain Feature *
* - PCM Stereo Speakers *
* - MIDI Interface Capabilities *
* - Line Out & Sustain Petal Outputs (Pedal Not Included) *
* - Stand And Power Adapter Included *
* *
* PRICE = $225 *
* *
**************************************************************************
* "Time will never mend, the careless whispers of a good friend" *
* - G.Michael *
**************************************************************************
* Reply to : Tony Rose (408) 252-7372 *
* agr00@juts.ccc.amdahl.com *
**************************************************************************
```

3118. TT030/6 FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 18:59:33 UTC
From: ganea@cheetah.inmos.co.uk
Message-ID: <1991Sep30.185933.5822@inmos.co.uk>
Source record: 228597
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

FOR SALE MY ATARI TT030/6

SYSTEM COMPRISES OF :-

ATARI TT030 2 Meg ST Ram
4 Meg Fast TT Ram

ATARI PTC1426 COLOR MONITOR

OPTICAL MOUSE

5.25 Floppy Drive

SOFTWARE

NEODESK 3 + CLI
FIRSTWORD PLUS (TT VERSION)
PAGESTREAM (V 1.83 TT)

Plus other Bits and Pieces

PRICE 1500 Pounds

The Machine was bought last December and has hardly been used !!!

:- Andy Gane (ganea@inmos.co.uk)

3119. BraSoft to visit WAACE and user groups

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 19:38:31 UTC
From: darekm@microsoft.com
Message-ID: <1991Sep30.193831.9249@microsoft.com>
Source record: 228600

Next week, just before the WAACE show, I will be travelling around the east coast. Any user groups that would be interested in having me drop by with my TT to demo Quick ST 3.0, Quick Tools, or ST Xformer, please give me a call before THIS Friday (the 4th) at 206-885-5893 about visiting your user group any day from Monday the 7th to Friday the 11th.

On Saturday and Sunday (the 12th and 13th) drop by the WAACE show in Reston Virginia and drop by the Branch Always exhibit. Watch Quick ST 3.0 triple the speed of the TT's screen redraws, and ST Xformer run at full speed. Quick ST 3.0 will be available for sale at a special show price. If you are upgrading from an earlier version of Quick ST or Turbo ST, bring your original disks!

- Darek

--

Darek Mihocka. Quick ST 3 for the ST/TT. All views expressed are my own.
Branch Always Software, 14150 NE 20th St. Suite 302, Bellevue, WA 98007

3120. Install an app for two diff filetypes, term with IBM graphics option?

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 19:46:49 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <6446.28e738d9@miavx1.acs.muohio.edu>
Source record: 228599

I have two questions:

1. Is there anyway to install an application for more than one filetype?
I was wanting to install ARCGSHL 3.5 for both ZOO and ARC, and under TOS
1.0 I could just go up to install on the menu twice, once for each
filetype. Well, it won't let you do that under 1.4 :*(So I tried to
edit the desktop.inf file adding the required lines to install the
application for two filetypes. Well, my ST just crashed on boot up
then!! Any suggestions?

2. Does anyone know of a term program that can do ANSI and IBM graphics?
I have a local bulletin board that does IBM graphics, and I would like
to see what they are.

Thanks.....

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

3121. info wanted on bidirectional use of parallel port

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 19:51:41 UTC
From: jsm@phoenix.Princeton.EDU
Message-ID: <14773@princeton.Princeton.EDU>
Source record: 228454

Hello,
I am designing a homebrew ADC/DAC board with a parallel printer
port interface. I need information about the ST printer port:

1) Is the port driven by a special chip or a bunch of latches
and drivers (as is done on an IBM PC-XT)?

2) Can I disable printer interrupts via software?

3) Can I drive data on the 'DATA' pins?

4) Do I get the full set of 12 TTL outputs and 4-5 TTL inputs
that I do with an XT?

To sum up, I want to come up with something that works with an Atari St
and most PC clones.

Thanks,

Scott

3122. Spice for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 20:33:42 UTC
From: jriegel@polyslo.csc.calpoly.edu
Message-ID: <28e78a26.1181@polyslo.CalPoly.EDU>
Source record: 228452

I just downloaded Spice from atari.archive, and noticed that the README file is in German. Can anyone tell me any ST-specific features of this version? Specifically, what is the PRL.TOS program for? Also, is it possible to print plots graphically, e.g. with an Epson printer?

Thanks in advance for any info.

-Jeff Riegel
jriegel@polyslo.calpoly.edu

3123. Problem printing

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 22:12:00 UTC
From: Martin_Gaeckler@m.maus.de
Message-ID: <A13045@m.maus.de>
Source record: 228354

dinsmm @ aix.rpi.edu am Mo, 23.09.91 00:10 in ATARI.ENG

>driver. Every time I try to print out a document, it form feeds a page
>before it starts printing. What's up? And how can I fix this? I tried

Somewhere in your printer driver there is a command forcing the FORMFEED.
I asume, that you will find this command in the driver entry 1F (horizontal
initialization) of 20 (vertical initialization). Delete the command byte C
(FormFeed) from these entries and compile the driver again. If you didn't
found that command byte look for other entries with that command byte and
delete it. But beware: The driver entry 25 needs the form feed command.
(All numbers in HEX)

Hope this helps.

Greetings from munich
Martin

3124. WANTED: Sim City

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 22:52:55 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <2029.28e74858@sleepy.bmd.trw.com>
Source record: 228453

Anybody out there want to sell their copy of SIM CITY? I'll pay $20 including shipping. Must have all manuals and original disks. Please try email first.

Jim Harres 801-625-8072 8 AM til 4:30 PM MDT
801-876-3118 evenings

Jharres@doc.bmd.trw.com

3125. boot problems with MEGA-ST1

Newsgroup: comp.sys.atari.st
Date: 1991-09-30 23:52:37 UTC
From: sascha@tpki.toppoint.de
Message-ID: <10938@tpki.toppoint.de>
Source record: 228456
Cross-posted to: dnet.atari,comp.sys.atari.st,gate.maus.atari

've a question to all atari programmers. my problem is a new mega-st1 with an megafile-30 hard disk. the tos version is V1.4 from Apr-06-89.

if you turn on all system components at once, the computer doesn't boot from the hard disk. so, i wrote a small boot program which is waiting for 10 seconds (reading the _hz_200 counter) and then returns with an rts to the boot sequence. this program is installed on drive a: .

now the system is running my little boot program and continues to boot from drive a:, ignoring all attempts to install a hard disk driver. the hard disk is configured for auto-boot wi rts

uhE.
osbn&`l?Z%aK{@Lb3SWEKb+uxjC
jVyp
\MNq7dhC:0XlDT]&~n}Kz/@z9=8(FoHlk
]&~n}Kz/@z9=8(FoHlk
xaE@:\:
xaE@:\:

Sascha Welter	email: sascha@tpki.toppoint.de
2300 Kiel	
Westring 337	
Germany	

3126. Technical information on ST(e)?

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 00:11:31 UTC
From: sourada@iastate.edu
Message-ID: <sourada.686275891@vincent1.iastate.edu>
Source record: 228455

I am a new STe programmer/user, and I have found that it is considerably difficult to get technical documentation on the ST(e) hardware and operating system. For example, all the Abacus books are out of print (and I'm sure that the used ones in existence are not parted with often...). I tried the number in the 'Welcome to comp.sys.atari.st...' file to find out about a developer's package, and wasn't able to get through (I got a 'this number has been disconnected' message) I have searched a bit through magazines and online texts, and have found almost nothing.

Does anyone have any pointers on how I can get some information to enable me to program the STe effectively?

Thanks,
Steven Ourada
sourada@iastate.edu

3127. Re: Railroad Tycoon Needs File

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 00:57:51 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct01.005751.24635@actrix.gen.nz>
Source record: 228461

In article <fqqchjm@lynx.unm.edu> seattle@triton.unm.edu (David G. Adams) writes:
> I just recieved Railroad Tycoon from Sideline Software (Friday to be exact).
>
> Problem. The install program choked when it couldn't find the file named
> COLOUR.LBM. I talked to Sideline (They're not at fault in anyway) and the
> representative said he had the file and I'd need to mail him my disks so he
> could copy the file to them and mail them back. Big long time spent in
> transit over the country (Albuquerque to Ft. Lauderdale and back).
>
> In short, does anybody have the file named COLOUR.LBM on their MicroProse
> Railroad Tycoon disks. The file is 148 in length - like it's counterpart,
> colour.pix. Please e-mail a copy of this file to me asap - I've been
> waiting to play this game for a Looong time.
>
> Thanks in advance
>
> David
> /|\ | Lords of the / seattle@hydra.unm.edu < <>--<> > David G. Adams \

Get a copy of ST-Report 739, it has all the fixes for that Game, you have
to rename files from what I remember.

But the chap that wrote the article in ST-Report suggests that all
owners of Railroad Tycoon send there disks back and ask for there
money back, he states that there are far to many Bugs in ST the port
of this game..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3128. Looking for D. Wheeler's XMON

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 01:32:15 UTC
From: seldin@alcor.concordia.ca
Message-ID: <1426@daily-planet.concordia.ca>
Source record: 228462

Does anybody know an archive site that has D. Wheeler's program XMON? (I have ftp access.) Please send reply by e-mail.

While I am asking, does anybody know of a program that will emulate ST high resolution in TT high resolution? (A TT with a 19" monitor will run only TT high resolution; I am looking for a program that will allow it to emulate ST high resolution to run software that requires it.

Thanks in advance.

--
Jonathan P. Seldin
Department of Mathematics seldin@alcor.concordia.ca
Concordia University, Montreal seldin@vax2.concordia.ca

3129. GhostScript 2.3 on atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 03:21:59 UTC
From: timg@ncsa.uiuc.edu
Message-ID: <58308@ut-emx.uucp>
Source record: 228459

Well, that was fast. I just uploaded GhostScript 2.3 binaires to atari.archive (atari/gnustuff/tos/ghstscrpt/gs23b.zoo) yesterday and they are already available for download. This is an old-style zoo archive (I don't have 2.1 yet). It seems that Mr. Higgins beat me to this anouncement, but a little remains to be said.

There are no really major changes from 2.2, but some conveniences have been added and an annoying bug has been worked around. GS 2.3 has a working epson driver, whose resolution can be selected from the command line. There are also command line options for redirecting output and bypassing a bug in 2.2 that causes a crash for multiple-page PS files. A few more drivers have been added, including an atari SLM driver (not quite polished yet) and an HP PaintJet driver (untested). I also put the LaserJet driver back in. See the readme.st file in the distribution for more details.

Tim Gallivan
timg@landau.ph.utexas.edu

3130. LHARC 2.01E VS ZOO 2.1: SOME

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 05:31:06 UTC
From: Philip.Durgin@fquest.FidoNet.Org
Message-ID: <686311578.2@fquest.FidoNet>
Source record: 228464

One thing you forgot to take into account, If you optimize your HD before you run any of those tests, the amount of time need to add or extract a file is significantly different. We use LHarc201d.ttp as part of our Network software. We found that many things can change how fast a file may be extracted or added to a file. Your test bed is flawed, a strict ram disk would have show a better corrilation of the true speed for extracting or adding a file. I will try it on our board and upload the differences.

* Origin: Future Quest - USENET<=>Fidonet Gateway 512-451-0891 (1:19/23)

3131. ATARI LASER PRINTER FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 05:53:06 UTC
From: Philip.Durgin@fquest.FidoNet.Org
Message-ID: <686311578.3@fquest.FidoNet>
Source record: 228465

Jeez, Richard.... now I understand why people pick on you so often. You want Atari to give you a TT so that you can port Unix programs to the Atari TT but with the type of ragging that your doing about the machine, it would seem that they would not throw away a computer on someone that is going to constantly put there stuff down.

Give is a break. The Atari is NOT the be all, end all of computers. There are several problems with the way they run there business, but its THERE business to run. I agree that Atari has problems but put a sock in it... I personally don't feel like being cut down just because I still own an ST and you should not be such a rag about it, You own two.... plus a lot of Hardware for it as well.

* Origin: Future Quest - USENET<=>Fidonet Gateway 512-451-0891 (1:19/23)

3132. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 06:47:20 UTC
From: JOKHC@CUNYVM.BITNET
Message-ID: <91274.024720JOKHC@CUNYVM.BITNET>
Source record: 228458

In article <1991Sep30.152348.21028@magnus.acs.ohio-state.edu>,
dhbutler@magnus.acs.ohio-state.edu (David Butler) says:
>
>>The Motorola 68000 series of microprocessors have an asyncronous bus system. T
>here is no 16MHz or
>>32Mhz or xxMHZ bus system in the TT. As you probably know, the MC68030 can rea
>d from TT-ram
>>in burst-modus and this is as fast as it can be. It is not limited by a "slow
>bus".
>>
>>Stig Vidar Hovland - stigvi@lise.unit.no
>
>Is this true? I admit to confusion, everyone has been saying (including Dave
>Small, who knows such things), that the TT is a 32mhz chip in a 16mhz
>archetecture (spelling?), with a cache. Much like AdSpeed (which I have, and
>which works well), it will run any instructions that fit in this cache at
>32mhz, but larger code will run at 16mhz (this is why AdSpeed is faster with
>some applications, generally ones that seem well written, than it is with
>programs written with cumbersome code). Has this changed? It would certainly be
>good news if it had!
>
>-David Butler-
>

Sorta. It IS a 32mhz proc in a 16mhz architecture with a cache, but if you
have TT-ram, the TT ram is counted as cache. So most applications that use the
high speed will fit entirely in the 'cache,' acting as if it was a 'true' 32mhz
machine.(animation is an exception, but I suspect the Blitter might help with
that). So, most of the time it will act faster than the 'true 25mhz 68030'.

Someone correct me if I've said anything disasterous.

>-I still think the world is falling apart-
>
>(for example, have you noticed that the US, bastion of freedom, is about to
>take reproductive choice away from women? Don't think it will happen?-Well,
>just watch out, it may be closer than you think.) Oh, by the way, I don't just
>talk, I'm politically active, you should be too (can you spell apathy? I
>probably can't.)

< Joshua Kronengold<JOKHC@CUNYVM.cuny.edu> >
< "Oh Lord, what fools these mortals be!"-Robin Goodfellow >
< "Never underestimate man's potential for stupidity" >
< -Woodrow Wilson Smith >

3133. Calamus Font Editor (?)

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 08:27:29 UTC
From: lahtinen@gideon.fmi.fi
Message-ID: <LAHTINEN.91Oct1092729@gideon.fmi.fi>
Source record: 228469

I have a Calamus to metafont conventer and some Calamus fonts.
But there is a little problem as TeX needs some special letters
and signs to generate the whole character set. So is there a PD
font editor for calamus fonts?
--
* *

Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi or
Finnish Meteorological Institute kimmo@field.fi
Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

3134. TT030/6 FOR SALE (MAKE ME AN OFFER !!)

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 09:04:12 UTC
From: ganea@cheetah.inmos.co.uk
Message-ID: <1991Oct1.090412.17507@inmos.co.uk>
Source record: 228468

FOR SALE MY ATARI TT030/6

SYSTEM COMPRISES OF :-

ATARI TT030 2 Meg ST Ram
4 Meg Fast TT Ram

ATARI PTC1426 COLOR MONITOR

OPTICAL MOUSE

5.25 Floppy Drive

SOFTWARE

NEODESK 3 + CLI
FIRSTWORD PLUS (TT VERSION)
PAGESTREAM (V 1.83 TT)

Plus other Bits and Pieces

PRICE 1500 Pounds
OR NEAREST OFFER !!!

The Machine was bought last December and has hardly been used !!!

:- Andy Gane (ganea@inmos.co.uk)

3135. GCR SPECTRE problem

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 11:23:28 UTC
From: get@coax.Central.Sun.COM
Message-ID: <kegmlgINNikk@cronkite.Central.Sun.COM>
Source record: 228460

I have an Atari 520 with 1 meg memory and a 45 meg hard drive.
I have about 15 meg partitioned for the mac and have loaded several
pieces of software onto the drive using my floppy drives(both
double density). Lately I can't do anything with the floppy
drives will doing mac emulation. The system will not read or
format eighter drives. I ran the test on the drives and get an error.
All the stuff on my hard drive works fine.
Any suggestions???

3136. Portfolio Xfer Protocol

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 12:16:24 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.686319384.larserio@kolsaas.ifi.uio.no>
Source record: 228463

```
Atari Portfolio Paralell file transfer protokoll
""""""""""""""""""""""""""""""""""""""""""""""""

I've got a job writing a ST version of the PC-part of the
Portfolio file transfer system, and need some info...

The Portfolio developer docs says very little about the signals
used, how they are used, and NOTHING about the protocol itself
(control character, how crc's are made, block size etc etc...)

Does anyone out there have this info. In case it is confidecial
I am a registered Atari Developer with Atari Norway (+47 2808110)

I know the paralell port on the ST lacks some signals, and that I
might have to make som extra hardware (or use singals from another
port) but I need to get this program ready !!!!!

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
__________/ _____________________/ _____________________/ ____/ /
```

3137. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 12:21:26 UTC
From: herzling@rhrk.uni-kl.de
Message-ID: <1991Oct1.122126.22170@rhrk.uni-kl.de>
Source record: 228457

In article <91274.024720JOKHC@CUNYVM.BITNET> JOKHC@CUNYVM.BITNET (Joshua Kronengold) writes:
....
>Sorta. It IS a 32mhz proc in a 16mhz architecture with a cache, but if you
>have TT-ram, the TT ram is counted as cache. So most applications that use the
>high speed will fit entirely in the 'cache,' acting as if it was a 'true' 32mhz
>machine.(animation is an exception, but I suspect the Blitter might help with
>that). So, most of the time it will act faster than the 'true 25mhz 68030'.
>
>Someone correct me if I've said anything disasterous.
Which part of the architecture is based on 16Mhz ? Please be a little more specific. TT-Ram is normal ram that is organized 32Bit width and can be accessed via burst mode. In my opinion a cache is something different, e.g. having a 'syncronized' (sorry I am no technican so this might be the wrong word for it) memory like in the ST (or the so called ST-Ram in the TT) and this does not let you access more than it is build to. If you want to use fast prozessors but have only this type of ram every ram access would be slowed down, so you use a small piece of high speed ram (the cache) wich maps often access areas of the normal memory.
But programms running in TT Ram do not need to access ST-Ram (they could if they want of course) and therefor run all the time in fast TT-ram.
So if you speak of 16Mhz Architecture this means for me that parts of the computer are slowed down due to some 16Mhz clock. The only thing I can think of what is slowed down is the 64Bit width ST-ram bus. There the videologic has to access the bus very often so the 68030 has to wait until the video-logic has finished their access-cycle.
So in my eyes the TT has fast TT-Ram and a big video/multipurpose ram which can be used by programms too, and I do not see any big disadvantages.

ciao,
Alex

Alexander Herzlinger University of Kaiserslautern
E-Mail: herzling@rhrk.uni-kl.de correct me if I am wrong

3138. Re: Install an app for two diff filetypes, term with IBM graphics option?

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 14:21:18 UTC
From: dc@presto.ruhr.de
Message-ID: <5551365@presto.ruhr.de>
Source record: 228483

In article <6446.28e738d9@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

>
> 1. Is there anyway to install an application for more than one filetype?
> filetype. Well, it won't let you do that under 1.4 :*(So I tried to
> edit the desktop.inf file adding the required lines to install the
> application for two filetypes. Well, my ST just crashed on boot up

You must have messed up your desktop.inf file editing it. Here are the relevant lines from my desktop.inf which works with no problems:

```
#F FF 04 C:\BIN\ARCLOAD.PRG@ *.ARC@
#F FF 04 C:\BIN\ARCLOAD.PRG@ *.LZH@
#F FF 04 C:\BIN\ARCLOAD.PRG@ *.ZOO@
```

--
dc@presto.ruhr.de
dc@presto.ruhr.sub.org

3139. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 14:49:17 UTC
From: rosenkra@convex.com
Message-ID: <1991Oct01.144917.1607@convex.com>
Source record: 228467

In article <A0bcef5o@pfunk.hanse.de> blackbox@pfunk.hanse.de writes:
>In <1991Sep22.175916.104@convex.com>, William Rosenkranz writes:
>>pfx is nice. i do use it on occasion. i plan to use it more now that i
>
>What does that mean ? Why do you have to get the source of pfx before you
>pay the shareware fee ??????? DM 20.- (About US$ 12.-) isn't much for a
>powerfull tools like the extended pfxpak+, so why should TQ deliver the
>source. If I write a program, I don't want everybody to extend their own
>programs by including my sourcecode. If you use pfxpak, you have to pay,
>if you want the source, you have to pay more (I think, TQ will perhaps
>behave like that).

well, as i explained countless times, although the argument is certainly
weaker with pfx, i don't use any archiver at all unless i have source to
it. i want to insure that i can get at any datafile i have on any future
system i have. with packed executables, this is less of a problem because
they will generally only run on an ST. that is unless i go and load up
the .ttp file with other files as well. so far, i have used pfx on exactly
3 executable files out of hundreds. it does not make even a tiny dent in
my disk usage. i can (and have) disassemble it since it is not that big.
unfortunately, when my system crashed when trying to get lharc to work
with MW/ARGV extended args, it took my ramdisk along with it (where i
had the disassembled source temporarily - VERY temporarily in this case :-).
and no, i do NOT intend to give the disassembled source to anyone. it is
for my own use, for insurance.

i have on occasion, with software i use often, supported shareware. usually
with PC programs (PC write, AM Tax, etc). on the ST there are fortunately
lots of software, with source, where the author or or person doing the port
ask for nothing. i have never asked for a single penny with codes i post
here which i know more than a few people use (nroff, mgif, man/manpager,
etc). nor did the person porting zoo 2.1 for that matter. i have no problems
with people wanting to make a buck for their labor. i just don't tend to use
s/w on the ST that is not either of my own writing, or PD or whatever. and
archivers, for the reasons i outlined, i treat differently than any other
sort of program. when i post code, i generally always post source. and i
place no restrictions on its use at all. i generally don't even include
a copyright. and the code i write ends up in some odd places (nroff became
the text formatter for minix, tho i did not even write it for that purpose,
not do i even have an operational minix system). i just don't care that
minix is distributed (for profit) with one of my codes in source form.

requesting the source, in this case, will save me the time of disassembling
it, correcting the disassembled source, reformatting it, and annotating
it. pfx is small enough that this is no more than a couple hours work so

it is not a big deal. and if i intend to make widespread use of this program, i WILL disassemble it, and have source anyway. i don't think there is any law on the books that prohibits me from doing this, especially if it goes no further than my system, which it won't. it is a simple request to save me some time. with 80 MB of disk at my disposal, the couple of MB it will save is not a huge benefit anyway.

i would not disassemble a spreadsheet, database, or any other sort of program. but for me, archivers are different.

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3140. Re: GCR SPECTRE problem

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 14:50:20 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Oct1.145020.2007@magnus.acs.ohio-state.edu>
Source record: 228466

In article <kegmlgINNikk@cronkite.Central.Sun.COM> get@coax.Central.Sun.COM wri
tes:
>I have an Atari 520 with 1 meg memory and a 45 meg hard drive.
>I have about 15 meg partitioned for the mac and have loaded several
>pieces of software onto the drive using my floppy drives(both
>double density). Lately I can't do anything with the floppy
>drives will doing mac emulation. The system will not read or
>format eighter drives. I ran the test on the drives and get an error.
>All the stuff on my hard drive works fine.
>Any suggestions???

It could be a couple of problems I've heard about (and experienced). First I would try using SPECTRE format disks, not MAC format, and see if they work. To format a spectre disk under MAC mode, insert a disk and "ERASE DISK" (if it is already formatted): The key is to hold down the shift key, OR the right mouse button (depending upon you settup the right button is your shift key also) while you click in the final "TWO SIDED" button, or the "OK" button (may be something else depending on what version of the system you are using). If this does not work, then I no idea whatsoever what the problem could be, except for
1) really cheap crap disks (I had this problem with bulk disks)
2) some problem with the software installation, try reinstalling the software

Now... If the machine uses ST and SPECTRE disks perfectly, then it is probably in the GCR (I hear some model after-market drives don't work properly, but since you said it worked for a while, this should not be the problem). It could be two problems that I know of:
1) Your drives need the potemiter in the GCR adjusted
2) You need to shield your drives (I have never heard of this problem except with megas (like mine), but you never know)

To fix the first problem, open up the GCR itself, there is a little "potemiter" (or something like that), with a slot for a screwdriver in the top. This can be rotated GENTLY in either direction. It has a definite stopping point, so don't force it. Run the GCR test, and adjust the Potimeter (I suggest going clockwise first, this seems to fix most of them) each time it goes through an entire check (don't use the quick check, and make SURE you use a very good brand of disk, SONY or 3M... The new BASF disks are no longer of the same quality, don't use them). Do not adjust the potemeter except after each test, or you will never figure out the problem. When the test checks out, leave it there! It may not have a position that checks out 100% for both drives, so pick one (I suggest the internal one) and just test it. The other drive should still be able to use spectre disks fine, even if it won't use MAC disks.

The second problem is harder to fix. I tried to shield an external drive once, with no luck at all. I suggest doing it to the internal drive, even though you

have to open up your machine. I did this in a mega, and am not familiar in the least with the internals of the smaller machines. I used aluminum foil, and wrapped the drive itself (leave the back open for cooling if possible), the data wires, and the power wires in it. I then wrapped grey (duct) tape around the data and power wires completly, to prevent shorts. I made damn sure the foil around the drive could not come off and short anything out. Ever since I did this my drive works 100% great with all good brands disketts, but still gets problems with cheaper ones occasionally. Megas have crappy shielding! You will probably have to shield the drive and then put the entire machine back together before it will work properly, at least I did.

If neither of these things help, take your GCR to another machine and test it.

There is a possiblity that it is the GCR itself, Gadgets is very good with service, and will probably have a new one out to you within a week of recieving your bad one...

Disclamer: IF YOU TRY ANY OF THIS AND SCREW THINGS UP, IT IS YOUR FAULT, NOT MINE! IF YOU ARE NOT THE ADVENTURESOME TYPE, HAVE A PROFESSIONAL DO YOUR DRIVE SHIELDING!

Good Luck

- David Butler -

- Innagaddadaviddababy -

- I still think the world is falling apart -

For example, have you noticed that newer books are printed on paper that yellows and gets brittle in about 2 or 3 years. This is because they use bleach (and other chemicals?) to whiten the paper. If you buy a used copy of the same book printed before about 1970, it will last you years longer than buying a new copy off the shelf (and cost you less too!) I think this is a conspiracy to keep poor people unread...

3141. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 15:47:27 UTC
From: rosenkra@convex.com
Message-ID: <1991Oct01.154727.5698@convex.com>
Source record: 228473

In article <9606@mcshh.hanse.de> the.fawn@mcshh.hanse.de (Thomas Quester) writes:
>LHarc is only partly written in assembly-language. Some parts

i am sure the parts in assembler are the parts that are highest on the
profile.

zoo does its thing in 100% portable C. the same code i run on a supercomputer
will compile and run on my ST with little if any changes. and it will run
about as fast as lharc and will produce files of similar size.

>of the coder itself are in C. It only is a long hand hard way
>to produce a higly optimzied version of about 1000 lines of
>nearly undocumented source. The rest of the coder and decoder
>will be written in assembly language some times later. It took
>some version to make 1.13 four times faster.

tho i laud your efforts in making (your) lharc scream, i still cannot unpack
lh5 archives on non-atari (eg unix, VMS, etc) systems. it sounds like the
original C for lharc was really bad. i do contend, however, that it would
have been far better to 1) restructure the C, 2) profile the code, isolating
hot spots, 3) find the reason why it is slow and remedy (try inlining,
register variables, -O in gcc, etc), and 4) provide the source. zoo does
exactly that. the changes made to zoo to get it to run and to run fast
are minimal.

>>i tried:
>>
>> lharc a lll *
>>
>>and my system crashed! lharc does NOT handle extended args. and what's more
>
>It does handle the ARGV, but only up to 200 filenames. I bed
>you to retype your command, maybe someting went wrong earlier.

i did not have 200 file names. more like 15, but longer than the 125 or
so chars Pexec handles. this is obviously a bug in your ARGV which is
appearently not capable of handling MW-style ARGV. zoo (actually GNU C)
ARGV support does.

>> - nitpicking: zoo lists files one per line. it is easier to grep
>> things out for more specialized uses (like making lists of all
>> .c files with their statistics).
>
>Why not use lharc l archiv?

ok, i will. this was a minor detail. with virtually every other archiving
system, the syntax "xxx v archive" gives me one line per file format.

lharc uses 2 lines. it is not consistent with arc and zoo. and it is
a VERY minor detail (nitpicking). i only mention this because i sometimes
do use the archive listing for other purposes than listing it to the
screen. it is not a big deal.

>> - zoo 2.1 can extract files from ANY zoo archive of equal or
>> lesser version. older versions of zoo can list any zoo archive
>> even if made with a newer version. if a newer version is needed
>> to extract files, the older zoo tells you what version you need.
>
>So Lharc does. It will not say the version number, but give a
>message "unknown method". Though there are some versions of
>LHarc availbe without this test (for example unlzh).

no. some older versions of lharc will die and crash the system on some other
(newer) lharc formats. what i was saying is that zoo 2.01 (?) will list
a zoo 2.1 high compression archive, but it can't extract files, but it
1) tells you the version you need to do so, 2) will not crash. the big
difference is that rahul dhesi takes an active part in zoo. yoshi does not
appear to, at least in the US. and like i've said a zillion times, there is
only one zoo. responsible people doing ports send the changes back to
rahul so he can sanction them and incorporate the changes for the next
release. this, from what i can tell, does not happen with lharc. there are
many, many incompatible lharc programs, as you of course know. that means
there is no standard lharc on every platform. yours may be standard on
the ST, but it is far from universal (like zoo or arc). there are unix
and VMS versions of these. there are none for lharc 2.01e (because of the
assembly language). again, i offer to port it to unix where it may run
slow, but it will at least run. do u understand the differences i try
to point out here? the ST is not the center of the universe with respect
to archivers.

i think if ARJ is as good as people say, then both lharc and zoo will die
anyway. so perhaps i am wasting my time.

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3142. Re: Railroad Tycoon Needs File

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 16:02:12 UTC
From: dxper@dtek.chalmers.se
Message-ID: <4989@chalmers.se>
Source record: 228471

seattle@triton.unm.edu (David G. Adams) writes:

>I just recieved Railroad Tycoon from Sideline Software (Friday to be exact).

>Problem. The install program choked when it couldn't find the file named
>COLOUR.LBM. I talked to Sideline (They're not at fault in anyway) and the
>representative said he had the file and I'd need to mail him my disks so he
>could copy the file to them and mail them back. Big long time spent in
>transit over the country (Albuquerque to Ft. Lauderdale and back).

I, too, experienced this problem when trying to run it on a hard disk.

In order to fix this I just copied first disk one and then disk two to
the directory on the hard disk. When doing disk 2 it asked me if I wanted
to overwrite the files present (which came from disk one) and this I did.

Naturally you wonder if the dupes on the disk were important but I've been
playing the game for a week now and it didn't seem to do any harm.

pao

--
.............................Andrew Olausson.................................
.............................Systems Architect.............................
..........................dxper@dtek.chalmers.se...........................
...............................pao@proxxi.se.................................

3143. Re: Railroad Tycoon Needs File

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 16:06:35 UTC
From: dxper@dtek.chalmers.se
Message-ID: <4990@chalmers.se>
Source record: 228472

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

>But the chap that wrote the article in ST-Report suggests that all
>owners of Railroad Tycoon send there disks back and ask for there
>money back, he states that there are far to many Bugs in ST the port
>of this game..

There is a lot of bugs present when you have lost a game etc but I still
haven't found myself trapped when *in* the game.

In other words I don't think the external bugs have any counterparts when
running the game itself.

It sure is the first buggy Microphrose game I've owned anyway and I don't
like it at all, they used to produce stuff that were better tested than this.

pao

--
.............................Andrew Olausson.................................
.............................Systems Architect...............................
..........................dxper@dtek.chalmers.se............................
...............................pao@proxxi.se.................................

3144. Re: LHARC 2.01E VS ZOO 2.1: SOME

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 16:09:47 UTC
From: rosenkra@convex.com
Message-ID: <1991Oct01.160947.7650@convex.com>
Source record: 228475

In article <686311578.2@fquest.FidoNet> Philip.Durgin@fquest.FidoNet.Org (Philip Durgin) writes:
>One thing you forgot to take into account, If you optimize your HD before you
>run any of those tests, the amount of time need to add or extract a file is
>significantly different. We use LHarc201d.ttp as part of our Network software.
>We found that many things can change how fast a file may be extracted or added
>to a file. Your test bed is flawed, a strict ram disk would have show a better
>corrilation of the true speed for extracting or adding a file. I will try it on
>our board and upload the differences.

i did not fail to take this into account. i did discuss the HD issue. i have also pointed out that unless a partition is clean, i very well could produce wildly differing results if significant i/o takes place. at least the ramdisk offers equal footing, if you do alot of archive manipulation in ramdisks (which i do, BTW). i know that this test may not be representative of many situations, that, in effect, i cancelled i/o from the equation (which i realize could be EXTREMELY significant). i did mention this, however. at any rate, the test does point to the actual compression speeds, minimizing i/o since it is MUCH faster to go to memory than disk.

if i had an empty partition (if i EVER have an empty partition :-) i would have done the test in both the ramdisk and the HD. i would have compared the relative speed ratio ramdisk/hd for each program. note that with zoo, i could also have profiled the code and isolated the routines where most of the time is spent. i believe bill shroka did that when he ported zoo 2.1.

i look forward to seeing a thorough test, similar to the one i did, but in HD partitions. just be aware of these potential variables, however:

- disk access speed (run both with similar disks)

- disk interleave

- amount of pre-existing data in the partition and the amount of fragmentation. ideally, you want to run these tests in the same empty partition.

- location of temporary files. ideally, and i am not even sure this is ideal, you would want the temporary files to be located in the same partition as the test. be careful with environment variables called "TMP" or "TEMP". if these point to a ramdisk and one of the programs use this while the other does not, your test is biased. or at least point out that one has this feature and the other does not. that would be a signifiant plus, IMHO.

i tried to eliminate all of these by simply working in a ramdisk for the first cut. i would tend to think that both programs do similar amounts of

i/o, so the program that uses bigger buffers and/or inlined i/o will probably win. i don't know which one that is.

if you can do this over a network, that would be another interesting set of datapoints. however, in equal environments, i would expect both codes to function about the same.

good luck. please post the results...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3145. Re: DOs and DON'Ts about desk

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 16:42:09 UTC
From: micro@imada.ou.dk
Message-ID: <1991Oct1.164209.22977@imada.ou.dk>
Source record: 228477

Hayo_Schmidt@hh.maus.de (Hayo Schmidt) writes:

>jls @ dynasoft.mn.org (John L. Stanley) on Thu, 09-12-91 01:05 commented on
>my message:
>j> -- Consiquently, it's a bad idea to call Mfree() to free memory after
>j> you've received the AC_CLOSE message... You might be "freeing"
>j> memory somebody else is already using.

>Unfortunately you are absolutely right.

But TOS 2.x and TOS 3.x, garantees that all ACC's get their AC_CLOSE before
the main program terminates...

-Klaus

3146. Re: WANTED: Sim City

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 17:14:28 UTC
From: bill@mwca.UUCP
Message-ID: <1918@mwca.UUCP>
Source record: 228480

In article <2029.28e74858@sleepy.bmd.trw.com> jharres@sleepy.bmd.trw.com writes:
~>Anybody out there want to sell their copy of SIM CITY? I'll pay $20 including
~>shipping. Must have all manuals and original disks. Please try email first.

I saw a combo-pack at B&C Computervision in Santa Clara: Sim City and Populous!

Great combination, retail price is around $60 I think. If you've kind of
wanted either game, this is the package to get, as well as support ST s/w
development!!
--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

3147. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 17:18:28 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1991Oct1.171828.3515@ugle.unit.no>
Source record: 228476

In article <1991Sep30.152348.21028@magnus.acs.ohio-state.edu>,
dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:
|> >The Motorola 68000 series of microprocessors have an asyncronous bus system. T
|> here is no 16MHz or
|> >32Mhz or xxMHZ bus system in the TT. As you probably know, the MC68030 can rea
|> d from TT-ram
|> >in burst-modus and this is as fast as it can be. It is not limited by a "slow
|> bus".
|> >
|> >Stig Vidar Hovland - stigvi@lise.unit.no
|>
|> Is this true? I admit to confusion, everyone has been saying (including Dave
|> Small, who knows such things), that the TT is a 32mhz chip in a 16mhz
|> archetecture (spelling?), with a cache. Much like AdSpeed (which I have, and
|> which works well), it will run any instructions that fit in this cache at
|> 32mhz, but larger code will run at 16mhz (this is why AdSpeed is faster with
|> some applications, generally ones that seem well written, than it is with
|> programs written with cumbersome code). Has this changed? It would certainly be
|> good news if it had!
|>
|> -David Butler-

Maybe there are some limitations on reading and writing to ST-ram, diskcontrollers and i/o ports, but as I have understand it, there is no limitations to the TT-ram. A third-party TT-ram-card manufacturer have made a card which supports the 68030 syncronous mode. That means that the processor can read and write to memory in only 2 clock periods and to make this work correctly there can be no delays at all in accessing memory.

Stig Vidar Hovland - stigvi@lise.unit.no

3148. Re: Railroad Tycoon Needs File

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 18:33:30 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0bcm2nu@jonh.wimsey.bc.ca>
Source record: 228497

In <1991Oct01.005751.24635@actrix.gen.nz>, Roger Sheppard writes:

>Get a copy of ST-Report 739, it has all the fixes for that Game, you have
>to rename files from what I remember.
>
>But the chap that wrote the article in ST-Report suggests that all
>owners of Railroad Tycoon send there disks back and ask for there
>money back, he states that there are far to many Bugs in ST the port
>of this game..
>

Later comments from the same chap said that the game still crashes,
even with his attempted fixes. A local store tryed the 3 meg reset-proof
ramdisk fix, and claim it still crashes. The store says the distributer
says that Microprose will issue a fix but no one's sure when. Considering
Microprose's history with F19, I'd say we're not likely to get much
satisfaction from them.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

3149. Mercury Help

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 18:42:40 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0bcm334@jonh.wimsey.bc.ca>
Source record: 228498

Does anyone know how to get the Mercury UUCP package to handle
long group names? Mail to Rodney goes unanswered, but doesn't bounce,
so I don't know if he's still around. I've tried to get the group
alt.society.cu-digest, and it just doesn't show up. I tried truncating
the name in my sys file, but that doesn't work. Any ideas.--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

3150. Populous / Powermonger

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 19:18:57 UTC
From: redmond+@cs.cmu.edu
Message-ID: <1991Oct01.191857.221781@cs.cmu.edu>
Source record: 228482

Just a couple of quick questions. Does anybody know if:

1) Populous now works on the STe ?
2) There are any cheats for Powermonger (and what they are!) ?

Thanks in advance,

Red/.

3151. STE Simms

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 20:50:17 UTC
From: waynem@oakhill.sps.mot.com
Message-ID: <1991Oct1.205017.1901@oakhill.sps.mot.com>
Source record: 228489

I just purchased a 1040STe and am wondering the best,
most inexpensive, most reliable way to upgrade my system.

Can I just go out and purchase some simms, crack the case,
and plug them in?

Any comments would be appreciated.

Thanks in advance - Wayne

| Wayne Martinez | Inet: waynem@noadminsupport.sps.mot.com
| Motorola | UUCP: ...!oakhill!noadminsupport!waynem@cs.utexas
| Advanced Risc Systems | Mail: 6501 William Cannon Drive West MD: OE-215
| .... | Austin, TX, 78735-8598 () (512)-891-3711
| Note: I don't speak for Motorola, and they definitely don't speak for me!
--
| Wayne Martinez | Inet: waynem@noadminsupport.sps.mot.com
| Motorola | UUCP: ...!oakhill!noadminsupport!waynem@cs.utexas
| Advanced Risc Systems | Mail: 6501 William Cannon Drive West MD: OE-215
| .... | Austin, TX, 78735-8598 () (512)-891-3711

3152. Re: Rufus with Matrix M110 pos

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 21:12:58 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0bcmz1k@pfunk.hanse.de>
Source record: 228419

In <A48787@bn.maus.de>, Klaus Guhr writes:
>
>Allright - but what is DAVI?

The MATRIX M110 Software consists of two parts. On one hand we have GOLI(ATH), which is a monitor-driver including full GDOS support. As I know, it's written by Arnd Beissner, the author of AMCGDOS. The other driver-kit is DAVI, which doesn't support GDOS, but has an extended LINE-A emulator and is much faster than GOLI. It's written by some guys from France. As I stated earlier, MATRIX has not made updates until now, because they don't believe in b/w-monitors any longer. With their new 24-bit video-cards they are on right way to open the ATARI for applications like CALAMUS SL, RETOUCHE PROFESSIONAL and other phenomenal software.

Bye.....Michael

--
/-----------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-----------------------------------/

3153. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 21:26:52 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Oct1.212652.15376@watdragon.waterloo.edu>
Source record: 228487

In article <4028@odin.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
}
}If I'm wrong about any of this may Allan Pratt or Ken Badertscher correct me
}(gently :-).
}
}I think the best way to write such a screen saver would be for the saver
}modules not to be proper programs as such but loaded by the saver accessory
}in much the same way as accessories are loaded by the desktop. This get's
}round any Pexec problems. The saver should malloc some memory for the module,
}load it in and relocate it. Now before you all start shouting "Hey acc's
}shouldn't malloc memory"... [rest deleted]
}Whadaya think?

Well, it's not what I wanted to do... :-)

a) What's the problem with Malloc() inside an ACC? Beyond the possibility
of fragmenting your memeory, I can't imagine anything going wrong...

I wanted to make it easy for _anyone_, not just an assembly guru to write
a module for it. Loading the modules all at boot time also goes against
the idea behind this thing.

The main point is, it's to be an EXTENSIBLE Screen Saver. You could have
2M of modules sitting in your XScreen folder (well, if it caught on and
lots of people wrote modules) and you wouldn't want to load them all when
you booted. You'd just want to load the one that was going to be
executed when the screen saver went off. When you were done (ie, work your
ST back up), it'd get deallocated.

There's another problem --> I haven't got the assembler smarts to write
any sort of code that'll relocate and execure a module the way you
suggest, with a special header/whatnot. I can't even use XBRA without
the routines somebody else wrote and uploaded to a.a...

[side note: You can join this discussion on GEnie, too, if you'd like...]
[and happen to have a GEnie account... Check Cat 3 Top 4 I think...]

Chris Herborth cjherborth@{rose|lotus}.waterloo.edu
3B Hons English RPW GEnie: C.HERBORTH
Never send a monster to do the work of an Evil Scientist...

3154. Re: program compatability w/STe's

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 22:29:58 UTC
From: warwick@cs.uq.oz.au
Message-ID: <4081@uqcspe.cs.uq.oz.au>
Source record: 228488

In <1991Sep23.034827.13092@intacc.uucp> zerobeat@intacc.uucp (Ferenc Szabo) writes:

>Most of my old PD programs do NOT work with my new Mega Ste. I've been
>told that any program that did not strictly follow the Atari programming
>guidelines and 'cheated' will probably not work with the new 2.01 MegaSte
>TOS.

STrabble even works on a TT (but not in the TT resolutions... yet)! Yeah!

Warwick
(Sorry, I had to blurt it out)
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3155. Re: problems with zoo 2.1 recursive

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 23:13:41 UTC
From: kbad@atari.UUCP
Message-ID: <3092@atari.UUCP>
Source record: 228479

micro@imada.ou.dk (Klaus Pedersen) writes:

|Ahh, the "a//" is atari only, and only on some atari versions??
|That explains :
| "zoo ah// ..."
| "ZOO: FATAL: option / illegal"
|at home and here on the suns...

That's because on systems other than TOS, you can do the following:
find . -print | zoo ahI zooname

(actually, you can do that in some shells under TOS even ;)

I'm glad for the Atari a// extension, makes things easier on
users operating Zoo from the desktop.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

3156. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 23:34:21 UTC
From: JOKHC@CUNYVM.BITNET
Message-ID: <91274.193421JOKHC@CUNYVM.BITNET>
Source record: 228485

In article <1991Oct1.122126.22170@rhrk.uni-kl.de>, herzling@rhrk.uni-kl.de
(Alexander Herzlinger [Informatik]) says:
>
>In article <91274.024720JOKHC@CUNYVM.BITNET> JOKHC@CUNYVM.BITNET (Joshua
>Kronengold) writes:
>....
>>Sorta. It IS a 32mhz proc in a 16mhz architecture with a cache, but if you
>>have TT-ram, the TT ram is counted as cache. So most applications that use
the
>>high speed will fit entirely in the 'cache,' acting as if it was a 'true' 32m
z
>>machine.(animation is an exception, but I suspect the Blitter might help with
>>that). So, most of the time it will act faster than the 'true 25mhz 68030'.
>>
>>Someone correct me if I've said anything disasterous.
>Which part of the architecture is based on 16Mhz ? Please be a little more
>specific. TT-Ram is normal ram that is organized 32Bit width and can be
>accessed via burst mode. In my opinion a cache is something different,
>e.g. having a 'syncronized' (sorry I am no technican so this might be the
>wrong word for it) memory like in the ST (or the so called ST-Ram in the TT)
>and this does not let you access more than it is build to. If you want to
>use fast prozessors but have only this type of ram every ram access would be
>slowed down, so you use a small piece of high speed ram (the cache) wich
>maps often access areas of the normal memory.
>But programms running in TT Ram do not need to access ST-Ram (they
>could if they want of course) and therefor run all the time in fast TT-ram.
>So if you speak of 16Mhz Architecture this means for me that parts of the
>computer are slowed down due to some 16Mhz clock. The only thing I can think
>of what is slowed down is the 64Bit width ST-ram bus. There the videologic
>has to access the bus very often so the 68030 has to wait until the video-
>logic has finished their access-cycle.
>So in my eyes the TT has fast TT-Ram and a big video/multipurpose ram
>>hich can be used by programms too, and I do not see any big disadvantages.

>ciao,
> Alex

>---
>Alexander Herzlinger University of Kaiserslautern
>E-Mail: herzling@rhrk.uni-kl.de correct me if I am wrong
>---
Well, that is what I said, after all, 'has no effect except for animation' and
/o. I can also see no major disads though it might have an effect on real-time
ni, though, like I said, if the blitter can speed up bit-block transfers, it
might be able to surmount that problem. ^^^^^^^^^^^^^^^^^^

of course it can, I meant
bettween TT and ST ram.

< Joshua Kronengold<JOKHC@CUNYVM.cuny.edu> >
< "Oh Lord, what fools these mortals be!"-Robin Goodfellow >
< "Never underestimate man's potential for stupidity" >
< -Woodrow Wilson Smith >

3157. Re: Mono monitor fix?

Newsgroup: comp.sys.atari.st
Date: 1991-10-01 23:35:15 UTC
From: eahsnsr@nmt.edu
Message-ID: <1991Oct1.233515.7801@nmt.edu>
Source record: 228486
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Sep30.012400.9409@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>My mono monitor is acting up. When there is little "white stuff" on the
>screen, it starts to fade until almost black. If more stuff is drawn to the
>screen, it brightens up. This sound familiar to anyone? Any ideas on what
>could be going bad?
>

My monitor has always done this. I have no idea whether or not they
are all like this though.

>
>--
> ---------------------------------+-------------------------------------
> Mickey R. Boyd | "Kirk to Enterprise. All clear

Eric A. HOBBS?
eahsnsr@JUPITER.nmt.edu

3158. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 00:26:48 UTC
From: rosenkra@convex.com
Message-ID: <1991Oct02.002648.12532@convex.com>
Source record: 228492

In article <A0bcjbjc@nathan.ruhr.de> ue@nathan.ruhr.de writes:
>In <1991Sep26.064525.15427@convex.com>, William Rosenkranz writes:
>
>Hi William,
>at first, thanks for test. Very good work. Since I'm an Lharc fan, I was
hi. and thanx...

>very confused about the bugs reported by you (archive time not correct,
>no ARGV support, no UNIXMODE). So I tested these things on my machine (Mega
>ST 2, German TOS 1.04, Gemini 1.21).

ok, fair enuf. but people are already saying that it works with TOS 1.4.
i, unfortunately, do not yet have TOS 1.4. i have 1.2 in my mega. i have
no desire to change at the moment. i don't think TOS 1.4 has that much to
offer me personally. i don't use the desktop.

>>test platform is mega4 (4 MB) 8 Mhz, TOS 1.2, using gulam CLI. environment
>Well, nothing against you personally, but TOS 1.2 (or, in Atari's new
>spelling, TOS 1.02) is an OS from stoneage, TOS 1.04 is the actual OS.

that is still no excuse. when i first started programming the ST, it was
always high on everyone's list (especially atari's, and rightly so) to
make a program compatible with all TOS versions. not being able to predict
the future is one thing. not being able to deal with _existing_ older
OS releases is just plain unacceptable. i myself have been beat on the
head about how i choose to draw pixels. in 1986, line A was consided
fine to use. with the TT, it is not. only in 1986 there was no TT.

THERE IS NO EXCUSE FOR A PROGRAM LIKE LHARC NOT TO WORK CORRECTLY ON
ALL TOS VERSIONS AND IN MOST REASONABLE USER ENVIRONMENTS!!!!!!

how often do u want me to say it? i even provided the evidence which
you can independently confirm with a similar configuration. the code
has a bug. period.

AND ZOO HAS NO PROBLEM WITH TOS 1.2 (and i suspect it has no problem
with 1.4 either). so why can zoo do it right and lharc cannot???????

>Perhaps it's TOS 1.02???

no, it is LHarc's inability to deal with TOS 1.2. TOS 1.2 is fine. zoo
proves that it can be done.

>mw? Jesus Christ! Mark William's method for passing extended arguments is
>not, I repeat, NOT correct. LHarc (and Gemini) both use the official

unfortunately, MW-style ARGV pre-dates official ARGV. and again,
zoo can deal with both. why can't lharc??????????? i don't use gemini. i

use gulam. zoo works perfectly with gulam. i suspect zoo works perfectly with gemini as well. i have used gulam for 5+ years. i further suspect that lharc will have the very same problems with a state-of-the-art command shell like bash.

>Mark William's are "cooking their own soup", as we Germans say it.

MW cooked the soup that atari gobbled up for their standard. if anyone changed something it was atari. MW had it first. but again, zoo deals with BOTH. WHY CAN'T LHARC?????? (i have no problem with atari on this, by the way. nor can i claim to be knowledgable about what actually transpired when MW extended arg scheme was adopted by atari. this is just my best recollection of the geneology of ARGV. corrections are welcomed).

i'll say it yet again: if i had the source, no matter how convoluted, i could fix it. i cannot find the source to lharc 2.01e anywhere. if you have it, send it to me.

>> - there is one version of zoo 2.1 (that i know of) for ST, unix, >> and PC. i stopped counting the versions of lharc for the ST >> alone at about 6 or 8. there is only one author of zoo.
>How many LHarc versions do you need? I came a lot of lharced files, >created by almost every lharc ever programmed on this planet (including >the unix and amiga lharc). I start LHArc 2.01e, and it decompresses them.

if you have a unix version (or any version mostly in C) that will create and more importantly extract files created with the lh5 compression scheme, please send them to me. i just can't find a source for the source code. the last version of lharc for unix i ever saw posted was 1.02 this summer, i believe. i have it, but it cannot extract files made with the lh5 format. this is all i really want (and need). i see zoo as an answer to this lack of portable source code. zoo works fine and source is easily available. lharc 2.01e creates files that i can't extract unless i download it to the ST. maybe i don't want to download a 500kB file unless i read the documentation first.

>1.) There is no significant difference in archive sizes when comparing >zoo 2.1 and LHArc 2.01e. STZIP 0.9 beta falls out of the comparision since

exactly.

>doesn't cost my money, so I don't care that much about the time used.

ok, i agree here as well

>2.) The often stated LHArc fiasco or chaos is over, thank godness. LHArc

it is not over until all LHarc programs (PC, unix, VMS, amiga, st, ...) can each pack and unpack archives for and by each other. if they cannot, then how can you possible say 1) these are the same programs, 2) they are compatible. as far as i know, and no one has stepped forward, there is no unix or VMS version of lharc that can do this. there may be an ST version (which i already admitted is probably the best ST version). as i see it, there is an ST lharc standard, an amiga lharc standard,

a PC lharc standard, and (possibly) a unix/VMS lharc standard. none of them are identical. there is no single lharc standard. there IS a single zoo standard.

>2.01e was able to handle all LHarc archives I ever got (and being res-

that is not the point at all. i want to use a 2.01e compatible version on another non-atari system and i can't.

>3.) Porting LHArc to Unix is not the big problem one could believe when >reading your article. Sources for the old format (used in the 0.xx and 1.xx)

yes it is since the last unix release was 1.02 and it does not handle lh5 format (he said for the 1000th time...)

>version are widely available, the sources for the new format (created by >2.xx) can also be found. Check out for the sources of Amiga's AR. This is

where is a 100% C version of lharc that supports lh5 available? i have been asking for this for weeks. it is the one thing guaranteed to shut me up (until lh6 appears, at least :-).

>If you can't get them, feel free to ask

ok. i am asking: PLEASE SEND THEM!!!!!!! but make sure it handles lh5. even if it is not 100% C. right now i'll settle for a TI-59 version...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3159. Delirious demo

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 00:41:19 UTC
From: boyd@bind.cs.fsu.edu
Message-ID: <1991Oct1.204119.29637@mailer.cc.fsu.edu>
Source record: 228351

Hey has anyone gotten the Delirious demo (two .msa files for one disk on atari.archive) to work? I have a virgin Mega2 with TOS 1.2. I tried twice.

By the way, this and two other recently posted demos consist of two .msa files, one for tracks 1-40, the other for tracks 41-82. This means that the two .msa files map to one double-sided disk. The other two demos are "The Dark Side of the Spoon" and "Ooh Crikey Wot a Scorcher." Both are great! If you have a color monitor, you should check these out!

Where does Manikin go to school, anyway?!?
--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-----------------------------------

3160. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 02:32:18 UTC
From: DE7B@br1.hrz.th-darmstadt.de
Message-ID: <1991Oct02.023218.28662@infoserver.th-darmstadt.de>
Source record: 228491

Following the discussion I tried three archiver programs
to backup 151 files worth 700KB of data. The data consisted
almost entirely of documentation (ASCII) and C source.

Machinery: ST-1MB w/40MB ST-251-1
I did NOT clean my partition for this test, why should I? I
never evacuate any partition just for arcing things up. So
I think this is more true to life, than any more 'scientific'
setup. I did the test twice, which didn't change any of
the timing values significantly and gave every program
a 'fair' chance on a equally fragmented harddisk. Fragmentation
is more of an issue when unpacking anyway.

Results:

ARC 6.02
Size: 304048 bytes Time: 3:48

ZOO 2.1
Size: 307207 bytes Time: 4:45
after issueing a pack command for an additional 2:20
Size: 307151 bytes

LHARC 2.01d
Size: 218964 bytes Time: 6:13

(my) conclusions:
So guess what, good old ARC is by far the fastest,
LHARC is the tightest,
And ZOO well the -um- most compatible...

And they way I called them (thru make)

```
#ARC=arc
# update
#UPDATE=u
# update with subdirectories
#DIRUP=uz

#ARC=zoo
# update
#UPDATE=aun:
# update with subdirectories
#DIRUP=aun//

ARC=lharc
# update
```

```
UPDATE=u -s -wf:\tmp
# update with subdirectories
DIRUP=u -r2 -p -s -wf:\tmp

GSOURCES=*.h *.c *.tlk *.s *.y make*.* memo

backup:
$(ARC) $(DIRUP) arc\backup support doc lib header demo
$(ARC) $(UPDATE) arc\backup $(GSOURCES)
```

Nat!

3161. Anemic Atari/US (was Re: ATARI ON TV)

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 03:03:14 UTC
From: schram@news.colorado.edu
Message-ID: <schram.686372594@spot.Colorado.EDU>
Source record: 228478

>Why is it that Atari U.S. is so sad compared to the rest of the world.
>Eric .R. Glover

Have you ever seen the movie "Tucker"?
--
Steven Schram -- schram@tramp.colorado.edu

-- Nietzsche is dead
-God

3162. *.doo PICTURE FORMATS

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 06:24:24 UTC
From: t821431@minyos.xx.rmit.oz.au
Message-ID: <1991Oct2.062424.28939@minyos.xx.rmit.oz.au>
Source record: 228481

What programs are available that allow one to draw/paint in *.doo picture formats?

I am chasing a program that does such format!

Many thanks in Advance

Richard Clarkson

3163. Re: Install an app for two diff filetype

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 07:08:58 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0bcnqmy@pfunk.hanse.de>
Source record: 228418

In <6446.28e738d9@miavx1.acs.muohio.edu>, Ryan 'Gozar' Collins writes:
>I have two questions:
>
>1. Is there anyway to install an application for more than one filetype?
>I was wanting to install ARCGSHL 3.5 for both ZOO and ARC, and under TOS
>1.0 I could just go up to install on the menu twice, once for each
>filetype. Well, it won't let you do that under 1.4 :*(So I tried to
>edit the desktop.inf file adding the required lines to install the
>application for two filetypes. Well, my ST just crashed on boot up
>then!! Any suggestions?
>
Well, it should work. I run EXE_260, another ARC-shell from here and
it installs itself in the DESKTOP.INF file. Take care that each line
in the file has a trailing space before EOL, which is needed by the
desktop.

My DESKTOP.INF has the following lines in it to install my ARC shell:

```
........some lines del'd........
#P 03 FF *.TTP@ @
#F 03 04 *.TOS@ @
#G 03 04 D:\ARC\EXE_2_60.PRG@ *.LZH@
#G 03 04 D:\ARC\EXE_2_60.PRG@ *.LZS@
#G 03 04 D:\ARC\EXE_2_60.PRG@ *.ARC@
#G 03 04 D:\ARC\EXE_2_60.PRG@ *.ZOO@
#G 03 04 D:\ARC\EXE_2_60.PRG@ *.SFX@
#G 03 04 D:\ARC\STZIP.PRG@ *.ZIP@
#G 03 04 C:\BIN\EH_MGIF.TTP@ *.GIF@
........etc.....................
```

Bye.....Michael

--
/-----------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-----------------------------------/

3164. SLM804 laser printer

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 08:14:56 UTC
From: dcrevier@jarthur.claremont.edu
Message-ID: <1991Oct2.081456.1931@muddcs.claremont.edu>
Source record: 228484

I recently got a SLM804 Atari laser printer, and I have a few questions.

1. Using Pagestream 1.8 (I don't have the money to upgrade at the present), I cannot get it to print with the DMA version, but the other version using the Diablo emulator works. However, selecting manual feed does not seem to have any effect. I have used the manual feed in Ultrascript sucessfully, so I know it is a problem in the SLM drivers in Pagestream, not something I am doing wrong. I can always output the files into a disk file as postscript and then print them out with Ultrascript, but it would be much more convenient to print directly. Does anyone know if there is a newer SLM printer driver for pagestream? Mine say beta version.

2. I purchased Ultrascript, and it has a folder called NUFONTS that contains files with extensions .QFM and .OTL. It never mentions the existance of this folder, or of these file types in the manual? What are they? Also, does Ultrascript replace Tymes-Roman with Lucida normally? If not, can it be made to?

Thanks

Dan

3165. Re: BraSoft to visit WAACE and user groups

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 09:44:42 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4057@odin.cs.hw.ac.uk>
Source record: 228500

In article <1991Sep30.193831.9249@microsoft.com> darekm@microsoft.com
(Darek MIHOCKA) writes:
> ... (on the TT) ST Xformer run at full speed.

Awesome! Great stuff Darek! Pity I'm not Stateside to see this.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

3166. Re: Populous / Powermonger

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 11:36:26 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1991Oct02.113626.95278@link-1.ts.bcc.ac.uk>
Source record: 228493

1) Yes Populous does work on the STe (and on the TT if you turn off the sound within the game as soon as it starts).
2) I don't know.

Steve

Addresses:-
JANET ucacmsu@uk.ac.ucl or ford@tharr.uucp@uk.ac.uknet
Internet
ucacmsu@ucl.ac.uk or ford@tharr.uucp@uknet.ac.uk

3167. Working with EPS artwork on an ST

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 12:21:01 UTC
From: covert@cactus.org
Message-ID: <9548@cactus.org>
Source record: 228494

I just got some mac clipart that is in Macintosh EPS (encapsulated PostScript) format. Are there any drawing programs, or DTP, which can handle these clip arts? I have the outlines of each of the United States and would like to use them in some letter (maps from my current home to relatives, stuff like that).

I have PageStream 2.1 but haven't tried EPS with it yet.

Can you add lines on top of EPS imported into Pgs 2.1?

Does PgS2.1 allow you to view EPS on the screen?

If not PgS then what?

I guess I could look for a Mac program (which runs under the Spectre GCR) and do the work in Mac, but I wanted to see if it could be done in the ST.

--
Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert

3168. Re: STE simms

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 12:39:08 UTC
From: data3d@aahs.no
Message-ID: <"1021*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 228376

[Wayne Martinez writes]
>Can I just go out and purchase some simms, crack the case,
>and plug them in?

Obviously. At present I've got 4 9-bits 70ns 1Mb simms installed in my STe, giving me a total of 4megs. I got the simms 9-bits (8-bits will pass, I think) and 70ns (100ns should be enuf?) so that I'd be able to use them on a PC or a Mac, should I decide to do so.

Mind you, all of this may be wrong. Correct me if it is. ;)

Karl Anders Oygard - Karl A Oygard <data3d@aahs.no>

3169. 6 new Macs from Apple...

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 13:43:05 UTC
From: data3d@aahs.no
Message-ID: <"1022*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 228490

Apple recently announced the release of 6 new macs. The probably most interesting of these are the three 'powerbooks'. These are an answer (pretty late, if u ask me) to the PC notebooks. There will be two 'regular' powerbooks, the first with a 68000 processor and the second with a 68030 processor. The last powerbook will feature no keyboard, and is operated by writing direcly on the screen with a pen (sounds pretty familiar, hm?). All of these will weight in the vicinity of 2.5 kilos and are produced in cooperation with Sony.

Also Apple will launch two new Macs with using the 68040 processor. (How do you like that, Dave Small?) These will run by the name 'Quanta'. There will be a desktop and a floor version.

Eventually there's a replacement for the SE/30, the Super Classic.

Any comments? ;-)

Karl Anders Oygard - Karl A Oygard <data3d@aahs.no>

3170. MegaSte compatibility problems

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 14:32:59 UTC
From: edb02@dhmolde.no
Message-ID: <"654*.S=edb02.O=dhmolde.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 228495

>Most of my old PD programs do NOT work with my new Mega Ste. I've been
>told that any program that did not strictly follow the Atari programming
>guidelines and 'cheated' will probably not work with the new 2.01 MegaSte
>TOS.

This is not true, most 'old-tos' programs works. The only programs I've found
NOT to work on my 4meg MegaSTe (Tos 2.05) are those who:

1. checks the TOS version number. (They obviously don't know about 2.05)
Example: Laser C. They typically come up with a "Does not work with this
TOS version" message.

2. use undocumented system variables or ROM adresses. Atari may tell you that
these programs 'cheated', but in the old days you HAD to cheat!
Most of these programs didn't work with 1.6 or 1.62 either...

3. look at $fc0000+ for TOS version numbers etc.. The ROM is located at $e00000
on STE machines.

4. try to access memory above $400000. (Like any disk with the Medway Boys II
bootsector). This does of course stop these programs from working on ANY 4
meg machine. Use any decent viruskiller to replace the bootsector.

5. use badly coded sync-protection methods (a few demos, and a couple of
games). Check out the bootsector in the latest Lost Boys demo for an
example of a working sync-protection. (I think it was the Lost Boys demo,
but it could have been any of the latest demos...)
Remove the protection and they usually work.

Except for the shifter-bug I'm very happy with my MegaSTe, and program
compatibility has not been much of a problem.

Cheers,
Torbjorn Ose <edb02@dhmolde.no>

3171. SIM CITY - STe Compatible????

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 14:38:07 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <2039.28e9775f@sleepy.bmd.trw.com>
Source record: 228357

I recently asked if anyone has SIM CITY for sale. However, I should have also asked if it will run on an STe. Does it?

Jim Harres jharres@doc.bmd.trw.com

3172. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 14:38:25 UTC
From: meulenbr@nlvs31.ce.philips.nl
Message-ID: <1991Oct2.143825.26339@philce.ce.philips.nl>
Source record: 228366

JOKHC@CUNYVM.BITNET (Joshua Kronengold) writes:
]In article <1991Sep30.152348.21028@magnus.acs.ohio-state.edu>,
]dhbutler@magnus.acs.ohio-state.edu (David Butler) says:
]>
]>>The Motorola 68000 series of microprocessors have an asyncronous bus system. T
]>here is no 16MHz or
]>>32Mhz or xxMHZ bus system in the TT. As you probably know, the MC68030 can rea
]>d from TT-ram
]>>in burst-modus and this is as fast as it can be. It is not limited by a "slow
]>bus".

I think it can. The TT has a 32 Mhz processor clock, but all other stuff
(including the custom made memory controller) operates at 16 Mhz.
I suppose this will slow down memory access.

]>>
]>>Stig Vidar Hovland - stigvi@lise.unit.no
]>
]>Is this true? I admit to confusion, everyone has been saying (including Dave
]>Small, who knows such things), that the TT is a 32mhz chip in a 16mhz
]>archetecture (spelling?), with a cache. Much like AdSpeed (which I have, and
]>which works well), it will run any instructions that fit in this cache at
]>32mhz, but larger code will run at 16mhz (this is why AdSpeed is faster with
]>some applications, generally ones that seem well written, than it is with
]>programs written with cumbersome code). Has this changed? It would certainly be
]>good news if it had!
]>
]>-David Butler-
]>

]Sorta. It IS a 32mhz proc in a 16mhz architecture with a cache, but if you
]have TT-ram, the TT ram is counted as cache. So most applications that use the
]high speed will fit entirely in the 'cache,' acting as if it was a 'true' 32mhz
]machine.(animation is an exception, but I suspect the Blitter might help with
]that). So, most of the time it will act faster than the 'true 25mhz 68030'.

No.
The 68030 has an onboard instruction cache and an onboard data cache.
If a cache hit occurs no data has to be fetched from the bus. This means
that data access in the cache is always faster (if I'm not mistaken the
cache search and the external bus setup occur simultaneously, and if
there is a cache hit, the external bus access is abored).

So if an instruction is in the cache no opcode fetch is needed.

TT ram is *NOT* counted as cache. In order to access TT ram you still have to access the data over the bus. So you do get an opcode fetch cycle when reading an instruction from TT ram, while you don't get one if you read from the internal cache.

TT ram is faster than the (regular) ST ram. This is due to the fact that the processor is slowed down by the video hardware when accessing ST ram. The video can only live in ST ram, and every 250 ns or so the video accesses the ST ram. During this time that ram is not accessible by the CPU, thus causing delay when accessing the memory. Since the video hardware cannot access TT ram this CPU blocking does not occur when accessing TT ram. That's why TT ram is faster.

By the way: would it be possible/advantageous to use burst fill mode on the ST ram? What about the video?
The 68030 can be set to either burst fill or no burst fill. However you cannot do that dependent on the memory address used.
I did some rough measurements (dhrystone), but it seems that burst fill or not does not have a great impact.

]Someone correct me if I've said anything disasterous.

I'm doing so right now..
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

3173. Re: Help & Hints on setting up GCR please.

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 15:03:44 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Oct2.150344.13781@magnus.acs.ohio-state.edu>
Source record: 228496

In article <1991Sep30.141929.2027@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:
>I have just ordered a Spectra GCR cartridge and am after any
>information or insights anyone can give. I will mainly be using the
>system for writing documents using MS Word. (I assume this will
>work?). Some of the questions I have are:
>
>1) What Version of the Mac system software is recomended and why.

Depends on what you want. 6.0.5 has sound, but 6.0.7 has True Type, I use 6.0.7 with no problems, and would recomend it to "serious users". Less serious users may want to use 6.0.5 so they can have all those nifty sounds that will drive everyone else crazy.

>2) What inits etc. do you recomend.

Too many to list, the important ones are (and some are really more than just INITS & CDEVS, but I'll list them anyway).
1) ATM (Adobe Type Manager, like true type, but faster and better)
2) True Type (need 6.0.7, not as good as ATM, but includes the system fonts, which is nice)
3) Access PC
4) Init CDEV 3.0
5) Disk Light (you have to buy Norton Utilities)
6) Everything else with Norton
7) Suitcase II
8) Boomerang
9) Windows
10) Windchooser

>>3) What about printout to an Epson FX printer (Normally I will save
>the file as Postcript and print on a laser so quality is not an
>important factor.)

In the manual that came with your GCR there is a listing for GDT Softworks in Washington DC, call them and get their Epson drivers, they are the best ones.

>4) What other applications work well with GCR. Particually a Object
>Orientated drawing package like EasyDraw on the ST.

Every major application works on the GCR. I recomend UltraPaint, it has a great set of paint and draw features, that can be combined. Generally, the Mac drawing software is better than the ST, but you will be limited to B&W (really 8 colors, but you won't see them) when using the GCR.
If you want Postscript, there is Aldus Freehand and Adobe Illustrator (I like Illustrator better).

>5) Since I am happy with my ST setup I would like to minimise the
>amount of time that I have to resort to the GCR so is there any pogram
>that can write MS Word compatible files? Or is there a converter for
>say Thats Write To MS Word?

As far as I know there is no ST wordprocessor that is compatible with and Mac word processor except through text files. Why get an ST wordprocessor if you have the GCR? Wordprocessing is one area in which the Mac really shines, beats the ST software hands-down. Try Write Now or Nisus, Write Now is faster and less complex, but Nisus has features to blow your mind (far better than MSWord, and it does write MSWord files). Really, these are as far above ST word processors as an ST is above a calculator (a cheap one anyway).

>I am thinking of buying a new ST Wordprocessor (I currently use First
>Word) what do you recommend bearing in mind that I would like it to be
>MS Word compatible.

See Above

>I am aware of MS Write but this program is a bit buggy and does not
>even have a spell cheacker. (As I think you can see I realy need
>one.)

Everything on the Mac comes with Spelling checkers and generally a Thesaurus. MSword does not have a good spell-checker OR thesaurus, but it does have them. Try WriteNow or Nisus (trust me :-). Buy them from somewhere with a good return policy in case you really hate them...

>6) How do you recomend that I go about backing up my Mac partition.

Get a Mac HD backup program (I think Norton has one, but I don't remember), they all (at least, all the ones I have tried) work fine as long as you use MAC format disks and not Spectre format disks.

>7) Any other hints or horror stories you have to offer.

See an article I posted about a week or two ago (I forget the Subject, maybe "People dumping machines" or something like that). It has a blurb at the end about Hard Drive speed, read it because it will speed up your MAC boot time by astronomical proportions.

>Many Thanks.
>
>Dave Halliday.

PS, I have been posting my answers to Spectre questions back to comp.sys.atari.st because I thought that there may be a lot more users with similar questions out there...

- David Butler -

- I still, still think the world if falling apart -

For example, "DeRevolutionus Orbium Celestium" (DeRev), by Copernicus, was published in (approx.) 1543. 500 original copies were printed, 490 of those have been traced to being still in existance! Try do that with any modern

publication, it would turn to dust.

- Innagadaviddababy -

- What ever happened to free love anyway? - (no more smart comments about inflation please :-)

3174. Monochrome/Color Emulator for the ST.

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 15:17:31 UTC
From: U43610@uicvm.uic.edu
Message-ID: <91275.101731U43610@uicvm.uic.edu>
Source record: 228352

Does anyone know if a utility exists which converts color displays to a monochr
ome monitor? I have software that I'd like to run on my monochrome Atari, and
would rather not dish out the money for a Color monitor.. If anyone knows whe
re I can get one FTP?
You reply is appreciated.
-Ken.

3175. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 15:24:26 UTC
From: rosenkra@convex.com
Message-ID: <1991Oct02.152426.371@convex.com>
Source record: 228499

In article <1991Oct02.023218.28662@infoserver.th-darmstadt.de>
DE7B@br1.hrz.th-darmstadt.de (WALLMANN, GEORG) writes:
>#ARC=zoo
># update
>#UPDATE=aun:
># update with subdirectories
>#DIRUP=aun//

i am sorry, this is NOT zoo's high compression mode. no wonder your results
make zoo look bad (but fast :-). you need the "h" modifier. and they say
i am biased :-). try again....

>I did NOT clean my partition for this test, why should I? I

you should clean it because if you have a partition with small gaps in
it, and the archiver tries to write a big chunk, the head will be foreced
to seek to the next free space on the disk. if you can guarantee the SAME
head motions for all your tests (i.e. no small gaps in the data on disk),
then you don't have to clean the partition. otherwise, this may not be
a fair test. at least when i did things in ramdisk, it was. the time to
hit any bit of memory is the same. this is NOT true with mechanical disks.

>never evacuate any partition just for arcing things up. So
>I think this is more true to life, than any more 'scientific'

fine. i can make a "true to life setup" that makes any archiver look
terrible. like how about if i run zoo in ramdisk and lharc (or arc) on
a floppy? "but hey. that's how _I_ use it. true to life (for me)." your
tests are not that bad, of course, but they are not that good either.
they are not reproducable by others since we cannot ascertain the exact
state of your hard disk. i'll take scientific over hearsay anyday.

>setup. I did the test twice, which didn't change any of
>the timing values significantly and gave every program
>a 'fair' chance on a equally fragmented harddisk. Fragmentation
>is more of an issue when unpacking anyway.

this may be good if you ran the programs in different order. you don't say.
fragmentation is equally important, and maybe even more so on packing since
all the archivers i know make temporary versions of the archive and either
copy or rename it when done. there is probably more i/o during archive
creation, and especially updating, than during unpacking. by not seeing
"significant" differences (whatever that means) you may have just gotten
lucky. or your partition had no gaps in it (again lucky, and hardly true
to life).

also, a partition 10% full will give MUCH different results than a partition
90% full, especially if it is a large partition. mine are all 75% or more
full and 5 out of 7 are at least 12 MB in size. another reason i did not
want to do this in a HD partition...

>ARC 6.02
> Size: 304048 bytes Time: 3:48
>
>ZOO 2.1
> Size: 307207 bytes Time: 4:45
>after issueing a pack command for an additional 2:20
> Size: 307151 bytes
>
>LHARC 2.01d
> Size: 218964 bytes Time: 6:13

i suspect if you use zoo's high compression option you will see similar
results compared to lharc (if my tests are an indicator, i would say zoo,
compared to lharc, would
be about 15% slower, and 0.5% larger in the resulting archive). and to be
fair, this version of lharc is not the most current. we are up to at least
2.01e. that could be harmful to lharc. the only problem i have with arc
(note that most things i post to the net are .arc files) is that there is
no version of 6.02 for unix or VMS (that i know of). otherwise arc 5.21 is
100% acceptable alternative by me, anyway. i'd much rather use arc than lharc.

>(my) conclusions:
> So guess what, good old ARC is by far the fastest,
> LHARC is the tightest,
> And ZOO well the -um- most compatible...

_my_ conclusions: run your test again with zoo ah// ... and report THOSE
results. if you are going to be credible, you must be accurate. if not,
don't bother. and this is not "good old ARC". it is a relatively new
version. i would call arc 5.21 (and older) "good old ARC". however, if
you were refering to the fact that arc has beed around since the beginning
of time, then it is "good old ARC".

if you knew how to run zoo correctly (um!) you would find that zoo is as
slow as lharc, and that it offers 30+% better packing than arc (like lharc).
you would also find that, like lharc, as far as i know, there is no source
code available for arc 6.02. if there is, kindly post it here....

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3176. Good places to anon-ftp atari-pd-software from

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 15:27:27 UTC
From: zeus@zeus3.sozialwissenschaften.uni-mannheim.de
Message-ID: <1991Oct2.152727.10716@posthorn.informatik.uni-kl.de>
Source record: 228369
Cross-posted to: comp.sys.atari.st,dnet.atari,sub.sys.st

```
ab20.larc.nasa.gov (128.155.23.64)
ahkcus.org (192.55.187.25)
aix370.rrz.uni-koeln.de (134.95.80.1)
alice.fmi.uni-passau.de (132.231.10.1)
atari.archive.umich.edu 141.211.164.8 unknown
athene.uni-paderborn.de (131.234.2.32)
aupair.cs.athabascau.ca (131.232.4.1)
bongo.cc.utexas.edu (128.83.186.13)
brolga.cc.uq.oz.au (130.102.128.5)
ccb.ucsf.edu (128.218.1.13)
cheops.cis.ohio-state.edu (128.146.8.62)
col.hp.com (15.255.240.16)
cricket.bio.indiana.edu (129.79.224.50)
cs.arizona.edu (192.12.69.5)
cs.dal.ca (129.173.4.5)
cs.orst.edu (128.193.32.1)
cs.ubc.ca (137.82.8.5)
cs.uni-sb.de 134.96.252.31 GNU, atari, RFCs, perl, misc
derro.ucc.su.oz.au (129.78.64.5)
diku.dk (129.142.96.1)
e.ms.uky.edu (128.163.128.5)
einstein.mse.lehigh.edu (128.180.9.162)
extro.ucc.su.oz.au (129.78.64.1)
f.ms.uky.edu (128.163.128.6)
faui43.informatik.uni-erlangen.de 131.188.31.3 NeWS X11 amiga atari faces
flash.bellcore.com (128.96.32.20)
forwiss.uni-passau.de 132.231.1.10 atari st, minix, elisp, TeX
garbo.uwasa.fi (128.214.87.1)
hp4nl.nluug.nl (192.16.202.2)
hydra.helsinki.fi (128.214.4.29)
ifi.informatik.uni-stuttgart.de (129.69.211.1)
iraun1.ira.uka.de (129.13.10.90)
irisa.irisa.fr (131.254.2.3)
isca01.isca.uiowa.edu comp.binaries.atari.st,
isfs.kuis.kyoto-u.ac.jp (130.54.20.1)
ix1.cc.utexas.edu (128.83.1.21)
j.cc.purdue.edu (128.210.9.2)
jyu.fi 130.234.0.1 unix, atari, amiga, mac,
keos.helsinki.fi (128.214.4.83)
kth.se (130.237.72.201)
kukulcan.berkeley.edu (128.32.131.190)
larry.mcrcim.mcgill.edu (132.206.4.3)
linc.cis.upenn.edu (130.91.6.8)
```

lth.se (130.235.16.3)
mandarin.mit.edu (18.82.0.21)
mars.ee.msstate.edu 130.18.64.3 msdos, amiga, mac, atari,
mcsun.eu.net (192.16.202.1)
metro.ucc.su.oz.au (129.78.64.2)
minnehaha.rhrk.uni-kl.de (131.246.9.116)
mrcnext.cso.uiuc.edu (128.174.201.12)
nic.funet.fi (128.214.6.100)
plains.nodak.edu (134.129.111.64)
relay.cdnnet.ca (192.73.5.1)
relay.cs.toronto.edu (128.100.3.6)
reseq.regent.e-technik.tu-muenchen.de (192.48.107.50)
rusmv1.rus.uni-stuttgart.de 129.69.1.12 RFCs, X11, atari, amiga,
rzsun2.informatik.uni-hamburg.de (134.100.4.42)
schizo.samsung.com (134.228.1.2)
shape.mps.ohio-state.edu (128.146.7.200)
sirius.ucs.adelaide.edu.au (129.127.40.3)
sol.cs.ruu.nl 131.211.80.5 atari, GNU, HP-UX, TeX, Perl,
sol.deakin.oz.au (128.184.1.1)
srawgw.sra.co.jp (133.137.4.3)
star.cs.vu.nl (130.37.24.6)
sun.soe.clarkson.edu (128.153.12.3)
suned.zoo.cs.yale.edu (128.36.21.1)
sunic.sunet.se (192.36.125.2)
terminator.cc.umich.edu (141.211.164.8)
titania.mathematik.uni-ulm.de (134.60.66.21)
toklab.ics.osaka-u.ac.jp (133.1.12.30)
tolsun.oulu.fi (130.231.96.16)
tupac-amaru.informatik.rwth-aachen.de (137.226.112.31)
tut.cis.ohio-state.edu (128.146.8.60)
uhccux.uhcc.hawaii.edu (128.171.7.2)
um.cc.umich.edu 35.1.1.43 msdos, mac, apple, atari
uunet.uu.net (137.39.1.2)
vax.ph-cip.uni-koeln.de (134.95.64.1)
watserv1.waterloo.edu (129.97.129.140)
watsun.cc.columbia.edu (128.59.39.2)
wuarchive.wustl.edu 128.252.135.4 comp.binaries.atari.st,

Thomas Neser, Zeus im MZES, Universitaet Mannheim,
Steubenstr. 46, D-6800 Mannheim, Germany
bitnet: fs91@dmarum8
internet: zeus@sun1.sozialwissenschaften.uni-mannheim.de
uucp: unima!fs21
x400: C=de; A=dbp; P=uni-mannheim; OU=rz; OU=munix; S=neser
fax: +49-621-292-8435
tel: +49-621-292-8473

3177. Jampack4

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 16:48:48 UTC
From: edb02@dhmolde.no
Message-ID: <"660*.S=edb02.O=dhmolde.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 228356

Anyone out there who could send me a lharced and uuencoded copy of
the latest Jampacker (with depack-sources)???

Is Tim Knipe still around??

Thanks in advance,

Torbjorn Ose <edb02@dhmolde.no>

3178. Re: Monochrome/Color Emulator for the ST.

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 16:51:16 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <184967@unix.cis.pitt.edu>
Source record: 228355

In article <91275.101731U43610@uicvm.uic.edu> U43610@uicvm.uic.edu writes:
>Does anyone know if a utility exists which converts color displays to a monochr
>ome monitor? I have software that I'd like to run on my monochrome Atari, and
> would rather not dish out the money for a Color monitor.. If anyone knows whe
>re I can get one FTP?
>You reply is appreciated.
>-Ken.

Maybe try a program called "BIGCOLOR" (at atari.archive.umich.edu). Not
sure which exact directory though...

Robert J. Anisko
rjast1@unix.cis.pitt.edu

3179. appl_yield

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 17:37:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A25517@ms.maus.de>
Source record: 228439

```
l>Does anybody know whether appl_yield AES fn 17 (DRI GEM 3 ref manual)
l>exists in ATARI AES, this would be a much better solution to the regular
l>yield problem inherent in co-operative multitasking than evnt_timer(0).

No, it has not been implemented yet in Atari GEM. There is an undocumented
method to cause Atari-GEM to execute an in-fact appl_yield(). But nobody
guarantees that it won't disappear in future TOS-Versions.

Patrick
```

3180. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 18:36:52 UTC
From: david10@odie.cs.mun.ca
Message-ID: <1991Oct2.183652.17442@garfield.cs.mun.ca>
Source record: 228380

In article <1991Oct02.023218.28662@infoserver.th-darmstadt.de>
DE7B@br1.hrz.th-darmstadt.de (WALLMANN, GEORG) writes:
>Following the discussion I tried three archiver programs
>to backup 151 files worth 700KB of data. The data consisted
>almost entirely of documentation (ASCII) and C source.
>
>Machinery: ST-1MB w/40MB ST-251-1
>I did NOT clean my partition for this test, why should I? I
>never evacuate any partition just for arcing things up. So
>I think this is more true to life, than any more 'scientific'
>setup. I did the test twice, which didn't change any of
>the timing values significantly and gave every program
>a 'fair' chance on a equally fragmented harddisk. Fragmentation
>is more of an issue when unpacking anyway.

Fair enough.

>
>Results:
>
>ARC 6.02
> Size: 304048 bytes Time: 3:48
>
>ZOO 2.1
> Size: 307207 bytes Time: 4:45
>after issueing a pack command for an additional 2:20
> Size: 307151 bytes
^^^^^^

Hmmm, something fishy here . . . zoo 2.1, using the high compression scheme,
should be closer to LHARC than this.

>
>LHARC 2.01d
> Size: 218964 bytes Time: 6:13
>
>(my) conclusions:
> So guess what, good old ARC is by far the fastest,
> LHARC is the tightest,
> And ZOO well the -um- most compatible...
>
>
>And they way I called them (thru make)
>
>#ARC=arc

```
>#  update
>#UPDATE=u
>#  update with subdirectories
>#DIRUP=uz
>
>#ARC=zoo
>#  update
>#UPDATE=aun:
^^^
```

Yup, this is a zoo 2.01 compatible archive, not a 2.1 archive. To use the high compression method, the command line should be 'ahun', not 'aun'.

```
>#  update with subdirectories
>#DIRUP=aun//
```

Ditto for here.

```
>
>ARC=lharc
>#  update
>UPDATE=u -s -wf:\tmp
>#  update with subdirectories
>DIRUP=u -r2 -p -s -wf:\tmp
>
>GSOURCES=*.h *.c *.tlk *.s *.y make*.* memo
>
>backup:
>  $(ARC) $(DIRUP) arc\backup support doc lib header demo
>  $(ARC) $(UPDATE) arc\backup $(GSOURCES)
```

It's a good test (in a real-world sense), but to be fair to Zoo 2.1, it can compress files MUCH better than what this test has shown, along with being more compatible across platforms.

```
> Nat!
```

Later,
Dave C

--
Dave Churchill DoD #266 * * * CS Undergrad (Class of '92)
david10@garfield.cs.mun.ca * * * Memorial University of
ar473@freenet.cleveland.edu * * * Newfoundland.
My opinion is just that - mine! * * * St. John's, NFLD Canada

3181. Spectre GCR/System 7/A/UX

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 19:19:01 UTC
From: data3d@aahs.no
Message-ID: <"1028*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 228358

1 simple question: Does Spectre run System 7 and A/UX?

Karl Anders Oygard - Karl A Oygard <data3d@aahs.no>

3182. Re: Install an app for two diff filetype

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 19:55:04 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0bco13s@jonh.wimsey.bc.ca>
Source record: 228372

In <5551365@presto.ruhr.de>, David Channing writes:
>In article <6446.28e738d9@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu
>(Ryan 'Gozar' Collins) writes:
>>
>> 1. Is there anyway to install an application for more than one filetype?
>> filetype. Well, it won't let you do that under 1.4 :*(So I tried to
>> edit the desktop.inf file adding the required lines to install the
>> application for two filetypes. Well, my ST just crashed on boot up
>
>You must have messed up your desktop.inf file editing it. Here are the
>relevant lines from my desktop.inf which works with no problems:
>
>#F FF 04 C:\BIN\ARCLOAD.PRG@ *.ARC@
>#F FF 04 C:\BIN\ARCLOAD.PRG@ *.LZH@
>#F FF 04 C:\BIN\ARCLOAD.PRG@ *.ZOO@
>

This only works until the next time you save a desktop.inf
file from the desktop. The desktop seems to ignore the extra
lines when writing the file, at least when I tried it.
The best solution is Gemini, where you can do something
like *.[ALZ][RZO][CHO] in the instal application dialog. I'd
sure like to have Gemini run from a ROM cart.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

3183. Re: Railroad Tycoon Needs File

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 20:30:08 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0bco2q8@jonh.wimsey.bc.ca>
Source record: 228373

In <4990@chalmers.se>, Per Anders Olausson writes:
>
> There is a lot of bugs present when you have lost a game etc but I still
> haven't found myself trapped when *in* the game.
>
> In other words I don't think the external bugs have any counterparts when
> running the game itself.
>
> It sure is the first buggy Microphrose game I've owned anyway and I don't
> like it at all, they used to produce stuff that were better tested than this.
>

F19, on North American TOS's had several annoying bugs, the worst
of which was that you'd suddenly find yourself flying inverted. Not
fun if you were 100 feet off the ground at 400 mph. ;-) After promising
to fix this for several months, Microprose announced that they didn't
consider North American sales significant enough to warrant the effort.
While the bugs may not be a major problem on European TOS's, the
early reports over here are that the game will barely run on most machines,
some only work if you don't touch the mouse, and 4 meg machines are
completely out of luck.
It's too bad, as this game's release for the ST was one reason I
put off purchasing a clone, as unlike Richard Covert, I consider the
386 boxes the current top games machine.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

3184. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 20:45:04 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0bcosf4@pfunk.hanse.de>
Source record: 228405

In <1991Oct01.144917.1607@convex.com>, William Rosenkranz writes:

>sort of program. when i post code, i generally always post source. and i
>place no restrictions on its use at all. i generally don't even include
>a copyright. and the code i write ends up in some odd places (nroff became

I pay high respect to your attitude, above all if I look on the products,
you have added to the PD-section on the ATARI. But you have to realize that
some people have to pay their rent with that money. Thomas is a student
and his university demand a high contribution. I don't know anything
about your profession but some people must earn money with their products.
>
>requesting the source, in this case, will save me the time of disassembling
>it, correcting the disassembled source, reformatting it, and annotating

If all people would thing think like that and every part of software would
be free of charge, we would not have so much professional software for
our computer. This might sound a bit fancy, but if I make a list of
professional products for the ST, the amount of them from germany would
perhaps be higher.(please don't get that wrong)

>i would not disassemble a spreadsheet, database, or any other sort of program.
>but for me, archivers are different.
>
But where do you make the difference ? OK, some hours against some weeks.

Bye......Michael

--
/-----------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-----------------------------------/

3185. pc-ditto patch

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 20:50:29 UTC
From: ms@cerc.wvu.wvnet.edu
Message-ID: <2347@babcock.cerc.wvu.wvnet.edu>
Source record: 228360

Hello,
I'm looking for the pc-ditto patch for v3.0 which will let pc-ditto
read the hard drive. Does anyone know which ftp site has the patch? Any help
would be appreciated. Thanks.
Mark Starvaggi
(internet: ms@cerc.wvu.wvnet.edu)

3186. Re: Delirious demo

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 21:12:37 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1991Oct2.211237.20644@usenet.ins.cwru.edu>
Source record: 228359

In a previous article, boyd@bind.cs.fsu.edu (Mickey Boyd) says:

>Hey has anyone gotten the Delirious demo (two .msa files for one disk on
>atari.archive) to work? I have a virgin Mega2 with TOS 1.2. I tried twice.

Hmmmm, I'll have to try that one out!

>By the way, this and two other recently posted demos consist of two .msa files,
>one for tracks 1-40, the other for tracks 41-82. This means that the two
>.msa files map to one double-sided disk. The other two demos are "The
>Dark Side of the Spoon" and "Ooh Crikey Wot a Scorcher." Both are great! If
>you have a color monitor, you should check these out!

In the Dark Side of the Spoon demo, It locks up when I enter those array of
doors. How does your's react?

>Where does Manikin go to school, anyway?!?

MANCHESTER! (no explanation point needed)

BTW, did you try hitting reset? It's yet another demo. Also, on TLB demo,
don't bother trying to find the "Hidden Demo". You would need to hack
the demo to get to it.

Could someone break up the MSA to the two Care Bear demos?! I can't handle
such a big MSA. (Life's a Bitch demo and Whatta Heck Demo)

--
Just on the border of your waking mind, there lies another time, where darkness
and light are one. And as you tread the halls of sanity, you feel so glad to be
unable to go beyond. I have a message from another time..... - ELO: "Prologue
from the "Time" album -- Daicon IV Opening Animation gpinzone@george.poly.ed

3187. Re: Using gcc/g++ to cross compile for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 21:59:45 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Oct2.215945.25204@elroy.jpl.nasa.gov>
Source record: 228361

In article <8895@squire.cme.nist.gov> chang@lurch.cme.nist.gov (Forrest Chang) writes:
> Am I write in assuming that if I get the source of the gnu-ST
>(sounds kinda nifty, I wonder if RMS would go for it) compilers, build
>them on my sparc, that I can cross compile code for the ST by
>specifying "-target ST" or whatever target it would be.

Not quite as simple as a "-target" switch; you need to build the complete
suite of programs.
>
> Has anyone else done this? Can I patch our existing compiler,
>or do I have to rebuild the whole compiler (I haven't really looked
>that deep into it yet).

You need the entire compiler, as well as GAS, the GNU assembler.

It would be nice to just configure the compiler for a number of
targets and select on the command line which target to generate
for. The gcc driver itself could be changed this way pretty easily,
but because of the way machine descriptions are handled it would be
kind of tough to make the code generation phases work this way.
>
> Also, where can I find unix sources for zoo, or does gnu-ST
>exist in tar format somewhere

I'd like Unix zoo 2.1 source too, been too lazy to go looking myself.

I am currently running gcc 1.40 on a sparc machine, SunOS 4.1, cross
compiling to my ST. You need to have the sparc version of gcc first
to compile the ST cross version. Then you need the cross version of gas
to actually put out ST object files. You can get the complete suite of
utilities from atari.archive.umich.edu - library, linker, includes, etc.

I'm a little hazy on the MiNT support in the current version of gcc.
It causes the mint libraries to be loaded before the regular libraries,
but the mint library docs say "use this instead of the regular gnu
libraries." Some agreement/clarification would be nice.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

3188. lharc source...

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 22:53:13 UTC
From: rosenkra@convex.com
Message-ID: <1991Oct02.225313.29200@convex.com>
Source record: 228363

since i have received numerous requests for lharc 2.01e source in
anticipation of actually getting it, let me try and put an end to
these requests.

i have just received the source from thomas (infinite thanx, that
wasn't so hard now was it?). however, i also agreed that i would NOT
distribute this source, or any derivative source and i will abide
by that agreement. please don't bother asking me. i cannot and will
not post it or mail it or in any other way distribute it. i will ignore
all requests for same. i gave my word.

with that in mind, however, when/if i have time, i do intend to
return this particular version BACK to 100% C, in fact 100% portable
ANSI/POSIX (32-bit int) C. i will focus on the portions of the code
in assembler, returning them to C. i will profile the code (even
vectorize it!) and optimize the C performance as much as i care to
so that i will be satisfied with its performance. i will also fix
the bugs in it. this will not happen for several months. after that,
i will return this portable version to thomas for his own use. if he
chooses to release it, he can. if he chooses to continue that work,
i will applaud him. if he moves it to /dev/null, that is fine, too.

oh, and i'll go further: i will not post/mail/etc a BINARY ST version
either which would be as bad (actually worse). i might be persuaded,
however to distribute a convex executable image, if anyone out there
has a convex :-).

so, i guess i am happier now about the lharc situation. TQ's version
does seem to be the best version on the ST. and i will eventually
(finally) have a unix version to boot. henceforth, i shall retire
from most all public discussions on portability of archive formats.
i still don't think i can recommend lharc as a universal archiver,
but at least i have done something for myself to remedy some of the
problems i have with it. i still think at this point in time, zoo
is about the best overall archiving system available across the board
(i.e. independent of platform). a close second would be compressed
tar files, i think. then arc, and then possibly lharc. lharc _could_
rise to the top of my short list by having all lharc developers get
together and decide on a standard. i just don't ever see that happening.
i think someone mentioned that the amiga version also uses the lh4
format, which i am not sure 2.01e supports. so some amiga .lzh files
would not be extractable on an st. of course, at some future time, there
will probably be an new lh* format. then i am again back to bitching...

thank you all for your support during this effort. now we can proceed
with other issues :-)

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3189. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 23:01:35 UTC
From: JOKHC@CUNYVM.BITNET
Message-ID: <91275.190135JOKHC@CUNYVM.BITNET>
Source record: 228383
Body handling: HTML body converted to readable text

You don't want to malloc in a desk acc inside a application, because once you are closed, anyone else can use that memory.
A easy Idea, might be to make savers written in some type of interpred language,or script. If you distribute an interpreter with it, literally anyone can make up their own saver...

To be really simple, the 'language' could just be an animation format...

< Joshua Kronengold >
< "Oh Lord, what fools these mortals be!"-Robin Goodfellow >
< "Never underestimate man's potential for stupidity" >
< -Woodrow Wilson Smith >

3190. Re: Using gcc/g++ to cross compile for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 23:25:45 UTC
From: rosenkra@convex.com
Message-ID: <1991Oct02.232545.1017@convex.com>
Source record: 228365

```
>I'd like Unix zoo 2.1 source too, been too lazy to go looking myself.

atari.archive.umich.edu:atari/archivers/zoo21src.* (forgot if zoo or
arc).

>I'm a little hazy on the MiNT support in the current version of gcc.
>It causes the mint libraries to be loaded before the regular libraries,
>but the mint library docs say "use this instead of the regular gnu
>libraries." Some agreement/clarification would be nice.

sure, howard:

it took me a couple of tries myself. however, is is not too bad.
i think the makefile in the t100 terminal emulator i recently posted
has this. let's see if i can remember (for GCC 1.40, gmake 3.60, mint
lib PL 10, i think - gmake contains some of my own hacks to get it to
work for me):

# makefile from t100 (compiled for mint)
CC = gcc
OPT = -O
# -v=verbose, -Wall=all warnings, -z=errs to compile.err, -I->mint *.h
CFLAGS = -v -Wall -z -Ig:/mint/include $(OPT)
# -nostdlib is the key. also explicit crt0.o
LDSPECIAL = -nostdlib g:/mint/lib/crt0.o
# -L->mint *.olb
LDFLAGS = -v -Wall -z -Lg:/mint/lib $(LDSPECIAL)
# both gnu.olb and iio.olb must be specified as a byproduct of -nostdlib
LIBS32 = -lgnu -liio
LIBS16 = -lgnu16 -liio16
# if -mshort, use LIBS16...
LIBS = $(LIBS32)

TARGET = (your .ttp file here...)

OBJS = (your program .o files here...)

$(TARGET): $(OBJS)
$(CC) $(LDFLAGS) -o $(TARGET) $(OBJS) $(LIBS)

there is probably a better way, but something along this lines should work.
i keep "normal" gnu libraries and includes in g:/gcc/{lib,include}.

-bill
rosenkra@convex.com
long live GCC...
--
```

Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3191. C on the ST

Newsgroup: comp.sys.atari.st
Date: 1991-10-02 23:27:35 UTC
From: kllove@uokmax.ecn.uoknor.edu
Message-ID: <1991Oct2.232735.5769@uokmax.ecn.uoknor.edu>
Source record: 228362

Okay, I've posted this question before, but I lost my reply file.

I'm looking to get C for my Mega 2, but I need something that can
be used from a floppy based system (I have to DS/DD drives).

Is Sozobon any good? Will it work with the above condition?

I bought called 'A Book on C' by ??? and Ira Pohl. It seems to have
quite a good discussion on C (for IBM/Unix systems :( ), but I couldn't
find anything about how to check the mouse or anything about graphics.

Is there an Atari specific book that talks about this?

Oh yeah, I want to convert a BASIC program to C, but I need to know how
to do PEEKs and POKEs in C.

I'm not sure what the ST Basic command "vdisys(1)" does, but I gather
it has something to do with the mouse (based on the context of the
program). What the "chain" command is and how it works would also be
nice to know.

Please respond by e-mail as I don't keep up with this newsgroup on a
regular basis (messages are gone in 2 days around here and I read
r.g.frp, r.a.startrek, and r.a.drwho before this one).

Thanks in advance,
Kenneth Love

3192. For Sale :

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 00:49:34 UTC
From: tyrell@obh.in-berlin.de
Message-ID: <E70USXC@obh.in-berlin.de>
Source record: 228370

```
For Sale : ATARI 'TETRA-TOWER'
-Atari Mega ST 4 Board 4MB
-AT-Speed C 16 (16Mhz) (MS-DOS Emulator)
-Hypercash 16Mhz
-Overscan
-all Tetra Tool's(Printer, I/O, SCSI, LAN)
-177 MB Seagate Harddisk (14ms 64KB Cache)
-44 MB Syquest SQ44
-3 1/2 Disk
-5 1/4 Disk
-NEC 3D Multisync
-ATARI SLM804
-Calamus DestopPub. Program and another Programs

VB 9500.- DM (Deutsche Mark) without Shipping !
------------------------------------------------------------------------
Voice Germany 030/3235284 Q Rigo Manikofski or Stefan Haack
or mail me ! tyrell@obh.in-berlin.de
```

3193. Re: SIM CITY - STe Compatible????

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 02:05:23 UTC
From: REEVES@SLACVM.SLAC.STANFORD.EDU
Message-ID: <91275.180524REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 228379

Sim City runs just fine on my STE, a 4meg 520 STE. The TOS version is 1.62.

Terry

Disclaimer: The above opinions are my own, and mine alone.

3194. SST for 1040STe's ??

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 03:29:46 UTC
From: longj@lonex.rl.af.mil
Message-ID: <1991Oct3.032946.6217@lonex.rl.af.mil>
Source record: 228364

Can anyone tell me if Dave Small will make a version of the
SST that will work with 1040STe's?? I remember reading something about
it several months ago, something to the effect that if STe sales
warranted, then an adaptor to connect to the square 68000 in STe's.

I sure hope the answer is yes! I am about ready to upgrade somehow, and
the thought of being able to get an '030 box that might be able to run
UNIX and still have my beloved atari stuff close at hand is
intoxicating!!

If yes, when and about how much will such a beast set me back?

Jeff
--

Capt Jeff Long Rome Laboratories, Griffiss AFB, NY
longj@lonex.rl.af.mil (preferred) Network Design Laboratory
jlong@cassiopeia.rl.af.mil (315)330-7751 or (DSN)587-7751

3195. Need disk cat prog. to show disk files & sizes, ask comments

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 04:19:17 UTC
From: bryanw@netcom.COM
Message-ID: <1991Oct03.041917.5601bryanw@netcom.COM>
Source record: 228368

I am looking for a program that does the following:

o catalogs filenames and filesizes according to disk #s
o asks for comments
o stores output in !! ASCII !! format.

Any ideas?

--
Bryan Woodworth Mail: bryanw@netcom.COM
Netcom - Online Communication Services San Jose, CA

3196. Re: Using gcc/g++ to cross compile for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 04:38:44 UTC
From: ersmith@julian.uwo.ca
Message-ID: <5033@julian.uwo.ca>
Source record: 228377

In article <1991Oct2.215945.25204@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>I'm a little hazy on the MiNT support in the current version of gcc.
>It causes the mint libraries to be loaded before the regular libraries,
>but the mint library docs say "use this instead of the regular gnu
>libraries." Some agreement/clarification would be nice.

The mint library docs were written before gcc 1.40 was available and before the gcc include files were adapted for MiNT (you can check the latter by grep'ing for __MINT__ in the include directory), so the confusion is understandable. Some clarification, then:

(1) You can keep the original gcc include files and libraries, and name the MiNT libraries as mint.olb and mint16.olb, and then use the "-mint" switch to gcc to use the MiNT libraries (e.g. gcc -mint foo.c). If you do this, the MiNT library will be searched first, and then the "normal" gcc library; it is highly unlikely that anything will actually be linked from the normal library, since the MiNT one is complete, so that second search does nothing. (Also: use the gcc library crt0.o).

You can use this set up if you want to use different libraries for different programs.

(2) Alternatively, you can throw out (or put on a backup disk) the old gcc libraries and use the MiNT ones (in this case, call them gnu.olb and gnu16.olb) and the MiNT crt0.o. In this case, you'll probably want to use the MiNT include files instead of the gcc ones, since they're smaller.

This is the setup I use, and it's the only one I can absolutely guarantee; on the other hand, I strongly suspect that (1) works as it should, since I trust bammi to get it right. Personally, I can see no reason *not* to use the MiNT library alone, so I see no reason to keep the "normal" one. However, mileage may vary.

(Do I see a reason not to use the normal library? Yes: UNIXMODE is a horrible abomination that causes code bloat and aggravation if you're trying to use a non-TOS file system (like minix) under MiNT. It was probably one of my worst ideas (or, if the idea wasn't bad, the implementation certainly was). MiNT is my penance for UNIXMODE :-)).
--
Eric R. Smith ersmith@julian.uwo.ca eric.smith@uwo.ca

create a sensible (non-TOS) file system. It was my worst mistake, and believe me, I've done penance for it

3197. WANTED: Suggestions for ST color monitor purchase

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 04:58:32 UTC
From: bgodot@pro-smof.cts.com
Message-ID: <j286368@pro-smof.cts.com>
Source record: 228382

I'm tired of using Video Key with a composite monitor. It was an inexpensive option at the time, but I would like to get the real thing now.

Does anyone have any suggestions for a color monitor purchase? Any warnings?

BTW, this is for a 1040 STf.....

3198. KR2ANSI

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 05:55:56 UTC
From: harryk@bucsf.bu.edu
Message-ID: <90870@bu.edu>
Source record: 228367

I just put kr2ansi.zoo on atari.archive. kr2ansi is a small utility that generates ANSI prototypes from K&R-style C source files.

Using output redirection one can generate header files (the program puts an "extern" in front of every prototype line) with prototypes of all the functions present in the file read...with the appropriate #include lines in the K&R source code old-fashioned programs can be compiled with an ANSI compiler (thus taking advantage of the parameter-checking during compilation).

If there's enough interest I can also send it to c.b.a.s and c.s.a.s

have fun...

==
Author of ATZENTA2 Harry Karayiannis ________E-Mail_________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@bucsf.bu.edu
** /||\ MegaST ** U.S.A. |BITnet:
===| cscrzcc@buacca.bu.edu

3199. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 06:22:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <A107@hh.maus.de>
Source record: 228437

ro>>There is a PC version of lh5 that I have seen, may be some one could
ro>>port that,?.

It contains about 200 pages of undocumentated intel assembler (the
compression and decompression routines).

ro>>May be Thomas is not into hands off programing, ala C Lang'uage, I am
ro>>a bit that way myself being of a Engineering background.

I have a version of LHarc in C. It need only a few modifications in the
makefile. The reason I did'nt post it, is
a) I fear many different incompatible versions will appear if sources
are availabe.
b) There will be a unix-version soon.

Thomas Quester * Lampenland 9 * 2050 Hamburg 80

MauTau V 2.2c - Patience is the best remedy for every trouble.
(Net)

3200. Re: ARJ?

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 07:52:17 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4068@odin.cs.hw.ac.uk>
Source record: 228381

In article <1991Oct1.212652.15376@watdragon.waterloo.edu>
cjherborth@rose.waterloo.edu (Chris Herborth) writes:
>a) What's the problem with Malloc() inside an ACC? Beyond the possibility
> of fragmenting your memeory, I can't imagine anything going wrong...

Like I said, when you malloc memory from an acc, the memory belongs to the
current process not the accessory. So if you are in an application when you
malloc some memory, you'll lose it when that application terminates. The
desktop doesn't terminate so you should do your mallocing then.
I'm not sure about rez changes though. Perhaps the desktop 'quits' then.
I guess you'd have to catch that.

>The main point is, it's to be an EXTENSIBLE Screen Saver. You could have
>2M of modules sitting in your XScreen folder (well, if it caught on and
>lots of people wrote modules) and you wouldn't want to load them all when
>you booted. You'd just want to load the one that was going to be
>executed when the screen saver went off. When you were done (ie, work your
>ST back up), it'd get deallocated.

What I described was an EXTENSIBLE system. You might have to reserve memory
for saver slots in advance though.

>There's another problem --> I haven't got the assembler smarts to write
>any sort of code that'll relocate and execure a module the way you
>suggest, with a special header/whatnot. I can't even use XBRA without
>the routines somebody else wrote and uploaded to a.a...

Well you are going to have to learn about assembler anyway to write
the saver in the first place.

BTW I'm getting all this stuff in reverse so I'm replying without having
seen Ken's message yet. No doubt I've made some more screw-ups! :-)

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

3201. Re: lharc vs. zoo (my correction)

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 13:25:41 UTC
From: DE7B@br1.hrz.th-darmstadt.de
Message-ID: <1991Oct03.132541.22718@infoserver.th-darmstadt.de>
Source record: 228384

As two people have pointed out I lost 'cause I oversaw the 'h' option
on Zoo 2.1. I ran the tests again and sure enough the results of ZOO
came very close to Lharc. Which makes conclusion wise ZOO as good
as Lharc really.

As to the fragmentation issue, I don't still quite see the problem (but
who cares ? (har)) since after erasing the produced files, the fragmen-
tation ought to be the same as before (the allocated blocks being freed).
BTW. Since all archivers ran on the same partition from the same /bin
directory I don't see this comparable to running one from a floppy and
one from a ramdisk, not even in a more transcendental sense.

Oh well
Nat!

3202. Large disk partitions

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 13:57:58 UTC
From: jgj@ssd.csd.harris.com
Message-ID: <JGJ.91Oct3085758@rcx1.ssd.csd.harris.com>
Source record: 228395

I am thinking of repartitioning my Megafile 30 to have just one partition, but I am concerned that this will break my disk cache program (dcache). Will dache work with sectors larger than 512 bytes? Is there a cache that will? Also, is there a print buffer that will work with 1.4 TOS ROMS? The one I used to use, MegaMatic, doesn't.

I found numerous caches adn buffers on atari.archive.umich.edu, but would like to avoid having to try each and every one. I can't even look at the docs for some of them since they are in lzh format and there appears to be *no* unix version of this program on the planet. What was wrong with good old arc? It worked on every machine in the world (except Mac, which nothing works with). Now we have a thousand different lharc formats on each machine, except unix, where we have none. I finally got an lharc on my ST, but it requires all the folders it is going to extract into to already be there. Ugh. What absolute trash. Enough ranting and raving.

Thanx in advance.

--
==
Jeffrey Glen Jackson _|_Satan jeered, "You're dead meat Jesus, I'm gonna
jgj@ssd.csd.harris.com | bust you up tonight."
x5120 | Jesus said, "Go ahead, make my day."
~~~~~~~~~ -- Carman, "The Champion"
~~~~~~~~~

3203. Re: Spectre GCR/System 7/A/UX

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 14:00:20 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Oct3.140020.25878@magnus.acs.ohio-state.edu>
Source record: 228385

In article <"1028*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS> data3d@aahs.
no (Karl Anders 0ygard) writes:
>1 simple question: Does Spectre run System 7 and A/UX?
>
>Karl Anders Oygard - Karl A Oygard <data3d@aahs.no>

System 7 does not work as yet (and who wants it, have you used it? Man, talk
about slow. Also uses over a MEG or ram just for the basic OS, they probably
have Crays running on smaller operating systems. I have a theory the whole
thing was written in basic, and is actually just a huge pracitical joke
anyway). I don't know about A/UX. Dave Small will probably have system 7
working soon for those who want it. As for A/UX, since Dave is a UNIX wiz, if
it does not work at this time, I'm sure he is working on it, or can at least
let you know one way or the other.
- David Butler -

3204. Re: Railroad Tycoon Needs File

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 14:50:00 UTC
From: dxper@dtek.chalmers.se
Message-ID: <5091@chalmers.se>
Source record: 228404

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

> F19, on North American TOS's had several annoying bugs, the worst
>of which was that you'd suddenly find yourself flying inverted. Not

Well I never did find any bugs in F19 because I found it completely un-
playable because of the disk swapping you had to do... :-(

> While the bugs may not be a major problem on European TOS's, the
>early reports over here are that the game will barely run on most machines,
>some only work if you don't touch the mouse, and 4 meg machines are
>completely out of luck.

Well I run RRT on an old 1040ST with a total of 2.5 Mb RAM of which
700 Kbyte is cache and a harddisk with a 32 Mbyte partition. TOS 1.40.

Everything is working except when you quit a game, the game bombs when a
advertising page for other products comes up.

> It's too bad, as this game's release for the ST was one reason I
>put off purchasing a clone, as unlike Richard Covert, I consider the
>386 boxes the current top games machine.

Currently they are quite a good choice if your into the more time-consuming
games (eg. there is a lot of strategy games).

pao

--
.............................Andrew Olausson.............................
............................Systems Architect............................
.........................dxper@dtek.chalmers.se.........................
.............................pao@proxxi.se.............................

3205. Re: lharc vs. zoo (my correction)

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 14:59:11 UTC
From: dxper@dtek.chalmers.se
Message-ID: <5094@chalmers.se>
Source record: 228371

DE7B@br1.hrz.th-darmstadt.de (WALLMANN, GEORG) writes:

>As two people have pointed out I lost 'cause I oversaw the 'h' option
>on Zoo 2.1. I ran the tests again and sure enough the results of ZOO
>came very close to Lharc. Which makes conclusion wise ZOO as good
>as Lharc really.

I found when using ZOO V2.1 from my backup program (which can use any
compression utility) that ZOO V2.1 still wasn't completely error free.

Unfourtunately I don't remember what the implications were, but since then
I use LHarc. Both ZOO and LHarc are the only, known to me, which accepts
hidden and system files so for me that's the only choice.

Also note that the earlier LHarc V2.01? versions quite a lot of bugs which
could trash compressed data.

pao

--
.............................Andrew Olausson.............................
............................Systems Architect............................
...........................dxper@dtek.chalmers.se...........................
.............................pao@proxxi.se.............................

3206. Re: lharc vs. zoo (my correction)

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 15:05:31 UTC
From: rosenkra@convex.com
Message-ID: <1991Oct03.150531.22862@convex.com>
Source record: 228378

In article <1991Oct03.132541.22718@infoserver.th-darmstadt.de>
DE7B@br1.hrz.th-darmstadt.de (WALLMANN, GEORG) writes:
>As two people have pointed out I lost 'cause I oversaw the 'h' option
>on Zoo 2.1. I ran the tests again and sure enough the results of ZOO
>came very close to Lharc. Which makes conclusion wise ZOO as good
>as Lharc really.

thank you. my contention all along :-).

>As to the fragmentation issue, I don't still quite see the problem (but
>who cares ? (har)) since after erasing the produced files, the fragmen-

if you are satisfied that this is not an issue, fine. but if you found
gross differences in performance, i would question this. if you try another
test, say wipe a 5 MB partition clean and time the copy of a 500KB file
to it. then fill the partition with 1KB files and randomly delete about
20% of them and time the copy again, you will see significant time
difference. this is because in the first case, all the new clusters would
be contiguous and the head motion would be minimized. in the second case,
the head would be moving far more since (i think) the new file would be
copied in chunks to the first available clusters (which are scattered all
over the disk). this is especially bad if your HD has 65 ms access. it
may not be too bad if you have a < 28 ms access mechanism. i was just
trying to eliminate any possible differences in performance attributed
to the environment and making it possible for the results to be reproduced
by others. it would appear that lharc and zoo do i/o similarly, so this is
(in this case) not a big deal as you found out. in other situations, however,
this may not be the case. it gets even worse as partition size increases
IMHExperience.

again, thanx for taking the time to correct this...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3207. gcc -mint

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 15:08:58 UTC
From: ersmith@julian.uwo.ca
Message-ID: <5042@julian.uwo.ca>
Source record: 228374

In article <5033@julian.uwo.ca> ersmith@julian.uwo.ca (Eric Smith) writes:
>(1) You can keep the original gcc include files and libraries, and
>name the MiNT libraries as mint.olb and mint16.olb, and then use the
>"-mint" switch to gcc to use the MiNT libraries (e.g. gcc -mint
>foo.c). If you do this, the MiNT library will be searched first, and
>then the "normal" gcc library; it is highly unlikely that anything
>will actually be linked from the normal library, since the MiNT one is
>complete, so that second search does nothing. (Also: use the gcc
>library crt0.o). ^^^^^^^^^^^^^^^^^
^^^^^^^^^^^^^

OOPS! You also have to rename the crt0.o from the MiNT library to
mcrt0.o and put it with the libraries; it'll get linked if you use the
-mint switch, *instead of* the normal crt0.o. Sorry about providing
that object lesson in the dangers of sleep deprivation :-).

I think the rest of the summary is correct. To recap, if you want to
keep both libraries on line:

(1) Rename the MiNT library crt0.o to mcrt0.o. Put it with your other
library stuff.

(2) Rename the MiNT library gnu.olb and gnu16.olb to mint.olb and
mint16.olb, respectively. Put them with your other "normal" gnu.olb
and gnu16.olb.

(3) To use the MiNT libraries, compile with -mint. To use the normal
libraries, just compile normally.

(4) Programs compiled with the MiNT library still work under TOS, so it's
also perfectly reasonable to just copy the MiNT libraries over top of
the "normal" ones. If you do this, you *must* use the MiNT include
files as well (or always put -D__MINT__ on the command line; the old
include files need this define, which -mint automatically provides, in
order to work with the MiNT library).
--
Eric R. Smith ersmith@julian.uwo.ca eric.smith@uwo.ca

3208. GS 2.3 source diffs on atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 15:33:11 UTC
From: timg@ncsa.uiuc.edu
Message-ID: <58469@ut-emx.uucp>
Source record: 228375

Source diffs to make the atari gs 2.3 source from the unix 2.3 source
were posted to atari.archive last night. The diff archive also contains
a few source files specific to the ST.

Tim Gallivan
timg@landau.ph.utexas.edu

3209. Re: KR2ANSI

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 16:34:26 UTC
From: steve@thelake.mn.org
Message-ID: <A1548556099@thelake.mn.org>
Source record: 228387

[In article <90870@bu.edu>,
harryk@bucsf.bu.edu (Harry Karayiannis) writes ...]

>
> I just put kr2ansi.zoo on atari.archive. kr2ansi is a small utility that
> generates ANSI prototypes from K&R-style C source files.
>

The flip side of this is rewriting ANSI-style definitions and prototypes
for a K&R compiler. A program that does just that, unproto, was posted
recently to comp.sources.misc. I compiled it with Sozobon in about
15 minutes and it works just fine, so far as I can tell. I had to comment
out a feature that inserts line numbers (presumably for the benefit of
some Unix compiler; Sozobon barfs on them).

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)

3210. Recent version of Diablo Driver wanted

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 16:58:09 UTC
From: cordes@ac.dal.ca
Message-ID: <1991Oct3.135809.1497@ac.dal.ca>
Source record: 228388

The Atari Laser printer (SLM804) comes with a Diablo driver (diab630.prg) and an accompanying setup accessory (setup630.acc). My version of setup630 is 1.2 and I understand that the most recent version is (at least?) 1.4, so I wondered if some kind soul would be willing to post the more recent version to the atari.archives (or mail to me, and I can post). I don't know if the driver has gone upgrades as well, but it seems probable. Presumably someone with v1.4 of setup630 likely has a more recent driver also. Thanks very much,

John Cordes
Dept. of Physics
Dalhousie University
Halifax, N.S., Canada B3H 3J5
email: cordes@ac.dal.ca

3211. SuperCharger PC emulator specs

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 17:33:21 UTC
From: bferrer@Bonnie.ICS.UCI.EDU
Message-ID: <9110031033.aa16009@Bonnie.ics.uci.edu>
Source record: 228386

Can someone please email or post specs on the SuperCharger PC emulator?
Does it emulate a 286 or 386? How many slots does it have? Can I put a VGA board in the slot and use a multisync monitor?

thanks in advance,

Bill
bferrer@bonnie.ics.uci.edu

3212. Non-atari monochrome monitor

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 17:56:39 UTC
From: mrgnstrn@nexus.yorku.ca
Message-ID: <mrgnstrn.686512599@yorku.ca>
Source record: 228391
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can another, more commonly-available and cheaper type of monochrome monitor be used with an Atari ST in place of the Atari monochrome in the ST's monochrome video mode? If so, how?

Thanks!

Stephanie Morgenstern
mrgnstrn@nexus.yorku.ca

3213. Re: lharc source...

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 18:25:51 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991Oct3.182551.15473@cs.yale.edu>
Source record: 228392

In article <1991Oct02.225313.29200@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
>
>since i have received numerous requests for lharc 2.01e source in
>anticipation of actually getting it, let me try and put an end to
>these requests.
>
>i have just received the source from thomas (infinite thanx, that
>wasn't so hard now was it?). however, i also agreed that i would NOT
>distribute this source, or any derivative source ...
>so, i guess i am happier now about the lharc situation. TQ's version
>does seem to be the best version on the ST. and i will eventually
>(finally) have a unix version to boot. henceforth, i shall retire
>from most all public discussions on portability of archive formats.

This solves your personal problem, but it doesn't solve the problem for the rest of us of not having a Unix version available.

The present situation can be summarized simply: zoo 2.1 and lharc 2.01e are roughly comparable in both speed and compression. However, sources are available for zoo, and it is easy to bring up under Unix. Sources are not readily available for lharc 2.01e, and it doesn't presently run under Unix. All other considerations are secondary (command line format, choice of defaults, documentation, and so forth). I would urge that archives not be accepted unless they are in a format for which a portable unpacker at least is publicly available.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

3214. Re: lharc vs zoo (my correction)

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 18:33:21 UTC
From: DE7B@br1.hrz.th-darmstadt.de
Message-ID: <1991Oct03.183321.13105@infoserver.th-darmstadt.de>
Source record: 228390

In reply to bill.rosenkranz:
>>I wrote:
>>As to the fragmentation issue, I don't still quite see the problem (but
>>who cares ? (har)) since after erasing the produced files, the fragmen-

>if you are satisfied that this is not an issue, fine. but if you found
>gross differences in performance, i would question this. if you try another
>test, say wipe a 5 MB partition clean and time the copy of a 500KB file
>to it. then fill the partition with 1KB files and randomly delete about
>20% of them and time the copy again, you will see significant time
>difference.
Yup, but you wouldn't do that inbetween your test stages ? If on a
singletasking GEMDOS system you delete the produced files, you have
the same fragmentation as when you started producing those files. So
the overall time is affected yes, but not the relative time (for this
test environment).

>... i was just
>trying to eliminate any possible differences in performance attributed
>to the environment and making it possible for the results to be reproduced
>by others. it would appear that lharc and zoo do i/o similarly, so this is
>(in this case) not a big deal as you found out. in other situations, however,
>this may not be the case. it gets even worse as partition size increases
>IMHExperience.
But the point of my (failed) tests wasn't to establish a byte/second
measurement, but a relative measurement. So I wasn't trying to deduce
that lharcing 700KB worth of ASCII will always take 6 minutes or whatever
on a 8Mhz ST. A programs performance is not just raw CPU time but also
I/O. The cleverer the buffering strategies and the less i/o done (in
most cases) the better. If you just do I/O on ideal devices (clean RAMdisk),
you are punishing programs who use more clever i/o in order to circumvent
the ususal everyday pitfalls.

Worst case scenario:
Lets say one program "stupid.prg" does something very dumb
I/O wise, like reading in a file two times, chances are that on your every
day slow device, that program seems to be crawling, wheras on a RAMdisk
that program might even perform better than a more sophisticated one (i/o
wise).
..Assuming that stupid.prg's algorithm is otherwise much better. (playing
devil's advocat here, but hey who started this ? (har)).
As devices get faster, I/O importance lessens.

BTW: A better test would be to setup partitions of various sizes and fragmen-
tation on several different devices and then do the tests again

(just in theory, who's got the time..) - and - Just because a result is reproducable, doesn't make it automatically the most meaningful result.

Anyway
Nat! (using ZOO [with 'h'] more often nowadays)

3215. Re: KR2ANSI

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 18:51:15 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Oct3.185115.22082@elroy.jpl.nasa.gov>
Source record: 228393

In article <90870@bu.edu> harryk@bucsf.bu.edu (Harry Karayiannis) writes:
>
> I just put kr2ansi.zoo on atari.archive. kr2ansi is a small utility that
>generates ANSI prototypes from K&R-style C source files.
>
> Using output redirection one can generate header files (the program puts
>an "extern" in front of every prototype line) with prototypes of all the
>functions present in the file read...with the appropriate #include lines in
>the K&R source code old-fashioned programs can be compiled with an ANSI
>compiler (thus taking advantage of the parameter-checking during compilation).

Unfortunately, I've found that just using the prototypes is not enough. The
actual function declarations must also be the exact same as the prototype.
e.g., if you have a prototype:

```
int foo(char bar, int baz);
```

then an old-style function declaration of

```
int
foo(bar, baz)
char bar;
int baz; { }
```

causes a prototype mismatch. (The old-style declaration seems to imply
promoting the char to an int, and so the prototype needs to be changed to
int as well, or the declaration needs to be fixed...)

I've seen some code that does stuff like

```
#ifdef __ANSI__
#define __ARGS(x) x
#else
#define __ARGS(x) ()
#endif
```

to allow compiling stuff with or without prototypes, but nothing is done
to address the problem of matching the function declarations. I've created
some macros to handle this but they're pretty limited and can't handle any
fancy declarations, like arrays or function pointers...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

3216. ZOOSHELL 0.6

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 20:06:40 UTC
From: steve@thelake.mn.org
Message-ID: <A2027165507@thelake.mn.org>
Source record: 228396
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I recently shipped ZOOSHELL 0.6 off to atari.archive.umich.edu, and (naturally) a bug surfaced quite quickly. The bug is fairly obvious in the code, which also is available at a.a., so if you have Sozobon C and want to fix it, change the following in main():

```
strcpy(zoottp,p);
```

to

```
if (p != NULL)
strcpy(zoottp,p);
```

This bug surfaces only if ZOOSHELL can't find ZOO.TTP in the current directory or with a PATH search. If you use an environment-setting utility (which I wholeheartedly recommend for Desktop users) you'll never encounter this one.

I intend to release a newer version of ZOOSHELL, but at the moment I'm bogged down in the process of writing ARGV-compatible startup and process-control code so that ZOOSHELL can pass very long arguments to ZOO. (I also am doomed to work for a living, which interferes with recreational pursuits.)

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)

3217. Re: lharc source...

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 22:21:32 UTC
From: rosenkra@convex.com
Message-ID: <1991Oct03.222132.22620@convex.com>
Source record: 228397

In article <1991Oct3.182551.15473@cs.yale.edu> fischer-michael@cs.yale.edu (Michael Fischer) writes:
>This solves your personal problem, but it doesn't solve the problem
>for the rest of us of not having a Unix version available.

go fight your own battles...:-)

not quite. i still have to port it.

>forth). I would urge that archives not be accepted unless they are in
>a format for which a portable unpacker at least is publicly available.

ok, michael. where were you when i needed you? :-)

-bill

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3218. Re: lharc vs zoo (my correction)

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 22:53:34 UTC
From: rosenkra@convex.com
Message-ID: <1991Oct03.225334.24717@convex.com>
Source record: 228399

In article <1991Oct03.183321.13105@infoserver.th-darmstadt.de>
DE7B@br1.hrz.th-darmstadt.de (WALLMANN, GEORG) writes:
>I/O. The cleverer the buffering strategies and the less i/o done (in
^^
>most cases) the better. If you just do I/O on ideal devices (clean RAMdisk),
>you are punishing programs who use more clever i/o in order to circumvent
>the ususal everyday pitfalls.

yes. agreed. and i did eliminate this from the test as well, tho not for
the reasons that people thought ("he hates lharc so he wants to make sure
zoo wins"). you are correct that a comprehensive test would have sought out
these strategies as a desirable trait. i did mention this in the original
post as well. my hypothesis going into the test was that both were going
to be pretty equal on all fronts. my evidence was that zoo was compiled
with GNU C by someone whose previous (excellent) work i was familiar and
that lharc was well tuned by conversion to assembler.

to be fair to me, however, and those with similar situations, i generally
either extract a new archive into a ramdisk to "check it out" or when
creating an archive of something on hard disk i write to an archive file
in ramdisk. in both cases, which constitues maybe 75% of my archiving,
maybe more, the only cleaverness is how the original files are read and
the disposition of any temporary files (i.e. is the program smart enuf
to recognize i am ususally smart enuf to make $TEMP a ramdisk?). i think
the fact that your equally limited tests, tho perhaps more realistic for
your particular use, shows little difference implies that as far as IO
is concerned, both are about as smart (or dumb). i suspect smart because
i know of at least one tiny modification (which bill shroka did in fact
do) which improves zoo's performance. i have not had a chance to examine
lharc, tho i suspect it handles things pretty much the same.

>As devices get faster, I/O importance lessens.

another important point which can be broadened futher: as cpu's get faster,
archiver tuning lessens in importance. as disks and communications get cheaper
and faster, compression ratio lessens in importance.

>BTW: A better test would be to setup partitions of various sizes and fragmen-
>tation on several different devices and then do the tests again
>(just in theory, who's got the time..) - and - Just because a result is repro-
>ducable, doesn't make it automatically the most meaningful result.

yes, but it DOES make it reproducable, in itself desirable over something
both non-meaningful and non-reproducable. one is subjective, the other
objective. your definition of meaningful may not be meaningful to someone
else. and even if it were, if it could not be reproduced, it would resort

to hearsay.

there are ALWAYS better tests. i think mine was fair for what i did. i tried to point out some of the weaknesses in the test that i saw. and i think that there can be no question that it is valid if all your archiving is done in ramdisk. except that i did not necessarily use "calibrated" files. i did, however, give a source for the files at least in one of the tests (portions of the MiNT distribution) so it could be reproduced.

> Nat! (using ZOO [with 'h'] more often nowadays)

EXCELLENT!!!!

ciao

-bill
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3219. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 23:24:59 UTC
From: warwick@cs.uq.oz.au
Message-ID: <4158@uqcspe.cs.uq.oz.au>
Source record: 228398

In <1991Oct2.143825.26339@philce.ce.philips.nl> meulenbr@nlvs31.ce.philips.nl (Frans Meulenbroeks) writes:

>TT ram is faster than the (regular) ST ram. This is due to the
>fact that the processor is slowed down by the video hardware when
>accessing ST ram. The video can only live in ST ram, and every 250 ns
>or so the video accesses the ST ram.

This is true? Then if a program Mallocs memory for use as a displayable screen, it will have to malloc from ST ram, right? How does one ensure this?

Worried,
Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3220. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 23:35:36 UTC
From: jvance@bonnie.ics.uci.edu
Message-ID: <28EBA948.5315@ics.uci.edu>
Source record: 228400

In article <1991Sep27.143553.27920@magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:

> One thing I have noticed about the computer world is that there are
> a lot of real bone-heads in it, like as in thick skulls. Atari and
> Amiga users are the WORST of the lot. Get off your high-horses guys,
> you are arguing over a hunk of frigging silicone and some wires!
> That's right, go home, look at your ST, and think about what it really
> is, a lump of PLASTIC and METAL, and that is all, it has no
> importance. GET A LIFE!

Didn't you know? Computers are a bona fide social religion.
Just like cars, beer and music. Computers, for some people, have as much
to do with a person's self esteem and self image as clothing and
hairstyle (or more so).
What more to life is there anyway ;)

--
Joachim Vance
==========
I am antisesquipedalian--Opposed to the use of long words.
==========

3221. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-10-03 23:45:15 UTC
From: jvance@bonnie.ics.uci.edu
Message-ID: <28EBAB8B.5952@ics.uci.edu>
Source record: 228401

> though, like I said, if the blitter can speed up bit-block transfers...

My understanding is that the TT has no blitter. The '030 was too fast
to justify one. Am I mistaken?

Joachim
--
Joachim Vance
==========
I am antisesquipedalian--Opposed to the use of long words.
==========

3222. Re: Populous / Powermonger

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 00:37:08 UTC
From: bill@mwca.UUCP
Message-ID: <1919@mwca.UUCP>
Source record: 228406

In article <1991Oct01.191857.221781@cs.cmu.edu> redmond+@cs.cmu.edu (Redmond English) writes:
~>Just a couple of quick questions. Does anybody know if:
~>
~>1) Populous now works on the STe ?

Copies of Populous I see at B&C Computervision in Santa Clara, CA have stickers "Now STE Compatible" on them.
--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

3223. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 00:41:46 UTC
From: warwick@cs.uq.oz.au
Message-ID: <4164@uqcspe.cs.uq.oz.au>
Source record: 228402

In <28EBAB8B.5952@ics.uci.edu> jvance@bonnie.ics.uci.edu (Joachim Vance) writes:

>> though, like I said, if the blitter can speed up bit-block transfers...

> My understanding is that the TT has no blitter. The '030 was too fast
>to justify one. Am I mistaken?

That was my guess, from seeing the "Blitter" option greyed out (ie. disabled)
on my friend's TT. It seems to me that if TurboST and QuickST can do better
than the blitter (though I'm still not convinced), then certainly even the
coders at Atari can do better with a 32MHz machine.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3224. CAPTIVE help needed: Salstee (base 5)

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 02:37:54 UTC
From: kuento@kuhub.cc.ukans.edu
Message-ID: <1991Oct3.213754.34070@kuhub.cc.ukans.edu>
Source record: 228409
Cross-posted to: rec.games.misc,comp.sys.atari.st

Howdy! I play Captive on the ST, and don't see much net mail discussing the game - but I'll try anyway. I've come to an impasse in the 5th base (Salstee), and I need a pointer or two to get any further with the game. The entrance is in the upper left of level II, and this level is very large. There is a small level I, accessible only by an elevator, and the generators are down there. There is also a small level III, and the ladder going up to it is in the lower far right of level II. Okay so far? Well, the ladder leads up to one room on level III, and there is another ladder down to L II. However, the map for L III clearly shows several other rooms, one of which is in the lower right corner - yet there are no apparent connections between the room the ladder comes up into and these other areas. The *one* suspicious spot is this tiny little space (1 by 1 unit) on L II, close to the other ladder up - which is also visible on the map, but with no apparent means of access. I suspect there is another ladder in this space, and that it leads up to the other rooms in L III. I need to get in there, to get the password for the probe on LII, and to get another probe. The only reason I can think of that I might not be able to get in is that the game may keep track of how far your droids have progressed, and *intentionally* deny access if you've made too much headway. That's only a theory, however. I'll be immensely grateful for any help or hints - heck, just hearing from someone else who plays this game would be a wonderful surprise! Cheers,

-------(please include "DY" in subj header of mail to this user)--------
Doug "Speaker-To-Insects" Yanega "UT!" Bitnet: KUENTO@UKANVAX
My card: 0 The Fool (Snow Museum, Univ. of KS, Lawrence, KS 66045)
"Ev-ry-bo-dy loves the Michigan RAAAAaaaaag!" - The Singing Frog

3225. Anyone own Battletech for ST?

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 02:52:08 UTC
From: kuento@kuhub.cc.ukans.edu
Message-ID: <1991Oct3.215208.34071@kuhub.cc.ukans.edu>
Source record: 228410

I need to get in touch with someone who has the ST version of
Battletech: The Crescent Hawk's Inception. I got the disk when I
bought my ST (part of the package), and I have some questions. Any
help will be greatly appreciated!
-------(please include "DY" in subj header of mail to this user)--------
Doug "Speaker-To-Insects" Yanega "UT!" Bitnet: KUENTO@UKANVAX
My card: 0 The Fool (Snow Museum, Univ. of KS, Lawrence, KS 66045)
"Ev-ry-bo-dy loves the Michigan RAAAAaaaaag!" - The Singing Frog

3226. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 03:12:51 UTC
From: england@milton.u.washington.edu
Message-ID: <1991Oct4.031251.12621@milton.u.washington.edu>
Source record: 228403

In article <4164@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>In <28EBAB8B.5952@ics.uci.edu> jvance@bonnie.ics.uci.edu (Joachim Vance) writes:
>
>That was my guess, from seeing the "Blitter" option greyed out (ie. disabled)
>on my friend's TT. It seems to me that if TurboST and QuickST can do better
>than the blitter (though I'm still not convinced), then certainly even the
>coders at Atari can do better with a 32MHz machine.
>
>Warwick.
>--

What does it take to convince you that TurboST et al do better than the
blitter? A simple comparison of a non-blitter machine vs. a blitter
machine (no TurboST or QuickST allowed!) is all that should be needed
to convince anyone! There simply is no really noticeable difference!

The Atari blitter was (and is) a joke from day one. I can still remember
Neil Harris promising that Atari would offer a blitter upgrade to existing
ST's and how eagerly we waited and waited and waited for that promise to
become simply another piece of Atari vaporware. However after seeing how
little the blitter does performance-wise (other than making a few demos
speed up!) I can honestly say that's one promise better off broken!

If you want to see a REAL blitter in action, check out an Amiga!

--
I will not be pushed, filed, stamped, indexed, ///
briefed, debriefed, or numbered. __ /// Only Amiga makes
\\\/// it possible.....
My life is my own. \XX/
---

england@u.washington.edu

--

3227. Re: ATARI ON TV

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 05:05:25 UTC
From: s882854@minyos.xx.rmit.oz.au
Message-ID: <1991Oct4.050525.13716@minyos.xx.rmit.oz.au>
Source record: 228426

neil@cs.hw.ac.uk (Neil Forsyth) writes:

>In article <1991Sep27.172104.17687@casbah.acns.nwu.edu>
>glover@casbah.acns.nwu.edu (Eric Glover) writes:
>>Why is it that Atari U.S. is so sad compared to the rest of the world.
>>Eric .R. Glover

>Would you rather have Atari UK? You may have a raw deal but you 'aint hit
>rock bottom yet!

Isn't sad when Atari users are comparing how bad the Atari companies are in various countries. Atari's operation in Australia is also deep in trouble. Would you believe that the recent advertisement of the ST computers has a teenager telling his friends how good the games are on the ST!!

Tehn Yit Chin
Royal Melbourne Institute of Technology.

3228. RE: LHARC 2.01E VS ZOO 2.1: SOME

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 07:43:14 UTC
From: Philip.Durgin@fquest.FidoNet.Org
Message-ID: <686575281.1@fquest.FidoNet>
Source record: 228438

I did my own research between ZOO 2.1 and LHarc 2.01E and found the following.

1) Hacker.txt 10232
2) hacker.prg 124698

This is an on-line game for my BBS was compress with both ZOO and LHARC

LHarc: 64089 bytes in size after compression taking 55 seconds to do so.
ZOO : 88312 bytes in size after compression taking 47 seconds to do so.

both took 15 secs to extract the files.

Compressing a .GIF picture named ARMY1.gif 168010

164078 after LHarc compression
220107 after ZOO compression

If being able to compress files 73% smaller than ZOO is not a significant difference then you must have HD space to burn.... And not being to Compress a .GIF picture at all is unthinkable. I guess I am going to stay with LHARC until ZOO can show a much better track record than the one available.

* Origin: Future Quest - USENET<=>Fidonet Gateway 512-451-0891 (1:19/23)

3229. INSTALL AN APP FOR TWO DIF

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 07:52:15 UTC
From: Philip.Durgin@fquest.FidoNet.Org
Message-ID: <686575281.2@fquest.FidoNet>
Source record: 228436

My desktop.inf has this for ARCshell:

#G 03 04 F:\arc\arcshell.prg@ *.lzh@
#G 03 04 F:\arc\arcshell.prg@ *.arc@

This is how I am able to double click on a .LZH or .ARC to call up Arcshell for either

* Origin: Future Quest - USENET<=>Fidonet Gateway 512-451-0891 (1:19/23)

3230. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 08:22:58 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Oct4.082258.18992@rhrk.uni-kl.de>
Source record: 228408

meulenbr@nlvs31.ce.philips.nl (Frans Meulenbroeks) writes:

>The 68030 can be set to either burst fill or no burst fill. However you
>cannot do that dependent on the memory address used.

I do not agree with you. As far as I know you can disable burst mode by
hardware. That means if the processor always tries to access in burst mode
(regardless of ST or TT ram) the hardware decides if burst mode is really
available. I think the 68030 in the TT always uses burst fills. When
accessing ST ram the hardware disables this mode but with TT ram it is active.
Am I right? I hope so.

```
*******************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

3231. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 08:32:22 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Oct4.083222.19277@rhrk.uni-kl.de>
Source record: 228411

warwick@cs.uq.oz.au (Warwick Allison) writes:

>In <1991Oct2.143825.26339@philce.ce.philips.nl> meulenbr@nlvs31.ce.philips.nl (Frans Meulenbroeks) writes:

>>TT ram is faster than the (regular) ST ram. This is due to the
>>fact that the processor is slowed down by the video hardware when
>>accessing ST ram. The video can only live in ST ram, and every 250 ns
>>or so the video accesses the ST ram.

>This is true? Then if a program Mallocs memory for use as a displayable
>screen, it will have to malloc from ST ram, right? How does one ensure
>this?

You are perfectly right. There are two ways to make sure that a program
gets ST ram when it mallocs.
1. There is a bit in the program header telling TOS which kind of
ram this program will get when it uses the normal MALLOC call. This is important
for programs which do not "know" the TT and malloc memory for communication
with ST-compatible hardware (ACSI) or for the video screen.
2. Starting with the newest TOS versions (on MegaSTE and TT) there is a new
call MXALLOC which allows to specify the kind of ram you need. Programs
which need to use ST ram for special purposes use this call to get the
appropriate memory type. In this case the malloc bit in the program header
has no importance.
If you write your own software and if you have to care about the different
types of ram you have to use the MXALLOC call to ensure that your programs
work correctly on the TT.

```
*********************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*-------------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*********************************************************
```

3232. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 08:34:57 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Oct4.083457.19490@rhrk.uni-kl.de>
Source record: 228407

jvance@bonnie.ics.uci.edu (Joachim Vance) writes:

>> though, like I said, if the blitter can speed up bit-block transfers...

> My understanding is that the TT has no blitter. The '030 was too fast
>to justify one. Am I mistaken?

No, that's right. The TT has no blitter, indeed. Because of the 68030 barrel shifter bit manipulations are _much_ faster than with a 68000. So there is no need for a blitter.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
--

* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
****

3233. C++

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 09:53:06 UTC
From: <>
Message-ID: <1991Oct4.095306.3515@vaxc.aud.auc.dk>
Source record: 228430

Anyone know where to find a C++ compiler for the ST? I've been working with C++ on PC's for a while and badly want to be able to use the ST with a C++ compiler. Has GCC++ been ported yet, if so where do I find it? Also, if it has been ported, does it run under MiNT? (And where do I find MiNT!)

There seems to be trouble with the computer I'm using here, but I have received answer from outta space. So just go ahead and mail me

I *love* my ST!(

3234. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 10:05:37 UTC
From: d91jn@efd.lth.se
Message-ID: <1991Oct4.100537.18397@lth.se>
Source record: 228429

```
> < Lot of stuff deletet here >
>If you want to see a REAL blitter in action, check out an Amiga!
>
>-------------------------------------------------------------------------------
> __
> I will not be pushed, filed, stamped, indexed, ///
> briefed, debriefed, or numbered. __ /// Only Amiga makes
> \\\/// it possible.....
> My life is my own. \XX/
>-------------------------------------------------------------------------------
>
> england@u.washington.edu
>
>--

Agree, but I don't think we can adapt the Amiga blitter for the ST, can we?
I am willing to give it a try if someone can mail *all* details of the
(other 68K computer :-)-blitter to me. It may be worth an attempt, just
for the fun of it...
```

3235. TeX/Metafont Distribution Available

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 10:14:23 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <1991Oct4.101423.18561@watserv1.waterloo.edu>
Source record: 228251
Cross-posted to: comp.sys.atari.st,comp.text.tex

Plexus Productions TeX/Metafont Release v2.0 (P^D TeX v2.0)

I have recently complied all the TeX and Metafont stuff I could
get my hands on into a coherent and well formed distribution. The system
is available on about 24 double-sided disks for the Atari ST. It included:
TeX 2.9 (3.1 would've been nice but I could get little support from
the author)
this included Plain tex, LaTeX, PicTeX (pictures), MuTeX (music),
Initex, texinfo, 'A Gentle Introduction to TeX' (a good starter
manual), BibTex, Tex\Latex\Pictex\Bibtex etc input files.
TeX Draw which allows you to WYSIWYG draw and output the picture
in Latex, Pictex format.
Competent dvi viewers and printers including utilities and fonts
and a DVI to Postscript converter
Metafont with complete font sources for CM, AMS Euler and Cyrilic,
LaTeX, MuTeX, Wasy and Pandora fonts. also inimf and other
utility files
Ten disks filled with fonts

all files are unarced and properly foldered. I am including a hardcopy
laser printed copy of 'A Gentle Introduction to TeX' and well as relevant
DVI, etc docs. I al also including a manual describing the files and
which ones you need to install for particular requirements.
The distribution is available for $75 Canadian. This pays for the disks
(24 of so) and a bit for the time it took to compile the distribution.
You also get my support. If you want more info or would like to order,
please write to:
Plexus Productions
Brett Maraldo
38 York Street
Kitchener, Ontario
N2G 1T2 Canada
tel 519 742 0370

make all MONEY ORDERS (try not to send a cheque) out to Brett Maraldo
--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

3236. Re: Using gcc/g++ to cross compile for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 11:37:12 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991Oct4.113712.14001@cs.nott.ac.uk>
Source record: 228414

In article <1991Oct2.215945.25204@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>I'm a little hazy on the MiNT support in the current version of gcc.
>It causes the mint libraries to be loaded before the regular libraries,
>but the mint library docs say "use this instead of the regular gnu
>libraries." Some agreement/clarification would be nice.

The way I see it, if you're using the MiNT library (please, everyone, do so :-)
you should not even need the old library. I certainly haven't got it...

Which libraries have been used to build the binaries of gcc 1.40 available at
a.a? (I'm still on 1.39, unfortunately.)
--
/* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
+* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
+* Olivier's Law: "Experience is something you don't get *+
*------------------------- until just after you need it." */

3237. Z80 assembler

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 11:43:30 UTC
From: edb02@dhmolde.no
Message-ID: <"673*.S=edb02.O=dhmolde.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 228413

Didn't someone ask for a Z80 assembler during the last couple of weeks??

I've got a C source for one, so if you're still interested contact me.

Torbjorn Ose <edb02@dhmolde.no>

3238. GDOS question

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 12:34:31 UTC
From: johnj@echo.philips.nl
Message-ID: <1991Oct4.123431.22611@echo.philips.nl>
Source record: 228422

Hi,

Until recently I never used GDOS, but last week I bought a cheap
DTP program to find out how it works. It uses GDOS.

I installed it on my hard disk of my MEGA STE.
Copied GDOS in the AUTO folder of the hard disk (drive C: ofcourse).
Copied the fonts to the C:\FONTS directory.
Copied the ASSIGN.SYS file to the root directory of drive C:
(Note that drive C: is the boot drive on the MEGA STE).

One thing puzzles me.

Since I did this, at boot time the computer inspects drive A:
(after presenting the normal desktop)
but as I never have a floppy in it, I get an error message.
After aborting the operation (or so), by means of clicking
on the appropriate button of the alert box which tells me
about drive a:, everything works fine:
The program works, prints correctly and so on.

(OF course I changed the path name in the assign.sys file
to C:\FONTS).

So my question:

1. WHY is drive a: being inspected (by GDOS I asume)?

2. How can I avoid drive a: being inspected?

3. Who can point me to GDOS documentation?
(note that I can not use ftp, only email)

Thanks in advance,

john
--
John Janssen Email: johnj@echo.philips.nl
The Netherlands
Work: +31 40 756588 Atari Mega STE, MIDI, C-lab Notator and Unitor.
Home: +31 77 513177 Astro -Birth/Place/Date/Time you > you.doc
--

--
John Janssen Email: johnj@echo.philips.nl
The Netherlands

3239. GCR disk problems PLEASE HELP

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 12:50:41 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Oct4.125041.23097@newcastle.ac.uk>
Source record: 228182

I have just obtained a GCR but am having trouble trying to get it to read disks formatted on a Mac. I managed to install a system 6.0.4 from the disks but MS word would not copy of the floppy reporting the disk damaged.

I ran GCRTEST.PRG to investigate further.

I first ran a complete test on a blank disk. Which went without a hitch. The next step in my investigation was to do a read test on the faulty disks. This showed a few bad sectors mainly in the 8sec/track column on the Word disk and to my supprise the system disks as well. (I assume the programs just wern't stored on this part of this part of the disk.) I also tried the same test on my external floppy but recieved more errors than before.

In an attempt to solve the problem I first tried adjusting the pot in the GCR but this only seemed to make matters worse.

So assuming the problem was shielding I tried wrapping the internal floppy ribbon cable, power cable and drive in some Aluminium Foil. This again did not make any differance.

Attacking the proble from another angle I tried to format a blank disk on a real mac and transfer the Word program to this new disk. When this disk was tried on the GCR it gave even more errors than the original. (Both disks read fine on a number of Macs). Could the increase in errors (which now start at the 10sec/track column) be attibuted to the mac using a HD drive?

Finally the last thing I could think of trying was to format the disk with the GCR and transfer the software to this disk on the mac. You gessed it lots of errors again.

Summary of methods tried with/without foil wrapping and with adjustments of the pot in the GCR.

Comlete test (Format/write/read etc.) All checks out ok
Read Test (Original Disks.) A few errors on 8/track column
Read Test (Copyed by mac & mac fmnt) Errors from 10/track column
Read Test (Copyed by mac & gcr frmt) Errors from 10/track column

To eliminate the Mac from the problem hunting I tried two of them in the above tests with no apreciable differance in the results.

If it makes any differance the machine I am using is a 2Meg STe with an ICD base HD system and SM124 (NB internal and external floppies are made by Sony.)

I am after any hints on this as I think the GCR is a great piece of
kit but not being able to read original mac disks is a real pain.

I hope someone can help

Dave.

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

3240. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 14:06:58 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Oct4.140658.11359@magnus.acs.ohio-state.edu>
Source record: 228415

>What does it take to convince you that TurboST et al do better than the
>blitter? A simple comparison of a non-blitter machine vs. a blitter
>machine (no TurboST or QuickST allowed!) is all that should be needed
>to convince anyone! There simply is no really noticeable difference!
>
>The Atari blitter was (and is) a joke from day one. I can still remember
>Neil Harris promising that Atari would offer a blitter upgrade to existing
>ST's and how eagerly we waited and waited and waited for that promise to
>become simply another piece of Atari vaporware. However after seeing how
>little the blitter does performance-wise (other than making a few demos
>speed up!) I can honestly say that's one promise better off broken!
>
>
>If you want to see a REAL blitter in action, check out an Amiga!
>

This seems to be generally true. I could never really notice a difference in most software. However, with the ISAAC card, the blitter does make a HUGE difference. Actually, to get a fast enough machine with ISAAC I have the blitter, AdSpeed, and Quick ST. It may be that the smaller stock resolutions just don't require much speed-up anyway, and so the blitter has little noticable effect (but you can notice it, just not by much). With a big-screen it produces a signifigant difference. Um, just for reference, how does one turn off the Amiga blitter? I will check it out next time I'm in the store, though to tell you the truth, I can't really see much difference in speed between the two machines (when running at approx. equal speeds) anyway, they seem to be fairly neck and neck in this regard.

- David Butler -
"What ever happened to free love anyway?"

-innagaddadaviddababy-

3241. OS's

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 15:04:40 UTC
From: downey@tripos.com
Message-ID: <1991Oct4.150440.1960@tripos.com>
Source record: 228417

```
I am a unix kinda guy and have been using gulam.
I am not completely happy (who is?) with it.
Is mint better? what about minix?

Also am unhappy with my C compiler, "laser C",
it doesn't do some things that ANY C compiler
should. Such as:

float a, b, c;

...

a = b = c;

Thanks.

*********************************
Tom Downey downey@tripos.com
*********************************
```

3242. Re: .IMG to .BMP/.PCX convertor?

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 15:12:36 UTC
From: news@solitary.Stanford.EDU
Message-ID: <1991Oct4.151236.20088@CSD-NewsHost.Stanford.EDU>
Source record: 228416
Cross-posted to: comp.sys.atari.st,comp.windows.ms

In article <1991Sep30.133125.2980@syma.sussex.ac.uk> grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
>
> What are the best programs (either ST or PC based) for
>converting files from .IMG to .BMP or .PCX? An alternative would be to
>use a 'half-way-house' format such as .GIF, as we already have a .GIF
>to .PCX convertor. Are there any .IMG to .GIF convertors?
>

I'm posting rather than replying by email because I think this might be of use to many people.

There is a shareware product which can convert between all the formats you mentioned and some others as well, including the .RLE compressed bitmaps you need for Windows startup logos. It is a Windows program called PaintShop and is available on cica.

cica.cica.indiana.edu:/pub/pc/win3/util/ps201.zip

Don Taber
news@solitary.stanford.edu

3243. graphics for MegaSTe, SLM804/Pagestream

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 16:41:07 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <1113@know.pws.ma30.bull.com>
Source record: 228420

A local MegaSTe owner wants to know if there are any large monitor graphics cards for the MegaSTe.

Re: the person who posted about Pagestream and the SLM laser. I have an SLM605 and the Rev A Diablo Emulator and have had no problems with either Pagestream 1.82 or PAgestream 2.1. The only gripe I have is that Pagestream prints to the SLM605 at a fraction of the speed Calamus does. I am impatiently waiting for Calamus S. While I find Pagestream easier to use than Calamus 1.09N, Pagestream has always been VERY slow to print (I use it on an HP/Pacific Page postscript system as well as the SLM605). For PURE, RAW speed, Calamus and the SLM605 is the ticket to hyperwarp!!!

This is not empty pro Atari dribble; I use 80486/33Mhz systems with postscript and they cannot match an 8 MHz MegaST with an SLM laser!

3244. News on TT Unix...

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 16:48:45 UTC
From: data3d@aahs.no
Message-ID: <"1043*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 228421

I spoke with Atari Norway today, and (incredible though it may seem) they were able to give me some information on the TT Unix.

Existing owners of Atari TTs may purchase Unix for around 15000NOK (divide by app 6.5 for price in dollars, 11 for GBP). The unix comes in shape of a readily installed 210 meg harddrive. The unix is system 5 compatible and comes with xwindows and a lot more.

The people behind the TT Unix is supposedly the same team that ported the only existing unix on the Apple Macintosh. The story behind A/UX goes something like this: As the original developers were starting to see the end of porting unix to the Max, Apple bought the project in its entirety, and, quote, rewrote it and ruined it completely.

The unix is very stable, and compared to the Apples pathetic A/UX and the rather buggy unix that Commodore deliver with their 3000UX, the TT Unix is a clear winner. Whether it will run in conjunction with an SST '030 board is unknow as of yet.

Karl Anders Oygard
Karl A Oygard <data3d@aahs.no> #include <disclaimer.h>

3245. Re: graphics for MegaSTe, SLM804/Pagestream

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 18:13:51 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Oct4.181351.15300@magnus.acs.ohio-state.edu>
Source record: 228423

In article <1113@know.pws.ma30.bull.com> CSULLOGG@CRL.AECL.CA writes:
>A local MegaSTe owner wants to know if there are any large monitor
>graphics cards for the MegaSTe.
>
>Re: the person who posted about Pagestream and the SLM laser. I have
>an SLM605 and the Rev A Diablo Emulator and have had no problems with
>either Pagestream 1.82 or PAgestream 2.1. The only gripe I have is that
>Pagestream prints to the SLM605 at a fraction of the speed Calamus
>does. I am impatiently waiting for Calamus S. While I find Pagestream
>easier to use than Calamus 1.09N, Pagestream has always been VERY
>slow to print (I use it on an HP/Pacific Page postscript system as
>well as the SLM605). For PURE, RAW speed, Calamus and the SLM605 is
>the ticket to hyperwarp!!!
>
>This is not empty pro Atari dribble; I use 80486/33Mhz systems with
>postscript and they cannot match an 8 MHz MegaST with an SLM laser!

ALBERT is the ISAAC card for the MegaSTe, it is the only one I now of. I have
ISAAC which works well, but the settup is a pain in the a*s.

The Calamus SL demo I have prints CONSIDERABLY faster than Calamus 1.09N!

- David Butler -
"What ever happened to free love anyway?"

-innagaddadaviddababy-

3246. Re: Delirious demo

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 18:51:50 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <18164@ccncsu.ColoState.EDU>
Source record: 228412

Got it sorted working on a Mega STe, it will give 3 or 4 bombs at the 1st read after cold boot, reset it and touch the space bar in the second boot then it would shows the message and the fly bounce out O and a digitized voice comes out then the loading of demo. Unfortunely the Color monitor I tried can't sync. with it so the screen just keep scrolling. Will try again with the monitor adjusted to see whether it works. And it won't boot from the 1040ST with TOS1.2 so probably it needs STE type machine.
Tang
sytang@lamar.colostate.edu

3247. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 20:36:02 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0bcshc2@pfunk.hanse.de>
Source record: 228442

In <1991Oct02.002648.12532@convex.com>, William Rosenkranz writes:

>no desire to change at the moment. i don't think TOS 1.4 has that much to
>offer me personally. i don't use the desktop.

Looks like you don't know much about TOS 1.4. I don't know about anything different between the DESKTOP on both TOS versions. But I do know about some very interesting speed increases of disk access, especially on a hard drive. Also I know of some new function call, that are quite nice. Some other routines inside of the memory manager are fixed. I think that these are very good reasens for a change.

Bye.....Michael

--
/------------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\------------------------------------/

3248. DXF TO POSTSCRIPT ON ATARI???

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 20:42:59 UTC
From: d88pt@efd.lth.se
Message-ID: <1991Oct4.204259.24575@lth.se>
Source record: 228431

Is there a program available for st that converts DXF files to postscript?

email :d88pt@efd.lth.se

3249. Re: Good places to anon-ftp atari-pd-software from

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 21:25:43 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <kPaB06w164w@bluemoon.rn.com>
Source record: 228424
Cross-posted to: comp.sys.atari.st,dnet.atari,sub.sys.st

Could someone tell me how to go about getting a list of the ST and Atari 8-bit software on these systems? Also, how to get a listing of the files in the Atari 8-bit archives at the University of Michigan. I am new to this, and need explicit instructions.

This is from
ncrawler@bluemoon.rn.com
ncrawler@bluemoon.uucp
who doesn't have their own obnoxious signature yet

3250. Atari 520 system for sale

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 22:32:07 UTC
From: gathings@hydra3b.cs.utk.edu
Message-ID: <kepqv7INNofr@utkcs2.cs.utk.edu>
Source record: 228425
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I have the following system for sale :

Atari 520 ST with, external drive(ssdd), mono monitor,
system disks, and various software (tell me what you
are looking for).

Software that might be of interest to some :
- 1st word word processor
- Uniterm vt100 term program w/ xmodem/kermit
- protocols and tektronic graphics emulation
- Hippo C compiler
- Degas , publishing/paint program
- Asmpro ,a 68000 assembler.

external 1200 baud modem with cable and manual

asking $300 , or best offer (price includes shipping).

As a last resort , I will split up the system but, the
prices may be less negotiable. I used it as a general
purpose machine in college and it served me well. I
am now selling it because I have a 386 system.

Thanks

Golando.

3251. Monochrome pictures

Newsgroup: comp.sys.atari.st
Date: 1991-10-04 22:47:13 UTC
From: cjherborth@rose.uwaterloo.ca
Message-ID: <1991Oct4.224713.24324@watdragon.waterloo.edu>
Source record: 228450

To start an almost completely useless thread:

Does anyone know of a decent source for good monochrome 640x400 images
(.GIF, Degas, .IMG, whatever) that would be suitable for background pictures
on my desktop? I've got this really great rendition of the cover from
Jean Michel Jarre's Oxygene album, but I'm getting a little sick of it...

In case you're curious, I think I downloaded it from GEnie...

Chris Herborth cjherborth@{rose|lotus}.waterloo.edu
3B Hons English RPW GEnie: C.HERBORTH
Never send a monster to do the work of an Evil Scientist...

3252. HP Laserjet IIIP

Newsgroup: comp.sys.atari.st
Date: 1991-10-05 00:23:06 UTC
From: sap@sactoh0.sac.ca.us
Message-ID: <1991Oct5.002306.7446@sactoh0.sac.ca.us>
Source record: 228428

What is involved in hooking up an HP Laserjet IIIP to my computer? Are there any features I would not be able to take advantage of? What about fonts? Will the new GDOS work well with it? I have Pagestream and WordPerfect (which both have drivers for Laserjets), how well do these work? What about the options for the printer (i.e. toner cartridges, font cards, memory upgrades, etc.)?

Thanks in advance,
Stephan A. Puga
--

##
"Its been surreal!" # sap@sactoh0.SAC.CA.US
-- Gogo Dodo # UUCP=..ames!pacbell!sactoh0
##

3253. UK ST stuff

Newsgroup: comp.sys.atari.st
Date: 1991-10-05 06:30:22 UTC
From: boyd@bind.cs.fsu.edu
Message-ID: <1991Oct5.023023.7129@mailer.cc.fsu.edu>
Source record: 228432

Hey folks,

A buddy of mine just came back from a summer in England with an
armload of ST mags. After reading them all, I must say I envy those folks.
Lots and lots of neat ST hardware and software. Some notables that jumped
out at me:

Sun style optical mice, for you real masochists
A memory board that allows one to use SIMMs in any ST (!)
Many monitor options, including a full page mono.
Lots of scanners and professional DTP utilities.
About a zillion great looking games, including a completely
rewritten Populous 2.

I also noticed that hard disks seem to be VERY expensive, with the ICD
FaST products being very popular. Neodesk and the Codehead suite seem to
be tops in their class (nice to know us yanks are good for something). Dave
Small and the Spectre GCR are also getting lots of attention (several of the
mags have rather tongue-in-cheek recommendations for mac software). Each of
the magazines came with a disk. They all contained at least one demo of a
commerical game, and lots of other goodies including source code for various
graphic thingies, Uniterm (2.0c, which is billed as "hot out of the programmers
hands", sheesh), and the full commercial version of TCB Soundtracker with docs.
Also, to give the readers something to assemble the included source with,
Devpack v1 is included on one of the disks. All in all, I am impressed at the
quality of the mags. They are about 70% game oriented (thats ok, I play games
about 70% of the time :-), the rest being programming tutorials and
professional reviews/tutorials. I know Sideline Software in Florida offers
stateside subscriptions to these magazines. After seeing a bunch of them, I
just might try one out for a year (kind of expensive, with the disk and all).
Anyway, for those bemoaning the lack of "glossy" mags for the ST, you need only
call SS's 1-800 number.

I might have to order one of those memory boards also. An unpopulated one
costs 59 pounds. SIMMS seem to be cheaper here also.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-----------------------------------

3254. Re: OS's

Newsgroup: comp.sys.atari.st
Date: 1991-10-05 06:44:25 UTC
From: boyd@bind.cs.fsu.edu
Message-ID: <1991Oct5.024425.7262@mailer.cc.fsu.edu>
Source record: 228434

In article <1991Oct4.150440.1960@tripos.com>, downey@tripos.com (Tom Downey) writes:
>I am a unix kinda guy and have been using gulam.
>I am not completely happy (who is?) with it.
>Is mint better? what about minix?

You might try the Okami shell (from atari.archive). It is very nice, but
you have to try to figure it out (unless you can read German). It is not
to hard, and there is some minimal english documentation. It is like gulam
in that it is just a shell, not a complete OS replacement.

>Also am unhappy with my C compiler, "laser C",
>it doesn't do some things that ANY C compiler
>should. Such as:

I am very very happy with Prospero C. You might (being a unix guy) try out
gcc from atari.archive.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-----------------------------------

3255. Gloom and doom in the UK?

Newsgroup: comp.sys.atari.st
Date: 1991-10-05 06:51:41 UTC
From: boyd@bind.cs.fsu.edu
Message-ID: <1991Oct5.025141.7323@mailer.cc.fsu.edu>
Source record: 228433

neil@cs.hw.ac.uk (Neil Forsyth) writes:
>Would you rather have Atari UK? You may have a raw deal but you 'aint hit
>rock bottom yet!

Strange, I got a very positive impression from a stack of UK ST magazines
(july aug sept issues). Some Atari Inc. gripes, but overall lots of new
products and interest.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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3256. Data Diet Demo

Newsgroup: comp.sys.atari.st
Date: 1991-10-05 07:27:06 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Oct5.072706.17707@menudo.uh.edu>
Source record: 228427
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The Data Diet Demo has just been posted to the atari.archive.umich.edu ftp site.

Data Diet is the Atari REALTIME compression program. Download this
demo of Data Diet and trim the fat from your data storage system.
This Data Diet Demo really works! With this demo you can put your
.DOC files on a diet and see for yourself. Don't buy another hard
disk! [Floppy disk users will require a RAMdisk.]

100% assembly. Program by Keith Gerdes. Copyright 1991 Double Click
Software. All Rights Reserved.

- mike vederman / double click software

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3257. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1991-10-05 12:39:27 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1991Oct5.123927.19321@terminator.cc.umich.edu>
Source record: 228435

```
drwxrwxr-x daemon 1024 Oct 1 13:45 .
drwxrwxr-x jon 2048 Oct 2 07:58 ./archivers
-rw-rw-r-- weiner 3324 Oct 1 13:44 ./archivers/Index
-rw-r--r-- weiner 9933 Oct 1 13:43 ./archivers/zooshl06.zoo
-rw-r--r-- weiner 9047 Oct 1 13:43 ./archivers/zoossr06.zoo
drwxrwxr-x jon 2560 Oct 1 13:37 ./magazines/streport
-rw-r--r-- weiner 50780 Oct 1 13:37 ./magazines/streport/str739.txt.Z
drwxrwxr-x jon 2048 Oct 1 13:37 ./magazines/znet
-rw-r--r-- weiner 32067 Oct 1 13:37 ./magazines/znet/znet9141.txt.Z
drwxrwxr-x gray 512 Oct 2 07:58 ./gnustuff/tos/archivers
-rw-rw-r-- weiner 112146 Oct 1 13:45 ./Index
-rw-rw-r-- weiner 52413 Oct 1 13:45 ./CompInd.Z
-rw-rw-r-- weiner 9158 Oct 2 18:13 ./games/Index
drwxrwxr-x jon 2048 Oct 2 08:33 ./archivers
drwxrwxr-x jon 1024 Oct 2 14:26 ./gnustuff
drwxrwxr-x jon 2560 Oct 2 14:26 ./gnustuff/tos
drwxrwxr-x gray 512 Oct 2 14:33 ./gnustuff/tos/ghstscrpt
-rw-r--r-- gray 44282 Oct 2 14:33 ./gnustuff/tos/ghstscrpt/gs23diff.zoo
drwxrwxr-x gray 1024 Oct 2 14:20 ./gnustuff/bammi
drwx------ gray 512 Oct 2 14:20 ./gnustuff/bammi/updates
drwx------ gray 2048 Oct 2 14:22 ./gnustuff/bammi/zoo2.1
drwxrwxr-x hyc 512 Oct 3 13:35 ./Minix
drwxrwxr-x jon 2048 Oct 4 20:41 ./archivers
-rw-rw-r-- weiner 34304 Oct 4 20:41 ./archivers/arclzh63.lzh
-rw-rw-r-- weiner 3381 Oct 4 20:41 ./archivers/Index
drwxrwxr-x jon 3584 Oct 4 20:55 ./graphics
-rw-r--r-- weiner 40196 Oct 4 20:55 ./graphics/c_burst2.arc
-rw-r--r-- weiner 9636 Oct 4 20:55 ./graphics/pixproII.arc
-rw-r--r-- weiner 21710 Oct 4 20:55 ./graphics/spritest.arc
-rw-r--r-- weiner 5957 Oct 4 20:58 ./graphics/Index
drwxrwxr-x jon 1536 Oct 4 21:00 ./programming
-rw-r--r-- weiner 27687 Oct 4 21:00 ./programming/kr2ansi.zoo
-rw-r--r-- weiner 2244 Oct 4 21:01 ./programming/Index
-rw-rw-r-- weiner 4264 Oct 4 20:55 ./applications/Index
drwxrwxr-x weiner 512 Oct 4 20:53 ./applications/dtp
-rw-r--r-- weiner 25390 Oct 4 20:53 ./applications/dtp/easymove.arc
-rw-r--r-- weiner 14318 Oct 4 20:53 ./applications/dtp/idealimg.arc
drwxrwxr-x weiner 512 Oct 4 20:52 ./applications/dtp/fonts/pagestream
-rw-rw-r-- weiner 22937 Oct 4 20:50 ./applications/dtp/fonts/pagestream/chancery.arc
-rw-r--r-- weiner 42310 Oct 4 20:50 ./applications/dtp/fonts/pagestream/tyme_Ui.arc
-rw-r--r-- weiner 39069 Oct 4 20:50 ./applications/dtp/fonts/pagestream/univ_rmn.arc
-rw-r--r-- weiner 25390 Oct 4 20:53 ./applications/dtp/easymove.arc
-rw-r--r-- weiner 14318 Oct 4 20:53 ./applications/dtp/idealimg.arc
drwxrwxr-x weiner 512 Oct 4 20:46 ./applications/other
```

```
-rw-r--r-- weiner 267445 Oct 4 20:46 ./applications/other/dotplot.lzh
drwxrwxr-x jon 512 Oct 4 20:37 ./cli
-rw-rw-r-- weiner 28366 Oct 4 20:37 ./cli/tom_shel.lzh
-rw-rw-r-- weiner 655 Oct 4 20:38 ./cli/Index
drwxrwxr-x jrd 4096 Oct 4 09:25 ./8bit
-rw-rw-r-- jrd 5795 Oct 4 09:15 ./8bit/8-bit.cat
-rw-rw-r-- jrd 33460 Oct 4 09:16 ./8bit/8-bit.text
-rw-rw-rw- jrd 7716 Oct 4 09:25 ./8bit/chkfrag.arc
-rw-rw-rw- jrd 20219 Oct 4 09:19 ./8bit/dirt.arc
-rw-rw-rw- jrd 2360 Oct 4 09:22 ./8bit/litesens.arc
-rw-rw-rw- jrd 6706 Oct 4 09:23 ./8bit/untoken.arc
-rw-rw-rw- jrd 2527 Oct 4 09:23 ./8bit/janes.arc
-rw-rw-rw- jrd 53912 Oct 4 09:24 ./8bit/cavlords.arc
-rw-rw-rw- jrd 8759 Oct 4 09:25 ./8bit/bbkartst.arc
-rw-rw-rw- jrd 39552 Oct 4 09:20 ./8bit/sio2pc/s2pcibm.arc
-rw-rw-rw- jrd 27008 Oct 4 09:20 ./8bit/sio2pc/s2pcdocs.arc
-rw-rw-rw- jrd 6528 Oct 4 09:20 ./8bit/sio2pc/s2pcdesc.arc
-rw-rw-rw- jrd 9600 Oct 4 09:20 ./8bit/sio2pc/s2pcbuld.arc
-rw-rw-rw- jrd 1920 Oct 4 09:21 ./8bit/sio2pc/s2pcacom.arc
-rw-r--r-- jrd 16932 Oct 4 09:18 ./8bit/transkey.arc
-rw-r--r-- jrd 28364 Oct 4 09:19 ./8bit/pcxfer.arc
-rw-r--r-- jrd 1303 Oct 4 09:19 ./8bit/fastprnt.arc
-rw-r--r-- jrd 6621 Oct 4 09:19 ./8bit/chess.arc
-rw-r--r-- jrd 10003 Oct 4 09:19 ./8bit/bbvsmio.arc
-rw-rw-rw- jrd 19009 Oct 4 09:18 ./8bit/amp.arc
-rw-rw-rw- jrd 15710 Oct 4 09:21 ./8bit/unsprite.arc
-rw-rw-rw- jrd 2881 Oct 4 09:24 ./8bit/relocate.arc
-rw-rw-rw- jrd 14848 Oct 4 09:15 ./8bit/tetrix.arc
-rw-rw-rw- jrd 21504 Oct 4 09:15 ./8bit/nasty.arc
-rw-rw-rw- jrd 21710 Oct 4 09:15 ./8bit/ansiterm.arc
-rw-rw-rw- jrd 20992 Oct 4 09:16 ./8bit/atario21.arc
-rw-rw-rw- jrd 3028 Oct 4 09:16 ./8bit/gosblurb.txt
-rw-rw-rw- jrd 36864 Oct 4 09:17 ./8bit/vt850b1.arc
-rw-rw-rw- jrd 37888 Oct 4 09:17 ./8bit/atutor.alf
-rw-rw-rw- jrd 25728 Oct 4 09:18 ./8bit/aprog.alf
-rw-rw-rw- jrd 9563 Oct 4 09:25 ./8bit/ckey15.arc
drwxrwxr-x jon 1536 Oct 4 20:58 ./printing
-rw-r--r-- weiner 3158 Oct 4 20:58 ./printing/hpmn2dmp.arc
-rw-rw-r-- weiner 2750 Oct 4 20:59 ./printing/Index
drwxrwxr-x weiner 1024 Oct 4 20:47 ./ste
-rw-rw-r-- weiner 4773 Oct 4 20:39 ./ste/backtrak.lzh
-rw-r--r-- weiner 101512 Oct 4 20:47 ./ste/protrakr.lzh
-rw-rw-r-- weiner 1226 Oct 4 20:48 ./ste/Index
drwxrwxr-x weiner 512 Oct 4 20:40 ./tt
-rw-rw-r-- weiner 333 Oct 4 20:40 ./tt/Index
lrwxrwxrwx weiner 19 Oct 4 20:40 ./tt/backtrak.lzh -> ../ste/backtrak.lzh
```

3258. Re: Install an app for two diff filetypes, term with IBM graphics option?

Newsgroup: comp.sys.atari.st
Date: 1991-10-05 15:45:21 UTC
From: as666@cleveland.Freenet.Edu
Message-ID: <1991Oct5.154521.2772@usenet.ins.cwru.edu>
Source record: 228440

```
-----
1. Is there anyway to install an application for more than one filetype?
I was wanting to install ARCGSHL 3.5 for both ZOO and ARC, and under TOS
1.0 I could just go up to install on the menu twice, once for each
filetype. Well, it won't let you do that under 1.4 :*( So I tried to
edit the desktop.inf file adding the required lines to install the
application for two filetypes. Well, my ST just crashed on boot up
then!! Any suggestions?
---

I suggest you try again...Here's the part of my DESKTOP.INF file that
relates to your problem. I did this with a text editor...

#G 03 04 C:\UTILITY\STENO.PRG@ *.SYS@
#G 03 04 C:\UTILITY\STENO.PRG@ *.ASC@
#G 03 04 C:\UTILITY\STENO.PRG@ *.MNU@
#G 03 04 C:\UTILITY\STENO.PRG@ *.HLP@
#G 03 04 C:\UTILITY\STENO.PRG@ *.BLB@
#G 03 04 C:\UTILITY\STENO.PRG@ *.TXT@
#G 03 04 C:\UTILITY\STENO.PRG@ *.DOC@
#G 03 04 C:\UTILITY\STENO.PRG@ *.DIR@
#G 03 04 C:\UTILITY\STENO.PRG@ *.BTS@
#G 03 04 C:\UTILITY\STENO.PRG@ *.MAP@
#G 03 04 C:\UTILITY\ARCSHELL.PRG@ *.ARC@
#G 03 04 C:\UTILITY\ARCSHELL.PRG@ *.LZH@
#P 03 04 C:\DL\SOUND\STEPLAY.TTP@ *.MOD@
#P 03 04 C:\UTILITY\GIFCOLOR.TTP@ *.GIF@
#G 03 04 C:\UTILITY\TX2_VIEW.PRG@ *.TX2@

It works great....

--
||| Jonathan Roy (The Ninja) Internet: as666@cleveland.freenet.edu
||| -- BBS: Darkest Realm - (Down for now) - Public UUCP/Usenet --
/ | \ "...make him want to change his name,take him to the cleaners,
devastate him, wipe him out, humiliate him." -CHESS GEnie: J.ROY18
```

3259. Re: Delirious demo

Newsgroup: comp.sys.atari.st
Date: 1991-10-05 15:52:18 UTC
From: as666@cleveland.Freenet.Edu
Message-ID: <1991Oct5.155218.3487@usenet.ins.cwru.edu>
Source record: 228441

- Could someone break up the MSA to the two Care Bear demos?! I can't handle

- such a big MSA. (Life's a Bitch demo and Whatta Heck Demo)

A better solution is for someone to upload a Ultra Packer version. The ULTfiles
for demos that aren't pre-compressed are usually less than HALF the size of the
MSA files. I've found, for most demos, if you MSA it, then LZH that MSA
file, it's STILL LARGER than a ULT file. Ultra Packer is a little slower,
but the extra compression is really worth it. Some 700K MSA files can be
down to 300K on Ultra Packer... (Even pre-compressed files are smaller,
say 800K MSA to 720K ULT)

--
||| Jonathan Roy (The Ninja) Internet: as666@cleveland.freenet.edu
||| -- BBS: Darkest Realm - (Down for now) - Public UUCP/Usenet --
/ | \ "...make him want to change his name,take him to the cleaners,
devastate him, wipe him out, humiliate him." -CHESS GEnie: J.ROY18

3260. Re: LHARC 2.01E VS ZOO 2.1: SOME

Newsgroup: comp.sys.atari.st
Date: 1991-10-05 17:19:32 UTC
From: steve@thelake.mn.org
Message-ID: <A1651513157@thelake.mn.org>
Source record: 228443

[In article <686575281.1@fquest.FidoNet>,
Philip.Durgin@fquest.FidoNet.Org (Philip Durgin) writes ...]

> LHarc: 64089 bytes in size after compression taking 55 seconds to do so.
> ZOO : 88312 bytes in size after compression taking 47 seconds to do so.
...

> If being able to compress files 73% smaller than ZOO is not a significant

Eh? The difference between 88 and 64 is 73%?

If you're going to compare LHARC vs ZOO 2.1, be sure to use the equivalent compression -- add 'h' for high compression to the ZOO command line, or use the -add novice command. These figures look like what you would get with ZOO 2.0 compression routines, which are slightly less efficient than the old ARC program (probably due to larger headers).

Bill's test results were not cooked. I've run several tests of ZOO 2.1 here and in every case, the compression differences between ZOO and LZH are not significant. The reliability and portability issues speak for themselves.

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)

3261. Wanted: dealer for CYBER VCR

Newsgroup: comp.sys.atari.st
Date: 1991-10-05 17:38:31 UTC
From: walter@mwtech.UUCP
Message-ID: <1197@mwtech.UUCP>
Source record: 228446

A friend of mine has a MEGA-ST and is looking for a new dealer for the CYBER VCR products. Until now a firm called Antic did this but they gave up.

Anybody knows where he can get these products?

I would prefer email because I don't read this newsgroup.

Thanks.

3262. Re: Mercury Help

Newsgroup: comp.sys.atari.st
Date: 1991-10-05 17:41:56 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0bcu3xw@nathan.ruhr.de>
Source record: 228254

In <A0bcm334@jonh.wimsey.bc.ca>, John Henders writes:

Hi John,
> Does anyone know how to get the Mercury UUCP package to handle
>long group names? Mail to Rodney goes unanswered, but doesn't bounce,
>so I don't know if he's still around. I've tried to get the group
>alt.society.cu-digest, and it just doesn't show up.

Maybe the "-" is your problem. I'm also using Mercury's RMail here, and one
group is called "sub.newusers.questions". I do not have any problems with
that group (and the name is one char longer than yours).
/s/
--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

3263. Re: LHARC 2.01E VS ZOO 2.1: SOME

Newsgroup: comp.sys.atari.st
Date: 1991-10-05 20:47:01 UTC
From: rosenkra@convex.com
Message-ID: <1991Oct05.204701.28388@convex.com>
Source record: 228444

for those planning more "lharc is smaller than zoo 2.1" tests, note the
following (i.e. RTFM):

the default compression algorithm with zoo 2.1 is compatible with
older zoo 2.01. in order to pack with the newer (and slower) high
compression option (which should be about equal with lharc), you
MUST ASK FOR IT. e.g.

zoo ah archive.zoo file ...

note the "h". we can argue over whether it should be the default
to produce the best packing ratio or to be compatible with older
zoo versions. the latter gets my vote (the current situation).

In article <686575281.1@fquest.FidoNet> Philip.Durgin@fquest.FidoNet.Org (Philip Durgin)
writes:
>I did my own research between ZOO 2.1 and LHarc 2.01E and found the following.
>
>1) Hacker.txt 10232
>2) hacker.prg 124698
>
>This is an on-line game for my BBS was compress with both ZOO and LHARC
>
>LHarc: 64089 bytes in size after compression taking 55 seconds to do so.
>ZOO : 88312 bytes in size after compression taking 47 seconds to do so.
>
>both took 15 secs to extract the files.

after reading what i wrote above, are we really comparing the same thing???
how did you do this? what commands did you type???

i think if you go back and use zoo 2.1 with its high compression mode, you
will find it packs about the same size as lharc 2.01e, and probably takes
10-15% longer (5 seconds maybe).

until you mention the method, we can't make any rational deductions from
your data. your research is inconclusive and not precise...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3264. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-10-05 20:59:38 UTC
From: rosenkra@convex.com
Message-ID: <1991Oct05.205938.28850@convex.com>
Source record: 228445

In article <A0bcshc2@pfunk.hanse.de> blackbox@pfunk.hanse.de writes:
>In <1991Oct02.002648.12532@convex.com>, William Rosenkranz writes:
>>no desire to change at the moment. i don't think TOS 1.4 has that much to
>>offer me personally. i don't use the desktop.
>Looks like you don't know much about TOS 1.4. I don't know about anything
>different between the DESKTOP on both TOS versions. But I do know about some
>very interesting speed increases of disk access, especially on a hard
>drive. Also I know of some new function call, that are quite nice. Some
>other routines inside of the memory manager are fixed. I think that these
>are very good reasens for a change.

as an official developer, i got the Rainbow TOS feature list long ago. at the time, i read the document and evaluated its impact on my use. at the time i did not figure it to be that big a deal for how i then (and now) use my ST. also, i was unsure whether i needed the 2-chip or the 6-chip set (still am unsure). at the time, i needed to maintain both 1.0 and 1.2 compatibility anyway for an existing project. if i read the 1.4 specs correctly, 1.0 and 1.2 applications should run under 1.4. the reverse was not necessarily the case. using the new function calls, either consciously or by accident would have possibly made the application useless for older TOS systems (there were FAR more of these a couple of years ago). i realize that fixes in memory are desirable. i use GEMBOOT or FOLDRxxx and have had few problems in this area anyway. performance is nice, but if i want real performance, i have access to numerous supercomputers. again, for me, not an issue...

and again, the best TOS program is one which works with all TOS versions, not just the then-current level of the OS. if you don't believe me, just ask atari for the "official" position on this. apratt will (rightly so) cut you to ribbons for an infraction here :-)...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3265. Re: Mercury Help

Newsgroup: comp.sys.atari.st
Date: 1991-10-05 21:27:06 UTC
From: fp@agsc.han.de
Message-ID: <1991Oct5.212706.8116@agsc.han.de>
Source record: 228447

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

> Does anyone know how to get the Mercury UUCP package to handle
>long group names? Mail to Rodney goes unanswered, but doesn't bounce,
>so I don't know if he's still around. I've tried to get the group
>alt.society.cu-digest, and it just doesn't show up. I tried truncating
>the name in my sys file, but that doesn't work. Any ideas.--

Have you edited your /usr/lib/news/active file? In that file you have
to insert the names of the groups you want to have on your system.

But you have not to writee each group, you can write comp.* (for example).

Friedhelm
--
Friedhelm Poschadel Tel.: +49 511 57 99 314
UseNet: fp@rischwa.han.de BTX: 0511561141-0002
SubNet: fp@rischwa.han.sub.org UUCP: fp@rischwa.uucp

3266. Re: TV Sports Football Problems

Newsgroup: comp.sys.atari.st
Date: 1991-10-06 06:23:43 UTC
From: techno@lime.in-berlin.de
Message-ID: <ORDVDAQ@lime.in-berlin.de>
Source record: 228448

patf@silvlis.com (Pat Fitzgibbons) writes:

>Does anyone out there have trouble with TV Sports
>football by Cinemaware?
>It won't let me finish the season. It refuses to
>progress past last set or playoff games. Does
>anyone have an address or phone to contact Cinemaware ?

I'm sorry, but I have heard that Cinemaware has folded.

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

3267. FAQ?

Newsgroup: comp.sys.atari.st
Date: 1991-10-06 10:17:07 UTC
From: kurt@diku.dk
Message-ID: <1991Oct6.101707.12743@odin.diku.dk>
Source record: 228252

Hi netters,

I just bought an el-cheapo ST520 and I have some questions.

+ I have an original atari 360K drive. Can this drive read
Macintosh or PC disks, or do I have to invest in a better drive?

+ How can I upgrade the RAM? Do I have to buy a special board and
fiddle with the hardware to get beyond 1M?

+ What processor upgrades are there available? I have heard of the
SST board. Can I install it without pain in my ST?

Thanks in advance for your answer

--
e-mail: kurt@diku.dk

3268. Re: Install an app for two diff filetype

Newsgroup: comp.sys.atari.st
Date: 1991-10-06 12:02:14 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0bcvivo@nathan.ruhr.de>
Source record: 228303

In <A0bco13s@jonh.wimsey.bc.ca>, John Henders writes:
> The best solution is Gemini, where you can do something
>like *.[ALZ][RZO][CHO] in the instal application dialog.
Brr.. we don't you just use *.ARC,*.LZH,*.ZOO? IMHO this is better, because
with your solution, the arcshell would also be started when doubleclicking
on a file called "foo.aoo" or something like this.

>I'd sure like to have Gemini run from a ROM cart.
Yes, although the best thing would be Gemini beeing part of TOS... ;-)
/s/ Udo
--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

3269. HD disk drives

Newsgroup: comp.sys.atari.st
Date: 1991-10-06 13:36:22 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.686756182.larserio@kolsaas.ifi.uio.no>
Source record: 228449

As both the Atari MEGA STE and the TT has build in option for use
of HIGH DENSITY floppy disk drives in the operating system and a
possibility to turn this on by moving a DIP switch I have the
following question:

- When will Atari release a 16 MHz version of th WD-1772 FDC
that will read/write HD disks without heating up to much

- When will a HD drive that fits in the ST drive slot be available
I have tried other drives, but the front from the ST drive won't
fit (the button is fittet in another way etc etc etc...)

I know other companies can deliver FDC that manange HD drives, but
that stills leaves us with the last problem.....

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
_________/ _____/ _____/ ____/ /

3270. Re: OS's

Newsgroup: comp.sys.atari.st
Date: 1991-10-06 16:02:17 UTC
From: ersmith@julian.uwo.ca
Message-ID: <5104@julian.uwo.ca>
Source record: 228253

In article <1991Oct4.150440.1960@tripos.com> downey@tripos.com (Tom Downey) writes:
>I am a unix kinda guy and have been using gulam.
>I am not completely happy (who is?) with it.
>Is mint better? what about minix?
>

gulam is just a shell, not an operating system. MiNT, on the other hand, is just an operating system, not a shell. MiNT extends GEMDOS so that some new features (multitasking, pipes, job control, and many more) are available; but there's no particular shell that *must* go with it. You can use gulam with MiNT (I do, sometimes), or you can use a shell like bash or ksh that can take advantage of MiNT features.

minix is another animal entirely; it's a new operating system that replaces TOS completely, rather than providing extensions for TOS. It comes with a clone of the standard Unix shell sh (which isn't very nice for interactive use), and with a lot of nice utilities. Note that you cannot run existing TOS programs under minix.

So which is best? It depends on what you want. You didn't really say what you disliked about gulam. It may be that another shell running under just TOS (e.g. GEMINI, which is a very nice one) may satisfy your needs. If you want multitasking, job control, and pipes, get MiNT and add bash, ksh, and/or mgr. If you want to chuck it all and start all over, you may want to try minix; give MiNT a try first, though.

--Eric

PS: you also mentioned dissatisfaction with your C compiler. Try gcc: it's free, and it's one of the best C compilers available.
--
Eric R. Smith ersmith@julian.uwo.ca eric.smith@uwo.ca

3271. Re: LHARC 2.01E VS ZOO 2.1: SOME

Newsgroup: comp.sys.atari.st
Date: 1991-10-06 16:37:38 UTC
From: mboen@offbeat.sni.de
Message-ID: <mboen.686767058@offbeat>
Source record: 228255

In <686575281.1@fquest.FidoNet> Philip.Durgin@fquest.FidoNet.Org (Philip Durgin) writes:

>I did my own research between ZOO 2.1 and LHarc 2.01E and found the following.
>
>1) Hacker.txt 10232
>2) hacker.prg 124698
>
>This is an on-line game for my BBS was compress with both ZOO and LHARC
>
>LHarc: 64089 bytes in size after compression taking 55 seconds to do so.
>ZOO : 88312 bytes in size after compression taking 47 seconds to do so.
>
>both took 15 secs to extract the files.
>
>Compressing a .GIF picture named ARMY1.gif 168010
>
>164078 after LHarc compression
>220107 after ZOO compression
>

Oh no, here we go again. These figures look a lot like Zoo 2.0 compression
for the zoo files. To get high compression mode for Zoo 2.1, don't forget
to use the 'h' flag on the command line. Then Zoo will come real close to
lharc.

The biggest advantage of zoo is: I've got it for MINIX, for UNIX of many
flavors, for DOS, and for TOS. (Maybe I'll even have a CP/M version one
day). And the zoo versions are all compatible.

Also zoo makes a fine archivin tool, allowing me to put comments for the
generated archive and/or the separate files into the archive, allowing for
generations (i.e. several versions of one file), and lots of goodies. It
can archive full pathnames and for TOS, recursively collect files. So,
what more can one want?

Now, please try that 'h' option and test again.

Over and out.
Martin
--
Email: in the USA -> mboening.pad@sni-usa.com
outside USA -> mboening.pad@sni.de
Paper Mail: Martin Boening, Siemens Nixdorf Informationssys. AG, SNI STO SI 325,
Pontanusstr. 55, 4790 Paderborn, W.-Germany (Phone: +49 5251 846155)

3272. PageStream v18 -> buy?

Newsgroup: comp.sys.atari.st
Date: 1991-10-06 17:52:49 UTC
From: dinsmm@aix.rpi.edu
Message-ID: <q-9nmam@rpi.edu>
Source record: 228256

Hi!
I just downloaded a demo version of PageStream. This program looks
very nice and I am considering buying it. A few questions first though:
Is it one of the best DTP programs for the ST? The best?
Can you get different fonts for it easily? Can you make the file
into standard PostScript?
How much is it? Is there any place where I can buy it? Address? Phone?

Thanks a lot for your help!

____ /\/\
\MD/ / \ike "You can twist perceptions, reality won't budge."
\/ dinsmm@rpi.edu - Neil Peart, RUSH

3273. MS-DOS Emulator recommendations?

Newsgroup: comp.sys.atari.st
Date: 1991-10-06 18:09:29 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1991Oct6.180929.12533@lonex.rl.af.mil>
Source record: 228257

I have decided that I have had it with not being able to find any software for my beloved 1040STE!!!

I DO NOT WANT TO GET RID OF MY STE!!! I DO WANT to be be able to buy some of the more popular software packages (I.e. Quicken, Tobias' MYM etc..) and use them in addition to the stuff I now know and love on my STE (like Flash, GNU-C,...) so I am looking at buying an MS-DOS Emulator.

NO, I don't want to start a "don't buy an Emulator, buy a cheap IBM" thread hear, I can't afford 600-1000 dollars to get a decent IBM with HD, plus I don't have the room for two systems.

SO---can all of you emulator users out there give me a 'lessons learned'? Specifically, relative merits, problems of the emulator you are using? I am interested mostly in speed of use for common MS-DOS programs like Work Processors, Financial and Data-Base stuff, not in running heavy graphics oriented stuff like windows etc..

What is the best MS-DOS emulator for my money, one that will work with my STE and ICD based hard-drive? I don't mind a solder-in board, so installation is not one of the criterion I am too worried about, more compatibility and speed.

Thanks in advance!!
Jeff
--

Capt Jeff Long Rome Laboratories, Griffiss AFB, NY
longj@lonex.rl.af.mil (preferred) Network Design Laboratory
jlong@cassiopeia.rl.af.mil (315)330-7751 or (DSN)587-7751

3274. Re: LHARC 2.01E VS ZOO 2.1: SOME

Newsgroup: comp.sys.atari.st
Date: 1991-10-06 19:13:43 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <24170@sdcc6.ucsd.edu>
Source record: 228263

In article <686575281.1@fquest.FidoNet> Philip.Durgin@fquest.FidoNet.Org (Philip Durgin) writes:
>I did my own research between ZOO 2.1 and LHarc 2.01E and found the following.
>
... example deleted ...
>
>If being able to compress files 73% smaller than ZOO is not a significant
>difference then you must have HD space to burn.... And not being to Compress a
>.GIF picture at all is unthinkable. I guess I am going to stay with LHARC until
>ZOO can show a much better track record than the one available.
>

Did you consider the fact that GIF pictures are already Lempel-Ziv compressed? This does signal a shortfall in the ZOO code, however, if the finding is correct - ZOO should be able to simply STORE a file if it can't compress it...

But I'll be sticking with ZOO for now - ZOO is already installed here at UCSD, and LHArc isn't.

s

i
--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

3275. Re: 6 new Macs from Apple...

Newsgroup: comp.sys.atari.st
Date: 1991-10-06 20:43:15 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <ocvrJX600VIF4FeXU2@andrew.cmu.edu>
Source record: 228258

Excerpts from netnews.comp.sys.atari.st: 2-Oct-91 6 new Macs from
Apple... Karl Anders 0ygard@aahs. (859)

> Apple recently announced the release of 6 new macs. The probably most
> interesting of these are the three 'powerbooks'. These are an answer
> (pretty late, if u ask me) to the PC notebooks. There will be two
> 'regular' powerbooks, the first with a 68000 processor and the second
> with a 68030 processor. The last powerbook will feature no keyboard,
> and is operated by writing direcly on the screen with a pen (sounds
> pretty familiar, hm?). All of these will weight in the vicinity of
> 2.5 kilos and are produced in cooperation with Sony.

> Also Apple will launch two new Macs with using the 68040 processor.
> (How do you like that, Dave Small?) These will run by the name 'Quanta'.
> There will be a desktop and a floor version.

> Eventually there's a replacement for the SE/30, the Super Classic.

Get your facts straight.
There are indeed three new notebook macs comeing out, but none of them
is a pen based machine. They are all variations on the same basic
notbook design.
The new 68040 machines are the Quadra 600? and the 900, and they are
really for massive servers mopre than desktop maschines and are in tower
cases.
The new classic is called the classic/030, or 030/classic.

nice machines, but overpriced, sorta like atari.

mark

3276. Re: PageStream v18 -> buy?

Newsgroup: comp.sys.atari.st
Date: 1991-10-06 22:14:36 UTC
From: covert@cactus.org
Message-ID: <9576@cactus.org>
Source record: 228260

In article <q-9nmam@rpi.edu> dinsmm@aix.rpi.edu (Michael John Dinsmore) writes:
>
> Hi!
> I just downloaded a demo version of PageStream. This program looks
>very nice and I am considering buying it. A few questions first though:
>Is it one of the best DTP programs for the ST? The best?
>Can you get different fonts for it easily? Can you make the file
> into standard PostScript?
>How much is it? Is there any place where I can buy it? Address? Phone?
>

PageStream (PgS) is now at version 1.2, and is one of the best dtp packages
out. i t now supports EPS clip art as well.

I own both it and Calamus 1.09N (which hasn't been updated this year) and well
some prefer Calamus I think that PgS is easier to learn and to use.

There is a magazine (diskzine or somesuch) called RADICAL TYPE to support
the Atari ST and the Amiga version of PgS.

Softlogic publishes PGS and is an American Company in St. Louis MI.

It uses Adobe Type I fonts now as well as PgS propreitary fonts.

what else? well it works well with my Panasonic KXP4450 laser printer.

I highly recommend PgS and Softlogic.

--
Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert

3277. Re: PageStream v18 -> buy?

Newsgroup: comp.sys.atari.st
Date: 1991-10-06 22:16:17 UTC
From: covert@cactus.org
Message-ID: <9577@cactus.org>
Source record: 228261

isorry, PgS is at version 2.1 not 1.2 as I said in my last messgae.

another nice thing is that Softlogic comes with two new manuals.

Softlogic is a very good company, IMHO
.

--
Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert

3278. Where ca I go...?

Newsgroup: comp.sys.atari.st
Date: 1991-10-06 23:42:15 UTC
From: JC5LSANU@MIAMIU.BITNET
Message-ID: <91279.184215JC5LSANU@MIAMIU.BITNET>
Source record: 228265

could someone E-mail me a place to go in Ohio. I would like to find a place
in the Cincinnatti, Dayton, or Columbus area.

John crider

```
-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-
*** jc5lsanu@miamiu.bitnet | |
*** jmcrider@miavx1.bitnet | You are the epicenter of my |
| nothingness. |
| - Anon |
-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=
```

3279. Re: Wot A Scorcher !!!

Newsgroup: comp.sys.atari.st
Date: 1991-10-06 23:52:36 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1991Oct6.235236.18269@usenet.ins.cwru.edu>
Source record: 228259

In a previous article, glens@natinst.com (Glen Sescila) says:

>
> Oops, I left out one quetion. Do these Mega-Demos use some sort
>of video mode that I am unaware of or something. I have to adjust my
>Vertical-Hold knob on my Multi-Sync monitor when I run most demos. This
>is not a complaint! I am just curious if I am missing out on a special video
>mode (I do a little Assembler dabbling myself).
>
The demos are in 50Hz. My monitor rolled as well when I first bought it.
Basically, you have to adust it so it's stable for both 50Hz and 60Hz.

--
Just on the border of your waking mind, there lies another time, where darkness
and light are one. And as you tread the halls of sanity, you feel so glad to be
unable to go beyond. I have a message from another time..... - ELO: "Prologue
from the "Time" album -- Daicon IV Opening Animation gpinzone@george.poly.ed

3280. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 01:51:41 UTC
From: warwick@cs.uq.oz.au
Message-ID: <4196@uqcspe.cs.uq.oz.au>
Source record: 228264

england@milton.u.washington.edu (Gregory Miller) writes:

>warwick@cs.uq.oz.au writes:
>>jvance@bonnie.ics.uci.edu (Joachim Vance) writes:
>>
>>That was my guess, from seeing the "Blitter" option greyed out (ie. disabled)
>>on my friend's TT. It seems to me that if TurboST and QuickST can do better
>>than the blitter (though I'm still not convinced), then certainly even the
>>coders at Atari can do better with a 32MHz machine.

>What does it take to convince you that TurboST et al do better than the
>blitter? A simple comparison of a non-blitter machine vs. a blitter
>machine (no TurboST or QuickST allowed!) is all that should be needed
>to convince anyone! There simply is no really noticeable difference!

I don't need to be convinced that TurboST is faster - that's obvious. I'm not
convinced that TurboST implements all calls _exactly_ as Atari intends them
to be. (I heard that Gemini, for one, does not work correctly with TurboST).

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3281. Uniterm

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 05:55:00 UTC
From: v051lpqa@ubvmsb.cc.buffalo.edu
Message-ID: <7OCT199101553375@ubvmsb.cc.buffalo.edu>
Source record: 228266

Hello,
Is it possible to get the source for uniterm? If so, could someone tell me
where to get it.

Thanks!

Dough

3282. Re: perl for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 06:25:57 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Oct6232557@acae127.cadence.com>
Source record: 228262
Cross-posted to: comp.lang.perl,comp.sys.atari.st

In article <LAHTINEN.91Oct4110252@gideon.fmi.fi> lahtinen@gideon.fmi.fi (Kimmo Lahtinen) writes:

> I would like to know if there is perl version 4 for Atari ST.
> I have a beta version of version 3. It works OK, but is there
> a later version.

yeah, i ported perl 4 patchlevel 10. it seems to pass almost
all the tests, except for the obvious ones.

--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

3283. Ice Packer

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 09:36:08 UTC
From: randallm@p4.cs.man.ac.uk
Message-ID: <randallm.686828168@p4.cs.man.ac.uk>
Source record: 228299

Has anyone got a version of PackIce packer with a version number

later than 2.31 ?

Martin

3284. Re: Technical information on ST(e)?

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 09:38:31 UTC
From: kiki@uhunix.uhcc.Hawaii.Edu
Message-ID: <15118@uhccux.uhcc.Hawaii.Edu>
Source record: 228269

Sybex Germany is publishing a 1300 page book about the new STe and TT machines which will probably contain all the information we need! The author is Julian Reschke, who also happens to be on the net.

Has anyone in Germany seen the book in the shops? I'd like to order a copy.

I think that Atari and Sybex could get together and distribute their documentation on CD-I disks. The audio portion could be in German, French, English, etc., at the user's preference and the example code could be cut and pasted for immediate use. I think the savings on paper and shipping would make it something most people could afford.

Jack

3285. Microware OS/9 Catalog

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 09:49:13 UTC
From: kiki@uhunix.uhcc.Hawaii.Edu
Message-ID: <15119@uhccux.uhcc.Hawaii.Edu>
Source record: 228270

The Microware OS/9 Catalog is actually more like a 200 page encyclopedia
because it explains and illustrates every aspect of the operating system--
even the system calls and call function codes are listed and described.

Some of the features (as printed on pg. 5) of OS-9/68000 are:

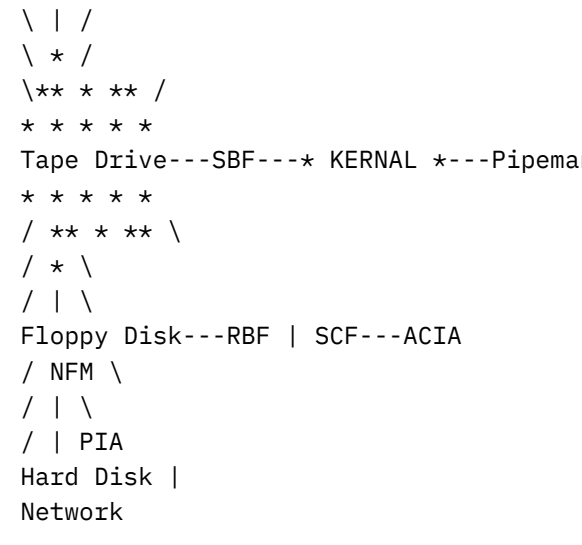
o Multi-user, multi-tasking executive
o Essential functions with real-time response
o Versatile re-entrant, position-independent memory module design
o Support for arithmetic and I/O coprocessors
o Extensive management of all systems resources
o Hardware independent, UNIX I/O model
o UNIX task model - fork, set priority, etc.
o Pre-emptive task switching with time share option
o 100% ROM-able
o Independent file managers to support every class of I/O device
o Rugged "crash-proof" file system
o UNIX software compatibility at C source code level
o Complete suite of development tools:

Tools Languages
----- ---------
C source level debugger C
Symbolic debugger BASIC
System state debugger Pascal
uMACS text editor FORTRAN
Electronic Mail Assembler
UniBridge and PC Bridge
SmartWare

Kernal Options I/O Options
-------------- -----------
MMU (Security Protection) Disk Support
Math Coprocessor support Magnetic Tape
Internet - TCP/IP
Network File System
OS-9/NET - Arcnet
RAVE - Real-time audio video

OS/9 has a modular design so that the end user can configure it to his/her
particular application. MIcroware depicts the modularity with this type
of depiction: [My depiction looks more like a pollen grain sorry!]

Applications
|
Math Lib | Shell/Utility



"The nucleus of OS-9 is a real-time ROMable Kernel which serves as the system administrator, supervisor and resource manager. The real-time Kernel is written in 680x0 assembly language to maximize speed and minimize system overhead. It can be configured independently for stand-alone operation or with the shell and file managers as a complete operation system."

"The real-time Kernel's primary function allows multiple processes or tasks to execute independently, in a controlled environment, and provides communication between these tasks. This gives the system integrator the ability to set priorities on a process to run synchronously with the system while being able to respond to asynchronous external events as they occur in the real world."

The acronyms SBF, SCF, RBF, and NFM represent the I/O File Managers:

Sequential Block File - used with devices such as tape drives.

Serial Character File - used with devices such as terminals, modems and printers.

Random Block File - used with floppy and hard drives.

Network File Manager - an optional extension used to network with other systems.

Pipe File (Pipeman) - supports interprocess communication thru memory buffers ("pipes").

"OS/9 provides a UNIX-like 'shell' command interpreter program that allows users a high-level interface to the internal functions of the operating system. The OS/9 Shell Utility Set contains over 72 commands. These commands set the 'user' environment, allocate memory, redirect I/O, monitor processes, match wild card patterns, manipulate files, manage time, edit text and provide a host of other functions."

Some of the shell commands: attr, backup, binex, compress, copy, dir, echo, edt, format, free, grep, help, irqs, kill, link, login, logout, make, procs,

qsort, set, shell, sleep, tee, touch, and wait.

The OS/9 Catalog is packed with a lot more information, so I would recommend that everyone get a (free!) copy by calling 800 475-9000.

Also be sure to ask for a copy of Microware's 'Pipelines' magazine. The current issue covers OS/9 in France (systems controlling Port of Havre, France locks, Monetel pay phones, and image processing at Thomson-CSF Laboratories). It also lists a whole bunch of VME boards ranging from a 68040/030 SBC, SCSI and Ethernet adaptors, and image processing and high-performance graphics modules.

For people outside of the U.S., other Microware offices to contact:

Microware Headquarters (Des Moines, IA) - (515) 224-1929, Fax: 224-1352

Microware France - (33) 42.58.63.00

Microware Japan - (81) 3-3257-9000

Microware U.K. - (44) 703 601990

Jack

3286. Atari confirms TT CD-I project; gets RAVES

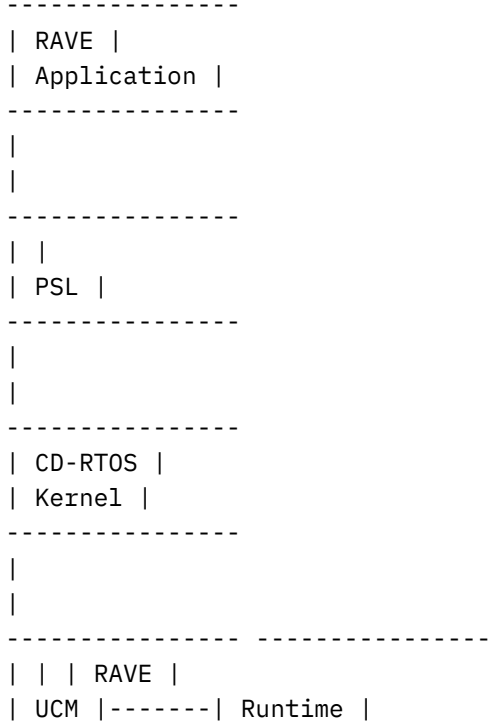
Newsgroup: comp.sys.atari.st
Date: 1991-10-07 09:57:00 UTC
From: kiki@uhunix.uhcc.Hawaii.Edu
Message-ID: <15120@uhccux.uhcc.Hawaii.Edu>
Source record: 228271

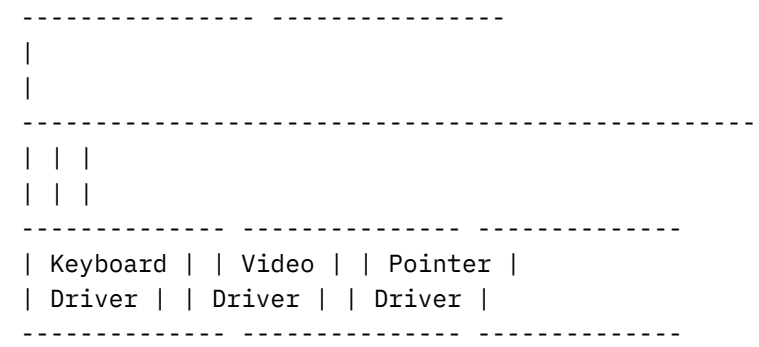
Atari's Director of Developer Services, Bill Rehbock, confirmed at the
The Glendale Show that the TT would become a development platform for
CD-I (Compact Disk Interactive) players. The CD-I players are based
on 68000 family processors and are controlled by CD-RTOS (CD Real-Time
Operating System), which is a specialized version of OS-9/68K developed
by Microware.

The following information is a product overview of some of the software
"building blocks" that Microware has available in order for someone to
create a CD-I application.

RAVE (Real-Time Audio Video Environment) is an object-oriented multimedia
environment for CD-I players. Unlike traditional graphics interfaces, RAVE
is based on the use of natural images and high-quality digital audio sound.
RAVE is designed to emulated real-life actions and sound in a contained en-
vironment intuitive to the beginning user.

CD-RTOS/RAVE consists of a C Presentation Support Library (PSL) and a
compact runtime module. The runtime module extends the functionality
of the User Communication Manager (UCM). The PSL give the application
access to many common data structures and managers for those data struct-
ures.





The RAVE Runtime Module handles message management between the system and RAVE applications as well as between various RAVE applications. Each process is allocated a single mailbox, although a process may have several mailboxes. These mailboxes may be dedicated to a certain type of message or for communication with a specific process.

The RAVE Runtime Module also provides the following functions:

o Multi-tasking executions of graphics applications which allow multiple applications to run concurrently

o Full-featured message sending and receiving for inter-process communication

o Automatic tracking and journaling of user actions

o Complete graphics cursor management based on locations within the display

o Support for premastered advanced local special effects

The Presentation Support library is a collection of high-level functions for simplifying application development for CD-I systems. It includes eight primary managers and some miscellaneous support functions, which are comprised of:

o Controls to allow an application to obtain input from the user using visual objects

o Requests to allow an application to ask the user multiple choice questions and obtain a reply

o Visual effects to generate mattes, wipes, fades, dissolves and cuts

o Resource modules to separate country-dependent data for program efficiency

o Memory management support

The Special Effects Manager includes over 25 advanced special video effects. Sample source code is also included to help you customize effects and allow applications to consistently create their own effects.

To obtain more information about CD-RTOS/RAVE, the CD-I C Library, CD-I ProPak and CD-I Studio Services (with authoring, video pre-production, audio encoding, tape mastering and consulting) contact:

Microware Systems Corporation
1900 N.W. 114th St.
Des Moines, Iowa 50325-7077
Phone: (515) 224-1929
Fax : (515) 224-1352

Microware Regional Offices:
Western - (408) 980-0201
Southeastern - (407) 725-2840
Northeastern - (603) 929-4107

Microware France - (33) 42 58 63 00
Microware U.K. - (44) 703 601990
Microware Japan - (81) 3-3257-9000

It seems to me that Atari made a good choice by tieing their TT with CD-I because it will allow OS/9 to become a popular alternative OS. The real-time features that allows it to control devices in the industrial environment makes it a natural for the homes of the future which will be networked with the world and which contain smart appliances and fixtures linked with a common bus.

The first CD-I player is expected to be introduced October 16 in the major cities of the U.S.; it will have a list price of $1000 (discounted to $700-$800?). It will be interesting to read a post from anyone who gets a chance to try it out!

Jack

3287. New products

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 10:01:09 UTC
From: kiki@uhunix.uhcc.Hawaii.Edu
Message-ID: <15121@uhccux.uhcc.Hawaii.Edu>
Source record: 228272

Anyone with more information about the following?:

Atari multi-tasking TOS release on March '92 (is it in a form of ROM upgrade?)

Atari Ajax processor (any details available?)

Atari Falcon (68040-based system? What about Panther, Jaguar? Zoo?)

Chips & Technology $35 PC 386 system-on-a-card heralding the age of calculator-priced DOS machines. Also introduced six other processors. (Will Atari integrate them into ST models?)

Federated owners were sued by Tramiels (How is that case going?)

Fisher Germany develops a read/write CD system with 450 ms access and $800 price tag.

OmniTek introduces Omnichrome graphics board with 256 colors/16 million palette for the ST. Utilizes video DRAMS which may be added to upgrade the $299 base configuration (640x200) up to 800x600 resolution. (What graphics processor does it use? Is RAMDAC upgradeable? It supposedly installs in Shifter socket--how does it work?)

PC Magazine rumored about PgC 7600 $20 200 MIPS processor manufactured by Plessey; utilizes multiprocessing OS called Taos and also with 80x86 emulation, running PC software. Apple Computer is doing study of it. [If anyone in Cambridge, England has PgC Ltd.'s address handy, please email it to me]

STabloid is a shareware disk-based magazine featuring demos along with source code that is distributed by BBSs. (Is it available at any net archive?)

TMM compression system allows 240 minutes of full-screen full-motion video on a CD-ROM (This doesn't seem possible!?)

Toshiba will buy stake in Warner Communications. (Doesn't Warner have some kind of stake in Atari too? Now Atari can buy factory?)

Jack

3288. Re: Install an app for two diff filetypes, term with IBM graphics option?

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 10:01:10 UTC
From: r0mill01@ULKYVX.BITNET
Message-ID: <1991Oct7.100110.17262@vlsi.louisville.edu>
Source record: 228267

```
Be sure not to delete any trailing spaces after each line, and be careful
not to exceed 1024 bytes (each lines gets a CRLF appended in ST memory on
read). That 1024 limit is not for TOS 1.4 but for earlier versions. TOS
1.4 and above upped it to 4098. But some programs will barf if the shell-
put/get buffer is too large.
```

3289. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 12:06:00 UTC
From: carsten@seki.toppoint.de
Message-ID: <A0bcxaz3@seki.toppoint.de>
Source record: 228287

blackbox@pfunk.hanse.de (Michael Kistenmacher) writes:

>In <1991Oct02.002648.12532@convex.com>, William Rosenkranz writes:

>>no desire to change at the moment. i don't think TOS 1.4 has that much to
>>offer me personally. i don't use the desktop.

>Looks like you don't know much about TOS 1.4. I don't know about anything
>different between the DESKTOP on both TOS versions. But I do know about some
>very interesting speed increases of disk access, especially on a hard
>drive.
Yes,that's it!
I have a program that counts all files and folders on my harddisk.
Using TOS 1.2 is about 10 (TEN) times slower than TOS 1.4 !!
And time is money,isn't it :-) ?!

Carsten
--
Carsten Setje-Eilers 2300 Kiel Aschauweg 18a Germany
uucp:carsten@seki.toppoint.de zer:carsten@kbbs

3290. UltraScript, where to get ?

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 12:32:37 UTC
From: gaertner@rz-berlin.mpg.de
Message-ID: <1991Oct7.133238.6847@rz-berlin.mpg.de>
Source record: 228273
Cross-posted to: comp.sys.atari.st,sub.sys.st,dnet.atari

Hello Atari-fans,

I heared from UltraScript, a PostScript package for the Atari ST. It should
be able to view PostScript files and to print them on a variety of printers
(I need the driver for the NE P6). Could someone send me
1) more informations about UltraScript,
2 the address of a distributor here in Germany,
3) or the address of the company ?

Thanks in advance

Ralf

~~~~~~~~

Ralf Gaertner gaertner@rz-berlin.mpg.de
FHI Berlin
~~~~~~~~

3291. Re: ATARI ON TV

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 13:05:09 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1991Oct07.130509.110163@link-1.ts.bcc.ac.uk>
Source record: 228268

On the subject of Atari computers on Telly..

A few weeks ago I saw an episode of the American TV program "Dream On". In it the main character was writing a play (or was it a novel) on what looked like a Mac Plus with an IBM PC/AT extended keyboard with the screen showing what looked like 1st Word Plus with an Atari logo in the top left, in the menu bar.

Did anyone else see this, or was I halucinating (is that how it's spelt?)?

Steve

Addresses:-

Janet ucacmsu@uk.ac.ucl or ford@tharr.uucp@uk.ac.uknet
Internet ucacmsu@ucl.ac.uk or ford@tharr.uucp@uknet.ac.uk

3292. Re: HP Laserjet IIIP

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 15:29:45 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Oct7.152945.3106@magnus.acs.ohio-state.edu>
Source record: 228275

In article <1991Oct5.002306.7446@sactoh0.sac.ca.us> sap@sactoh0.sac.ca.us (Step
han A. Puga) writes:
>What is involved in hooking up an HP Laserjet IIIP to my computer? Are
>there any features I would not be able to take advantage of? What about
>fonts? Will the new GDOS work well with it? I have Pagestream and
>WordPerfect (which both have drivers for Laserjets), how well do these
>work? What about the options for the printer (i.e. toner cartridges, font
>cards, memory upgrades, etc.)?
>
> Thanks in advance,
> Stephan A. Puga
>--

To everyone out there looking into LaserJet III (&IIIp), they are great! They produce output better than most 600dpi printers. They will work with virtually any of the older LaserJet drivers. You will, however, NEED more memory to use either Calamus or PageStream. I have 3megs in mine, and I have never had a problem with memory. When I bought it it had only 1meg, and neither Calamus nor PageStream would print a full page at highest quality. I bought a second party memory card with 2megs for $180, it works fine, and 1meg from HP is $300. So I recomend second party add-ons.

- David Butler -
"What ever happened to free love anyway?"

-innagaddadaviddababy-

3293. Re: PageStream v18 -> buy?

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 15:41:01 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Oct7.154101.3524@magnus.acs.ohio-state.edu>
Source record: 228276

In article <q-9nmam@rpi.edu> dinsmm@aix.rpi.edu (Michael John Dinsmore) writes:
>
> Hi!
> I just downloaded a demo version of PageStream. This program looks
>very nice and I am considering buying it. A few questions first though:
>Is it one of the best DTP programs for the ST? The best?
>Can you get different fonts for it easily? Can you make the file
> into standard PostScript?
>How much is it? Is there any place where I can buy it? Address? Phone?
>
> Thanks a lot for your help!

Generally Calamus is considered the best, and PageStream (2.1) is considered second best. However, if you need to do color PageStream is the only current option (I have the Calamus SL demo, but as of yet no upgrade notice). Generally Calamus has a better interface, but takes longer to learn how to use. Calamus is also considerably faster at ALL functions, and this goes for SL and Pagestream 2.1 also. Calamus is especially fast to the printer, and still gives slightly better output than Pagestream 2.1 (calamus can be set to produce much finer fills and smoother gradients than PageStream, even if going through postscript). PageStream is still a very good program though, and I would recomend getting your hands on a machine with Calamus and Pagestream 2.1 and trying them with access to the instruction manuals. Calamus without a manual would probably be impossible.

- David Butler -
"What ever happened to free love anyway?"

-innagaddadaviddababy-

3294. Delirious?

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 15:57:26 UTC
From: selick@bucsf.bu.edu
Message-ID: <91128@bu.edu>
Source record: 228277

I got Delirious from terminator.cc.umich.edu and it just says 'Don't worry...Loading delirious' and the floppy drive will keep clicking for all eternity. I tried on 2 different disks to see if it was a problem. I have a 4 meg 1040ste...

3295. Re: Wot A Scorcher !!!

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 16:08:16 UTC
From: stefan@spc.nl
Message-ID: <1991Oct07.160816.7094@spc.nl>
Source record: 228281

Gerard Pinzone writes:

>In a previous article, glens@natinst.com (Glen Sescila) says:

>> Oops, I left out one quetion. Do these Mega-Demos use some sort
>>of video mode that I am unaware of or something. I have to adjust my
>>Vertical-Hold knob on my Multi-Sync monitor when I run most demos. This
>>is not a complaint! I am just curious if I am missing out on a special video
>>mode (I do a little Assembler dabbling myself).
>>
>The demos are in 50Hz. My monitor rolled as well when I first bought it.
>Basically, you have to adust it so it's stable for both 50Hz and 60Hz.

There is more to it, most demos nowadays use a thing called 'sync scrolling',
it involves lots of sync-switching (50-60-70Hz) in the top border of the screen.
The poor Shifter will get confused by this and will forget to draw parts of the
screen, resulting in a change in screen address that can be up to 8 bytes,
effectively scrolling the entire bitmap. It works a bit like the smooth
scrolling on the 64. Also, you can trick the Shifter into not drawing the
borders, that's all the full-screen stuff you see.
There is one drawback to this, different machines are subtly different
(I'm talking clockcycles here) and also, your monitor has to be able to
handle 50-60Hz sync. (This means it doesn't work on most TV's) This is also
the reason why commercial products hardly use this technique. There are a
few games I know that do it, and some of them look pretty good using it,
doing smooth all direction scrolling.
Also, it's very hard to do it right, it takes a whole lot of fiddling and
clockcycle-tampering, so it is for freaks only (aren't we all) :-)
--
"We convoke the Nephilim and they come {*} Stefan Posthuma, SPC Company
to us, strangers with the eyes of men." | stefan@spc.nl

3296. Re: Technical information on ST(e)?

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 17:19:02 UTC
From: dxper@dtek.chalmers.se
Message-ID: <5248@chalmers.se>
Source record: 228278

kiki@uhunix.uhcc.Hawaii.Edu (Jack W. Wine) writes:

>Sybex Germany is publishing a 1300 page book about the new STe and TT
>machines which will probably contain all the information we need!
>The author is Julian Reschke, who also happens to be on the net.

This seems interesting...!

>Has anyone in Germany seen the book in the shops? I'd like to order
>a copy.

Perhaps the question should be:

Has anyone seen this book in *English*?

At least I would prefer it that way ... :-)

--
.....Andrew Olausson.....
.....Systems Architect.....
.....dxper@dtek.chalmers.se.....
.....pao@proxxi.se.....

3297. Re: People dumping machines (was.. Atari Mega 2 system.. for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 17:31:43 UTC
From: micro@imada.ou.dk
Message-ID: <1991Oct7.173143.24246@imada.ou.dk>
Source record: 228280

warwick@cs.uq.oz.au (Warwick Allison) writes:

>That was my guess, from seeing the "Blitter" option greyed out (ie. disabled)
>on my friend's TT. It seems to me that if TurboST and QuickST can do better
>than the blitter (though I'm still not convinced), then certainly even the
>coders at Atari can do better with a 32MHz machine.

Try to compare the speed of a general bit_blit, with blitter active to a
bit_blit 'under' software blitters (NVDI, TurboST,QuickST).
The reason you don't notice much speed increase with blitter on the desktop
is that all access is aligned to bytes, and the blitter is best at bit-aligned
access. Try to move a block of graphics in a (clean) paint program (to ensure
that the blitter is used), or a non-clean paint program that knows about the
blitter.

The Atari blitter is also good at filling horz. lines (4 planes with dither
in four memory accesses per. 16 pixels). And in only ONE BLIT!!!

By carefully choise of the halftone ram, you can also get it to scale your
bitmapped graphics (in the width!).

-Klaus

3298. Problems with Supra HD I/F

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 17:48:00 UTC
From: dxper@dtek.chalmers.se
Message-ID: <5251@chalmers.se>
Source record: 228279

I'm experiencing boot:ing problems with the following setup:

An old 1040ST running TOS 1.40
A supra interface (1989 or even older issue)
A Micropolis 1375 (150 Mb, SCSI) drive
A Konica 5 1/4 10 Mb removable media drive (SCSI)

The Micropolis and the Konica drive is connected to the same lead.
The Micropolis is unit (0,0) and contains the boot partition (C:).
The Konica drive is unit (1,0).
Both drives have their own power supply with the konica unit feeding the
supra interface. The lead connecting the drives is ~1.x meters long.

The problem I'm experiencing is that when I power up the system won't boot
and I always have to do a reset manually (after the cold start has finished)
and the it works ok. (the 1375 drive does spin up, though, at power up)

After the initial booting reseting (both cold and warm) the machine works
error-free until I turn the power off.

I'm using the removable media driver as boot driver on drive C; if I switch
to the standard driver the removable drive won't work 100%...

Ofcourse these problems aren't giving me too much trouble but it *is*
annoying always having to do manual resets ...

Is there anyone out there who have had similar experiences or does anyone
know how to reach Supra Corp from the Internet...?

pao

--
.............................Andrew Olausson.................................
............................Systems Architect...............................
.........................dxper@dtek.chalmers.se............................
.............................pao@proxxi.se.................................

3299. Re: ATARI ON TV

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 18:29:22 UTC
From: wolf%flex@uunet.uu.net
Message-ID: <NRJg01w164w@flex.uucp>
Source record: 228302

ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:

> On the subject of Atari computers on Telly..
>
>
> A few weeks ago I saw an episode of the American TV program "Dream On". In it
> the main character was writing a play (or was it a novel) on what looked
> like a Mac Plus with an IBM PC/AT extended keyboard with the screen showing
> what looked like 1st Word Plus with an Atari logo in the top left, in the
> menu bar.
>
> Did anyone else see this, or was I halucinating (is that how it's spelt?)?
I can't say about this show, but I saw "Servants Of Twilight" and the
P.I.'s secretary had a 1040ST on her desk. Not much later I saw the
movie "Steel And Lace"--while the screen displays were NOT ST screens,
the keyboard sure was..Looked like an older 520ST..

Also saw several episodes of "Friday The Thirteenth" (a great show) that
featured Atari STs very prominently.

3300. TT Unix etc.

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 19:05:38 UTC
From: data3d@aahs.no
Message-ID: <"1057*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 228282

Atari Germany has now started selling their Unix for the TT, Atari System V Rel. 4 (ASV). Software is retailed at 3649,74DM for a 213 MB HD or 4486,76DM for a 340MB HD (Maxtor drives).

The ASV developer's edition comes along with:

X Window 11.4
OSF/Motif 1.1
WIsh (graphical shell)
GNU C/C++ compilers and GNU debugger (all Rel. 1.39)
AT&T System V debugger
X Facemaker 2 (Tool for creating graphical user-interfaces)
Networking File System
Remote File Sharing
TCP/IP
BSD Sockets

Atari is also going to build a new "European Support Centre" at Raunheim in Germany where Ralf Rodriguez (Atari's ASV development director will run support for european ASV developers.

==========
Karl Anders Oygard
Email: Karl A Oygard <data3d@aahs.no> #include <disclaimer.h>

3301. Re: ATARI ON TV

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 20:26:07 UTC
From: marshall@cs.uq.oz.au
Message-ID: <4216@uqcspe.cs.uq.oz.au>
Source record: 228294

Australian tv (SBS Channel) recently showed the soccer match between
Scotland and Germany - played in Scotland, I think (maybe it it was Wembley,
England). The Atari logo and the legend "Atari computers" was
very plainly seen, quite frequently, on the ad-boards surrounding the soccer
pitch.
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

3302. Re: PageStream v18 -> buy?

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 20:32:10 UTC
From: boyd@sigma.cs.fsu.edu
Message-ID: <1991Oct7.163210.14409@mailer.cc.fsu.edu>
Source record: 228284

```
In article <9576@cactus.org>, covert@cactus.org (Richard Covert) writes:
>
>There is a magazine (diskzine or somesuch) called RADICAL TYPE to support
>the Atari ST and the Amiga version of PgS.
>

Do you have any more info on this? Where can I get it?

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-----------------------------------
```

3303. Mega2 questions

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 20:40:46 UTC
From: kenneth@matt.ksu.ksu.edu
Message-ID: <kf1hieINNbeq@matt.ksu.ksu.edu>
Source record: 228286

Questions:

1) Does the Mega2 take standard simms?

2) How much memory can one stuff into a Mega2 before aditional
hardware (cards..etc) is required?

3) What seems to be the going rate for the needed memory for
the Mega2 these days?

Thanks....

3304. Sequencer/Sync Box for sale

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 20:41:54 UTC
From: douglas@wpi.WPI.EDU
Message-ID: <1991Oct7.204154.21274@wpi.WPI.EDU>
Source record: 228283
Cross-posted to: rec.music.synth,rec.music.makers,comp.sys.atari.st

For Sale: Passport Designs' Master Tracks Pro for Atari ST.
Features Simpte generation.
Latest version (final?) V-3.6
Complete documentation.
Asking $140.00

J.L. Cooper PPS-1 midi sync box.
Using this with Master Tracks pro allows
you to 'stripe' your analog tape with
time code, locking your midi devices in
time with your analog recording.
Comes with owners manual and power supply.
Asking $80.00.

Both items are in perfect condition.
Call: (508) 831-5237 (weekdays)
(508) 835-6772 (eves, weekends)
or reply via net, ask for Doug.
Thanks..
--
Douglas White douglas@wpi.wpi.edu
Dept. of Chem. Eng.
WPI

3305. Re: Delirious?

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 20:44:37 UTC
From: boyd@xi.cs.fsu.edu
Message-ID: <1991Oct7.164437.15060@mailer.cc.fsu.edu>
Source record: 228285

In article <91128@bu.edu>, selick@bucsf.bu.edu (Steven Selick) writes:
>
>I got Delirious from terminator.cc.umich.edu and it just says 'Don't
>worry...Loading delirious' and the floppy drive will keep clicking for
>all eternity. I tried on 2 different disks to see if it was a problem. I
>have a 4 meg 1040ste...

The first .msa file is tracks 0-40, the second contains tracs 41-82. You
restore both .msa file to the same disk. This might be your problem.

If it works, please post a description of the demo. Us non-ste'ers are
wondering . . .

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

3306. Re: MS-DOS Emulator recommendations?

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 21:47:48 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1991Oct7.214748.6712@digi.lonestar.org>
Source record: 228291

In article <1991Oct6.180929.12533@lonex.rl.af.mil> longj@lonex.radc.af.mil (Jeffrey K. Long) writes:
>
>I DO NOT WANT TO GET RID OF MY STE!!! I DO WANT to be be able to buy some of
>the more popular software packages (I.e. Quicken, Tobias' MYM etc..) and
>use them in addition to the stuff I now know and love on my STE (like
>Flash, GNU-C,...) so I am looking at buying an MS-DOS Emulator.
>
I use PC-Ditto I (the software emulator) to run Quicken 4.0. Quicken, like the name implies, is fairly fast so that software emulation is tolerable. I recently added AdSpeed (16 MHz). This results in Quicken responding as if you had a hardware XT. And it speeds up all my ST programs significantly. (BTW, use DOS 3.3 for best performance.)

For the other software, I much prefer the Atari environment. To give myself a high degree of compatibility at work, I use the following on my 386:
GEM 1st Wordplus - data interchangeable with 1st Word on ST
GEM Drawplus - data interchangeable with Easy Draw on ST
Lotus 123 / Quattro Pro - "" "" "" LDW Power.

Although I do not use a database at work, I use Superbase Personal at home which has configurable record delimiters (so could interchange with other DB programs). It is my understanding the Superbase is available for PCs running under GEM. I also use DR DOS 5.0 at work. The ViewMax shell gives me a little of the Atari feel and relocates a bunch of junk to high memory yielding more of that precious 640K. (It still is about 2 or 3 hundred years behind NeoDesk 3, but it beats MS_DOS command lines! :-)

Sorry to stray from your question re: emulators. But be carefull, you might get what you wish for (i.e., having to run more PC software! :-)

Regards,
R.C.G.

3307. Re: Wot A Scorcher !!!

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 21:54:21 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Oct7.215421.19533@wam.umd.edu>
Source record: 228293

In article <1991Oct07.160816.7094@spc.nl> stefan@spc.nl (Stefan Posthuma) writes:
>The poor Shifter will get confused by this and will forget to draw parts of the
>screen, resulting in a change in screen address that can be up to 8 bytes,
>effectively scrolling the entire bitmap. It works a bit like the smooth
>scrolling on the 64. Also, you can trick the Shifter into not drawing the
>borders, that's all the full-screen stuff you see.
>There is one drawback to this, different machines are subtly different
>(I'm talking clockcycles here) and also, your monitor has to be able to
>handle 50-60Hz sync.

More to the point, not all shifter chips can handle this, and on machines
with the earlier shifters this technique produces a jittery mess. As
you said too, some monitors can't be synced to both 50 & 60 hz.

A word to the wise: Don't abuse the shifter this way unless you want
your software to break on lots of machines. Relying on undocumented
hardware anomalies like this is not impressive -- it's poor progamming.

Dave Baggett
dmb@wam.umd.edu

3308. Accelerators for the ST forsale

Newsgroup: comp.sys.atari.st
Date: 1991-10-07 23:01:11 UTC
From: stevef@bug.UUCP
Message-ID: <832@bug.UUCP>
Source record: 228306
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,or.forsale

I have come to possess a large number of Processor Accelerators for the 520, 1040, and Mega ST that I will sell for $65 each shipping included (add $5 for shipping outside the U.S.). I will sell two for $100. These are new units, in the box, were built by CMI and are fully tested. These accelerators are on multilayer boards that plug into a socket you solder onto the 68000. These boards are built around a 16 MHz 68000 and run at double the standard processor speed. The speed up you get with this product depends on the software you are running, but it runs from 10 to 30%.

These boards (there is a different one for the 520/Mega or 1040, so let me know what you want) also accept 68881 floating point unit of any speed, although it doesn't pay to get one faster than 16 MHz. For software that uses the math chip you can get speed ups of eight to ten times or more.

There is also a socket for an Atari blitter chip if your machine didn't come with one. You can get these from your Atari dealer.

These boards originally sold for around $300. Schematics and PAL equations are available on request (they are available separately along with a blank board for $15). Complete instructions are included. DON'T try to install one of these if you are not handy with a soldering iron and haven't done this kind of thing before! I will not be liable for your mistakes.

If you want one of these, call or send a check to:

Steven R. Fordyce
6913 Sunnyview Rd NE
Salem, OR 97305-9543
(503)362-8637

Steven R. Fordyce uunet!sequent!ether!stevef

3309. More advice wanted: Floppy drives

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 00:24:12 UTC
From: bgodot@pro-smof.cts.com
Message-ID: <j769875@pro-smof.cts.com>
Source record: 228298

I knew I forgot something when I was asking about the monitor...

Does anyone have any recommendations or warnings about floppy drives
for the ST?

3310. Tracker .MOD files source

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 00:38:43 UTC
From: u1398@jsp.umontreal.ca
Message-ID: <1991Oct8.003843.21403@jsp.umontreal.ca>
Source record: 228288

I have been looking for FTP sites that have .MOD tracker music files,
can someone pass along a few internet addresses which have some?

With all these background STE players, who can resist?

```
==========================
= "Is it PC compatible?" =
= "How much Megahertz?" =
==========================
```

3311. Re: Wot A Scorcher !!!

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 00:54:05 UTC
From: warwick@cs.uq.oz.au
Message-ID: <4223@uqcspe.cs.uq.oz.au>
Source record: 228300

dmb@wam.umd.edu (David M. Baggett) writes:

>A word to the wise: Don't abuse the shifter this way unless you want
>your software to break on lots of machines. Relying on undocumented
>hardware anomalies like this is not impressive -- it's poor progamming.

Here, here.

Now... to go and check if Hacman II works on the TT....

Warwick ;-)
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3312. Re: BIG color

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 02:31:14 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.91Oct8033114@nic.funet.fi>
Source record: 228289
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <17967@hydra.Helsinki.FI> luoto@cs.Helsinki.FI (Markku Luoto) writes:

-What choices do I have in monitors... I want a big one (at least 19")

For TT with Calamus SL I would definitely recommend 21" EIZO Flexscan. Best
picture and 21" shows the A3-page in natural size. Unlimited colors.
And to use the monitors features, a VME-connected display-card from Matrix
would be ideal. Matrix has 24-bit cards for TT.

-How many coclors do they display ?

As I said, monitor unlimited, card 16.7 milj (24-bit).

-what kind of triks do they do to the TOS ? which of them CAL.SL supports ?

Have no info about this...

- any hints, tips, or things to avoid ?

Your wallet may get lethal strikes ;-)

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator in nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

3313. Gulam MEM command malfuntion?

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 02:31:18 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91280.223118JJL101@psuvm.psu.edu>
Source record: 228296

I have recently upgraded from 1.0 to TOS 1.4 and added a hard drive to my system. Since this, however, I never get good response from gulam's mem command. It says 0 bytes at 0 owned by 0. Any ideas? There is about 700k RAM free though!

****
* * John J. Lehett * JJL101@PSUVM *
* J.J. * Penn State * *
* * Center for Academic Computing * JJL101@PSUVM.PSU.EDU *
****
* Atari ST's!, Games, Puzzles, Cryptos, Programming, Chaos Theory *
****

3314. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 02:48:39 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.91Oct8034839@nic.funet.fi>
Source record: 228290

In article <1991Sep17.205708.3903@cunixf.cc.columbia.edu> cmm1@cunixb.cc.columbia.edu (Christopher M Mauritz) writes:

p.s. The last Gadgets newsletter I got list the SST's price at under $1,000.
It makes a lot more sense than buying a TT if the speed is up to snuff.

I haven't heard of Gadgets for a long time. Which is the last issue of the newsletter? I got number five, nothing after that.

Has the Spectre 3.1 been released yet? I would like to get the upgrade...

Email to me if there is something, please.

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator in nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

3315. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 03:00:20 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.91Oct8040020@nic.funet.fi>
Source record: 228292

In article <3314@cod.NOSC.MIL> healy@cod.NOSC.MIL (Mike Healy) writes:

Does anyone know if the SST will fit into a 1040stf? A friend of mine has
a 25 MHz 68030 just looking for a good home. It wouldn't be 40 MHz, but
I imagine a little bit faster than my 8 MHz 68000.

SST can be fitted to ANY ST with the conventional DIL-type 68000.
With 520/1040's you propably have to install the motherboard to a PC
or a tower-case to get enough room for the card. STE:s have PLCC-type
68000, they are out of the question.
So, any ST, STM, STFM, MegaST will do.

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator in nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

3316. Re: Spectre GCR/System 7/A/UX

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 03:44:37 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.91Oct8044437@nic.funet.fi>
Source record: 228297

In article <1991Oct3.140020.25878@magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:

>1 simple question: Does Spectre run System 7 and A/UX?
>
>Karl Anders Oygard - Karl A Oygard <data3d@aahs.no>

working soon for those who want it. As for A/UX, since Dave is a UNIX wiz, if
it does not work at this time, I'm sure he is working on it, or can at least
let you know one way or the other.
- David Butler -

Apple's A/UX requires a 68030 based machine, minimum of 8Mb RAM and
160Mb hard-disk space. Also a CD-ROM is highly recommended (othervise
the system has to be installed by Apple, it is delivered on CD).
So getting A/UX to run with Spectre definitely requires a TT or SST.
And it may still be very tricky... Or I would rather say nasty?

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator in nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

3317. Re: XScreen-Saver

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 04:24:54 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Oct8.042454.11582@watdragon.waterloo.edu>
Source record: 228295

In article <91275.190135JOKHC@CUNYVM.BITNET> Joshua Kronengold <JOKHC@CUNYVM.BITNET>
writes:
}You don't want to malloc in a desk acc inside a application, because once you
}are closed, anyone else can use that memory.

Ack, what a hideous "feature" of TOS... *grumble*... Ah well, I can just have
a reserve buffer like MultiDesk...

} A easy Idea, might be to make savers written in some type of
}interpred language,or script. If you distribute an interpreter with it, litera
}ly anyone can make up their own saver...
}
} To be really simple, the 'language' could just be an animation format...

This has definitely crossed my mind... Maybe as a preliminary XSaver
version or something... Assuming I can get a decent saver routine (ie, one
that'll sit around and watch for inactivity) hooked into the system... That
one's also puzzling me.... *sigh* Hope I'm not in _too_ far over my head!
:-)

In the language, I'd put standard vdi-style primitives, simple looping,
maybe extended commands, like load-degas, load-neo, whatever...

---------------==---------------
Chris Herborth cjherborth@{rose|lotus}.waterloo.edu
3B Hons English RPW GEnie: C.HERBORTH
Never send a monster to do the work of an Evil Scientist...

3318. Re: Tracker .MOD files source

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 04:57:00 UTC
From: boyd@bind.cs.fsu.edu
Message-ID: <1991Oct8.005700.23183@mailer.cc.fsu.edu>
Source record: 228301

In article <1991Oct8.003843.21403@jsp.umontreal.ca>, u1398@jsp.umontreal.ca (Kosmatos Odisseas) writes:
>I have been looking for FTP sites that have .MOD tracker music files,
>can someone pass along a few internet addresses which have some?
>

I second this. The TCB Soundtracker was on the monthly disk supplied with Atari ST User issue july 91. It is the full commercial version with docs included. The magazine costs 2.99 pounds (you could probably order it from Sideline Software in Florida). I do not see anything in the docs or in the magazine about distributing the software. I would assume that it would be illegal, but I cannot find this printed anywhere. Anyone know if I can put this on atari.archive?

Please post any .MOD sources to c.s.a.st. Thanks in advance.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

3319. SIM CITY - STe Compatible?

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 06:12:00 UTC
From: Christoph_Bregulla@k2.maus.de
Message-ID: <A26283@k2.maus.de>
Source record: 228219

Yeah ! Sim City runs on STes. It's really great !

Ciao
Christoph

3320. Re: ATARI ON TV

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 07:48:04 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4091@odin.cs.hw.ac.uk>
Source record: 228312

In article <1991Oct07.130509.110163@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk
(Mr Stephen R Usher) writes:
]A few weeks ago I saw an episode of the American TV program "Dream On". In it
]the main character was writing a play (or was it a novel) on what looked
]like a Mac Plus with an IBM PC/AT extended keyboard with the screen showing
]what looked like 1st Word Plus with an Atari logo in the top left, in the
]menu bar.
]
]Did anyone else see this, or was I halucinating (is that how it's spelt?)?

I'm afraid I tend not to notice things like computers when I'm watching
"Dream On" :-)

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

3321. Re: ATARI ON TV

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 07:57:32 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4092@odin.cs.hw.ac.uk>
Source record: 228313

In article <4216@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au writes:
>Australian tv (SBS Channel) recently showed the soccer match between
>Scotland and Germany - played in Scotland, I think (maybe it it was Wembley,
>England). The Atari logo and the legend "Atari computers" was
>very plainly seen, quite frequently, on the ad-boards surrounding the soccer
>pitch.

I'm not a football fan but I think I saw a bit of this match. I noticed the
Atari logos too. I also noticed that the other ads around the pitch were
German so I conclude that Atari Germany placed the ad's rather that Atari UK.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

3322. Re: TT Unix etc.

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 08:10:08 UTC
From: mtvfb@tintin.rivm.nl
Message-ID: <1991Oct8.081008.22475@rivm.nl>
Source record: 228311

In article <"1057*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS> data3d@aahs.no (Karl Anders 0ygard) writes:
>Atari Germany has now started selling their Unix for the TT, Atari
>System V Rel. 4 (ASV). Software is retailed at 3649,74DM for a 213
>MB HD or 4486,76DM for a 340MB HD (Maxtor drives).
^^^^ ^^^^^^^^^ ^^^^^^^^

Why are there different prices for each configuration? The price is for
the software only, I expect. And as far as my experience with Interactive
UNIX on a 386 goes, the software is the same for whatever harddisk there is.
You could always add a disk (provided the machine can handle them).
Is this some weird UNIX implementation of Atari or what? The package does
look nice and complete, though.

Fokke de Boer
mtvfb@tintin.rivm.nl

3323. Re: Tracker .MOD files source

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 08:38:25 UTC
From: marc@hemlock.cray.com
Message-ID: <1991Oct8.033825.17416@hemlock.cray.com>
Source record: 228305

In article <1991Oct8.005700.23183@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>In article <1991Oct8.003843.21403@jsp.umontreal.ca>, u1398@jsp.umontreal.ca (Kosmatos Odisseas) writes:
>>I have been looking for FTP sites that have .MOD tracker music files,
>>can someone pass along a few internet addresses which have some?
>>
>
>I second this. The TCB Soundtracker was on the monthly disk supplied with
>Atari ST User issue july 91. It is the full commercial version with docs
>included. The magazine costs 2.99 pounds (you could probably order it from
>Sideline Software in Florida). I do not see anything in the docs or in the
>magazine about distributing the software. I would assume that it would be
>illegal, but I cannot find this printed anywhere. Anyone know if I can
>put this on atari.archive?
>
>Please post any .MOD sources to c.s.a.st. Thanks in advance.
>
> Mickey R. Boyd |

I believe that Atari ST User said quite explicitly that this was NOT a public
domain version, so I don't think you can upload it to a.a. There IS however,
a demo version (lacks a lot of the featuers) -- I imagine you could upload this.

[M][a][r][c]

###
marc@hemlock.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!uknet!crayuk!M.Bouron (UUCP) #
###

3324. Re: ATARI ON TV

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 09:13:43 UTC
From: univwa@sbuvax.rz.uni-sb.de
Message-ID: <13651@sbsvax.cs.uni-sb.de>
Source record: 228304

In article <1991Oct07.130509.110163@link-1.ts.bcc.ac.uk>, ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
> On the subject of Atari computers on Telly..
>
>
> A few weeks ago I saw an episode of the American TV program "Dream On". In it
> the main character was writing a play (or was it a novel) on what looked
> like a Mac Plus with an IBM PC/AT extended keyboard with the screen showing
> what looked like 1st Word Plus with an Atari logo in the top left, in the
> menu bar.
>
> Did anyone else see this, or was I halucinating (is that how it's spelt?)?
>
> Steve
>
> Addresses:-
>
> Janet ucacmsu@uk.ac.ucl or ford@tharr.uucp@uk.ac.uknet
> Internet ucacmsu@ucl.ac.uk or ford@tharr.uucp@uknet.ac.uk

Concern: Atari on TV

Hi there,

last evening in tv they had a documentation about the 2 germans who got
the medicine Nobel prize yesterday - Dr. Nehre and Dr. Sakman. For several
minutes you could see that at least Dr. Nehre did his research with Atari
computers !!!

One could admire: several Mega STs
some Megafiles
a Vortex (or Protar) M44 removable
selmade (measuring?) software on SM124 screens

What about this role of Atari in TV ???

Bernhard

* *
* Dipl.Ing. Bernhard Stumpf | | | *
* / ___ / University of the Saarland | | | *
* /----. /__. -/- D-6600 Saarbruecken | | | *
* /____/ ___/ /_. / | \ *
* phone : ++49-681-302-41.43 / | \ *
* e-mail: bestu@sbuvax.rz.uni-sb.de / | \ *

* *
****

3325. Re: Problems with Supra HD I/F

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 10:02:50 UTC
From: r0mill01@ULKYVX.BITNET
Message-ID: <1991Oct8.100250.16867@vlsi.louisville.edu>
Source record: 228307

I've had the same problem and returned my 1985 drive right after purchase
twice to Supra. They decided the problem was with my ST controller.
I now have two Supras (why didn't I learn?). The new one is a 1990 vintage.
I powers up without a problem, but the older model still fails even though
it's daisey chained to the DMA port through the new drive. I believe the
problem has to do with Electrical Interference between the ribbon cable
and the SCSI controller board.

BTW some of Supra's controllers will exhibit startup problems with
multiple SCSI devices if the devices are not all ODD numbered or
EVEN numbered (i.e. (1,0) and (3,0) or (0,0) and (2,0) are ok but
(0,0) and (1,0) are not).

Hope this helps,

Robert Royar

3326. Re: Technical information on ST(e)?

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 10:34:08 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91281.101152ONM07@DMSWWU1A.BITNET>
Source record: 228308

In article <15118@uhccux.uhcc.Hawaii.Edu>, kiki@uhunix.uhcc.Hawaii.Edu (Jack W. Wine) says:
>
>Sybex Germany is publishing a 1300 page book about the new STe and TT
>machines which will probably contain all the information we need!
>The author is Julian Reschke, who also happens to be on the net.
>
>Has anyone in Germany seen the book in the shops? I'd like to order
>a copy.

Sorry, it's not yet ready. We are working on it.

_____________________________ cut here _____________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong _____________________________

3327. Re: Install an app for two diff filetypes, term with IBM graphics option?

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 10:48:22 UTC
From: harold@alice.hobby.nl
Message-ID: <6220652@alice.hobby.nl>
Source record: 228019

In article <6446.28e738d9@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
> 1. Is there anyway to install an application for more than one filetype?
> ...
> filetype. Well, it won't let you do that under 1.4 :*(So I tried to
> edit the desktop.inf file adding the required lines to install the
> application for two filetypes. Well, my ST just crashed on boot up
> then!! Any suggestions?

Did you not accidently remove the cntr-Z at the end of the file
or inserted an extra space somewhere?
You should be very carefull when editing the desktop.inf file
the format is real strict. But it should work I did it many times
without problems

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3328. Re: lharc 2.01e vs zoo 2.1: so

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 10:57:00 UTC
From: Von_: _Patrick_Dubbrow@ms.maus.de;
Message-ID: <A25856@ms.maus.de>
Source record: 228217

rosenkra @ convex.com wrote:
>no desire to change at the moment. i don't think TOS 1.4 has that much to
>offer me personally. i don't use the desktop.

If you call a harddisk your own you won't wish to use TOS 1.02 again if you'll
get to know TOS >= 1.04. The differences in speed and safety are great.

Patrick

3329. Nobel award

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 11:03:00 UTC
From: Von_: _Patrick_Dubbrow@ms.maus.de;
Message-ID: <A25845@ms.maus.de>
Source record: 228218

Did you see reports on TV about the two german scientists who had won the nobel price in the category medicine?
They are using an equipment based on an Atari ST. Maybe Atari should utilize this.

Patrick

3330. Re: *.doo PICTURE FORMATS

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 11:15:20 UTC
From: harold@alice.hobby.nl
Message-ID: <5556468@alice.hobby.nl>
Source record: 228020

In article <1991Oct2.062424.28939@minyos.xx.rmit.oz.au> t821431@minyos.xx.rmit.oz.au (Richard Clarkson) writes:
> What programs are available that allow one to draw/paint in *.doo picture
> formats?

The Doodle format is nothing else than a screen dump of a monochrome
ST resolution screen (640X400).
You can use any program that lets you import a file of extactly 32000 byte.
If the program looks for a certain extension just chance it (the file that
is)

> I am chasing a program that does such format!

I know of columbia a PD program look for it in the Atari archive.

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3331. gnu again !!

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 12:44:21 UTC
From: arshad@siesoft.co.uk
Message-ID: <1991Oct8.124421.9341@siesoft.co.uk>
Source record: 228309

Few weeks ago I posted an article regarding possiblity of running gnu cc and
c++ on a Mega ST4 with only a single floppy. All the people who responded to
that article advised me to save time (and hairs) and get a Hard Disk. So
I bought a Protar 80M harddisk. After getting the harddisk I tried to
get the software from atari.archive.umich.edu using email (I dont have ftp)
but no luck. I sent request as follows :
To: atari@atari.archive.umich.edu
Subject: junk
send gnustuff/tos/gcc/bin/gccbin00.zoo

Is there something wrong with the above request ?

Is somebody willing to mail me the software? Please email(arshad@siesoft.co.uk)
me before sending any software - I dont want to receive more than one megabyte
of software in any one day.

I need the following files (or later versions) :
gnustuff/tos/gcc/bin/gccbin00.zoo
gnustuff/tos/include/bin/incbin71.zoo (or incbin72.zoo)
gnustuff/tos/lib/bin/libolb71.zoo
gnustuff/tos/documentation/gccdoc.zoo

gnustuff/tos/gdb/bin/gdbbin11.zoo
gnustuff/tos/documentation/gdbdoc.zoo

gnustuff/tos/g++/gxxbin.zoo
gnustuff/tos/g++/gxxinc.zoo
gnustuff/tos/g++/gxxlib.zoo

Thanks in advance.
arshad.

==
Arshad Mahmood | Tel : 0344 850987
Siemens Nixdorf Information Systems Limited | Fax : 0344 850096
Siemens Nixdorf House | email : arshad@siesoft.co.uk
Oldbury, Bracknell
Berkshire RG12 4FZ
England.

3332. WANTED:Portfolio

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 12:57:17 UTC
From: dtroup@carroll1.cc.edu
Message-ID: <2625@carroll1.cc.edu>
Source record: 228318
Cross-posted to: misc.wanted,comp.sys.handhelds,comp.sys.laptops,misc.forsale.computers,comp.sys.atari.st

I'm looking for an Atari Portfolio handheld computer. Serial connector
and extra RAM cards would be nice, but not needed.

thats all! :-)

--
David C. Troup !"Reality is the only ! He'll jybe on your wave,
dtroup@carroll1.cc.edu ! word in the language ! He'll run into you,
414.336.2631 ! that should always ! He'll go forward on his 9'4".
DCT TECHNOLOGIES ! be used in quotes." ! He's Dave Troup. DC-12

3333. What's been goin' on since 1988?

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 14:30:48 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1991Oct8.143048.2790@exu.ericsson.se>
Source record: 228310

I used to be fairly active in the Atari 8-bit world from 1982-1988. I followed all the hooplah surrounding the introduction of the STs and almost purchased one, but I ended up getting a low-end PC clone instead (I needed to run Turbo Pascal at a decent clip). I realize that the ST is *not* a high-end version of the old 800/XL/XE, but it *is* a decent system and the price is very right.

Anyhow, I'll be getting another computer soon and it doesn't need to be compatible with any other machine. So, could somebody fill me in on what's been happening since 1988? From my very minor exposure to the Atari world since then, it seems that U.S. ST support has all but disappeared, the Mega-STs were introduced, then the 1040 STE, Mega-STE, the long-rumored TT, and the Blitter chip (which, so I've heard, isn't all as great as it was supposed to be). What else has happened? What's the difference between the ST and STE? Have most of the major ST software producers gone under? Who are the "big names" these days? Any major new software releases? How is Atari's support? How is the public domain market?

Finally, if I were to purchase an ST, which model would you reccommend? (I personally can't stand the all-in-one design of the 1040, but I don't know anything about the other machines).

Any answers/help would be appreciated?

--
James Hague
exuhag@exu.ericsson.se

3334. Calamus Docs (was Re: PageStream v18 -> buy?)

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 15:21:23 UTC
From: d91jn@efd.lth.se
Message-ID: <1991Oct8.152123.17102@lth.se>
Source record: 228316

In article <1991Oct7.154101.3524@magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:
<- I cut some text here ->
>finer fills and smoother gradients than PageStream, even if going through
>postscript). PageStream is still a very good program though, and I would
>recomend getting your hands on a machine with Calamus and Pagestream 2.1 and
>trying them with access to the instruction manuals. Calamus without a manual
>would probably be impossible.
>
>- David Butler -
> "What ever happened to free love anyway?"
>
> -innagaddadaviddababy-

If anyone needs the documentation for Calamus, I've got the whole thing as
textfiles. They come from the Sewer Doc Discs, compiled by the Australian
hacker crew Sewer Software. It may add up to a few hundred of kbytes, and I
can't put them on the net (the Sun's can't communicate to my STe yet), but
I would send a copy by snail to anyone who need the doc's to see what Calamus
really can do.
I suppose I should add that this is intended for use with the Calamus demo.
(As there is no need for those doc's if you have the real stuff), I'm not
very eager to help any pirates out there!

If you want this, email me at d91jn@efd.lth.se
or send a blank disk and 2*int.rep. by snail-mail at

Jerker Nilsson
Kamnarsvagen 4:2108
S-226 45 LUND
Sweden

(you'll have to send the disk, as I am almost out of them)
Don't forget to mention if you can't use double sided. (coz i may have to
crunch the files to fit them on a singel sided floppy).

Hope to help U

- Jerker Nilsson, email d91jn@efd.lth.se -
---- My opinion may change, but not the fact that I am right! ----
Insert own toughts here. The above is mine, and only mine!

3335. Re: VORTEX

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 15:22:00 UTC
From: Jan.Willekens@p12.f202.n281.z2.fidonet.org
Message-ID: <fido_2_281/202.12_28f1bf33@linn.fidonet.org>
Source record: 227958

In a message of <17 Sep 91 12:21:23>, larserio@IFI.UIO.NO (2:320/100.1) writes:

l> Anyone that have the FAX number to VORTEX GMBH (the makers of AT Once)

It is +49-(0)7131/55063

Greetings... - Jan -

--- STabloid's Chief Editor... Prerelease out NOW!
Jan.Willekens@p12.f202.n281.z2.fidonet.org
or Jan.Willekens@p12.f202.n281.z2.linn.gna.tfd.com

3336. VAX sites?

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 15:53:23 UTC
From: data3d@aahs.no
Message-ID: <"1063*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 228321

Does anybody know of some good sites for VAX VMS software? How about a mail server? I don't have FTP access, and mailing via the 'ftpmail' mailserver is getting extremely slow these days...

==========
Karl Anders Oygard
Email: Karl A Oygard <data3d@aahs.no> #include <disclaimer.h>

3337. Re: Data Diet Demo

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 15:57:15 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Oct8.155715.13006@watdragon.waterloo.edu>
Source record: 228317
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Oct5.072706.17707@menudo.uh.edu> uace0@menudo.uh.edu (Michael B. Vederman) writes:
}The Data Diet Demo has just been posted to the atari.archive.umich.edu ftp site.
}
}Data Diet is the Atari REALTIME compression program. Download this
}demo of Data Diet and trim the fat from your data storage system.
} [it works on .DOC files, 'cause it's a demo...]
}- mike vederman / double click software

Um, Mike, I have a question... Can you unData-Diet these files, or should you make backups before you play with the demo? I'd hate to squish a bunch of files down, and then delete the demo, and then say, "Whoops... :-("

Chris Herborth cjherborth@{rose|lotus}.waterloo.edu
3B Hons English RPW GEnie: C.HERBORTH
Never send a monster to do the work of an Evil Scientist...

3338. Re: TT Unix etc.

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 16:13:11 UTC
From: polman@sci.kun.nl
Message-ID: <4299@wn1.sci.kun.nl>
Source record: 228315

mtvfb@tintin.rivm.nl (Fokke de Boer) writes:

>In article <"1057*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS> data3d@aahs.no (Karl Anders 0ygard) writes:
>>Atari Germany has now started selling their Unix for the TT, Atari
>>System V Rel. 4 (ASV). Software is retailed at 3649,74DM for a 213
>>MB HD or 4486,76DM for a 340MB HD (Maxtor drives).
> ^^^^ ^^^^^^^^^ ^^^^^^^^

>Why are there different prices for each configuration? The price is for
>the software only, I expect. And as far as my experience with Interactive
>UNIX on a 386 goes, the software is the same for whatever harddisk there is.
>You could always add a disk (provided the machine can handle them).
>Is this some weird UNIX implementation of Atari or what? The package does
>look nice and complete, though.

The prices mentioned include the harddisk. So you pay approx. 800,-DM
extra for 130Mb extra diskspace.

More interestingly, can somebody tell me what the official prices for a
complete TTX (8Mb + SM195 + 210MbHarddisk with Unix installed) are ?
At the Atari Messe in Dusseldorf a Atari-rep. mentioned a price
of 8.000,-DM incl. taxes. Is this the real thing ?
(in the Netherlands a Atari-rep. mentioned a price of 12.000,-Dfl excl.
taxes, which comes down to about 12.700,-DM incl. taxes, ridiculous isn't it).
And most importantly who can buy any of the above, only official
developers (how easy is it to become one in Germany ?) or anybody
who is willing to pay the money.

Ben Polman
polman@sci.kun.nl

3339. Re: Install an app for two diff filetype

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 16:48:08 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0bczlg6@pfunk.hanse.de>
Source record: 228216

In <A0bco13s@jonh.wimsey.bc.ca>, John Henders writes:
>
> This only works until the next time you save a desktop.inf
>file from the desktop. The desktop seems to ignore the extra
>lines when writing the file, at least when I tried it.

I think, you are wrong. I work with a DESKTOP.INF like that since a long time and had no problems. There are some minor things, that you should pay attention to. All lines in the DESKTOP.INF-file must have an extra trailing space before <CRLF>. There are some editors like 7UP (Ed, I just talked to the author, he will make an english version soon), that cut off trailing spaces when saving the file. also an extra <CTRL-Z> (Hex 1A) has to be attached as the last byte of the file.
I hope that helps.

Bye.....Michael

--
/-----------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-----------------------------------/

3340. Re: gnu again !!

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 16:56:40 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Oct8.165640.16617@terminator.cc.umich.edu>
Source record: 228323

In article <1991Oct8.124421.9341@siesoft.co.uk> arshad@siesoft.co.uk (Arshad Mahmood) writes:
>
>I bought a Protar 80M harddisk. After getting the harddisk I tried to
>get the software from atari.archive.umich.edu using email (I dont have ftp)
>but no luck. I sent request as follows :
> To: atari@atari.archive.umich.edu
> Subject: junk
> send gnustuff/tos/gcc/bin/gccbin00.zoo
>
>Is there something wrong with the above request ?

Yes, there is. The problem is the file is no longer there. Graham Higgins has been rearranging the gnustuff directory, and as of late, we received several megs of new gnustuff from Jwahar Bammi that is being assimilated to the current collection.

This particaular directoy changes almost daily, and therefore I *highly* reccomend that you check the index before you try to request anything. It'll save you the frustration of not receiving anything, and it'll save me the time of replying to problems like this.

You needn't request the whole Index, or even CompInd.Z. Instead try this :

send gnustuff/Index

This will send the index for *only* the gnustuff directory.

>==
>Arshad Mahmood | Tel : 0344 850987
>Siemens Nixdorf Information Systems Limited | Fax : 0344 850096
>Siemens Nixdorf House | email : arshad@siesoft.co.uk
>Oldbury, Bracknell
>Berkshire RG12 4FZ
>England.

Hope this helps you all.

weiner
--
Jeff Weiner --- weiner@atari.archive.umich.edu --- Umich atari posse
Corner of Packard and State, 2nd house from Blue Front on Arbor
718 Arbor, Ann Arbor, MI 48104, +1 313 998 0892, near the Univ. of Michigan

3341. Re: PageStream v18 -> buy?

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 18:42:50 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Oct8.184250.16654@magnus.acs.ohio-state.edu>
Source record: 228319

>>There is a magazine (diskzine or somesuch) called RADICAL TYPE to support
>>the Atari ST and the Amiga version of PgS.
>>
>
>Do you have any more info on this? Where can I get it?
>
>

I'm subscribed to this, and to tell you the truch, I'm not too impressed. It had a nice list of available clip-art and fonts, but very little on actual design work. like so many other magazines it looks at DTP as a technical skill instead of a creative process.

Any one else know of a good DESIGN magazine?

- David Butler -
"What ever happened to free love anyway?"

-innagaddadaviddababy-

dhbutler@magnus.acs.ohio-state.edu

3342. Re: Technical information on ST(e)?

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 19:37:50 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0bcztb2@pfunk.hanse.de>
Source record: 228215

In <15118@uhccux.uhcc.Hawaii.Edu>, Jack W. Wine writes:

>Has anyone in Germany seen the book in the shops? I'd like to order
>a copy.

The new edition of the Profibuch isn't out yet. We are already waiting
a few months, but it looks like it will be publihed in a few weeks.
>

>I think that Atari and Sybex could get together and distribute their
>documentation on CD-I disks. The audio portion could be in German,

ATARI germany has already made a contract to distribute their OS-
documentation with a new program by Markus Fritze (Author of Turboass).
It features a hypertext-system with very fast access and is capable to
be installed as an accessory. Pehaps this will go out to registered
developers in a few weeks too.

greetings......Michael

--
/-----------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-----------------------------------/

3343. Re: Atari Equipment For Sale (UN 10/07/91)

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 19:45:00 UTC
From: an602@cleveland.Freenet.Edu
Message-ID: <1991Oct8.194500.6339@usenet.ins.cwru.edu>
Source record: 228322
Cross-posted to: misc.forsale.computers,misc.forsale,comp.sys.atari.st

In a previous article, jbernat@caen.engin.umich.edu (Jim Bernatowicz) says:

```
>************************************************************************
>If you'd like to make my life simple,
>
> - Flakey 1040ST 4MB RAM, internal 720K floppy, Mouse. $175
> - Atari Color Monitor (RGB) $150
> - New 85M hard drive in a used case. Ready to plug 'n play. $325
> - NEC P5200 24 Pin printer $250
> - an extra 720K internal floppy $ 25
> ----
> Sum of current bids $925
>
>All as described in previous posts for $775 plus shipping.
>($150 off for package)
>************************************************************************
```

UPDATE: I suspect the 1040ST will be sold within hours (I'm expecting a telephone call between 4-10pm.) If the sale goes thru, the package option will be eliminated. If you REALLY want the package deal, I suggest you call me voice at (313)764-5074 ASAP.

Also, the bids above are current, and highest bidders will be notified if they have been outbidded. I will sell to the highest bidder as of Friday Noon.

Thanks,
Jim
--

```
---------------------------.-----------------------------------.
| Jim Bernatowicz | "I don't work well in groups. |
|an602@cleveland.freenet.edu | It's hard to work with others when |
|jbernat@zip.eecs.umich.edu | you're omnipotent." - Q |
```

3344. ST Basic

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 20:13:44 UTC
From: Patrick_Devine@resbbs.UUCP
Message-ID: <Patrick_Devine.3308@resbbs.UUCP>
Source record: 228320

Can smoeone give me some help with ST Basic? I'm trying to build a interface device with the joystick port, and there doesn't seem to be a STICK or STRIG function. It's rather frustrating because every Basic manual I've consulted tells me otherwise (for different Basic's) .. Any help would be much appreciated.

Pat.

3345. Re: ATARI ON TV

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 20:36:32 UTC
From: techno@lime.in-berlin.de
Message-ID: <DNGVNFS@lime.in-berlin.de>
Source record: 228314

Yesterday two Germans got the Nobel prize for medicine. When the news showed the two guys in their lab, ALL computers there where Atari ST's plus one Atari PC. How's that for a free ad ?

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

3346. Quantum HD

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 21:52:49 UTC
From: kllove@uokmax.ecn.uoknor.edu
Message-ID: <1991Oct8.215249.24477@uokmax.ecn.uoknor.edu>
Source record: 228325

I'm thinking about getting a hard drive and want to know if these drives are as good as they were presented by the sales person over the phone.

Supposedly, they are faster, quieter, and cheaper than Seagate drives. Is this true? What kind of problems might I have with the Quantum that I might not have with a Seagate?

Anybody recommend them? BTW, the company is Toad Computers. All I've about them is good stuff so I'm thinking that they wouldn't mislead me, but I want a 'second opinion', so to speak.

Thanks in advance,
Kenneth Love

3347. Re: TT Unix etc.

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 22:36:46 UTC
From: JOKHC@CUNYVM.BITNET
Message-ID: <91281.183646JOKHC@CUNYVM.BITNET>
Source record: 228333

In article <1991Oct8.081008.22475@rivm.nl>, mtvfb@tintin.rivm.nl (Fokke de Boer) says:
>
>In article <"1057*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
>data3d@aahs.no (Karl Anders 0ygard) writes:
>>Atari Germany has now started selling their Unix for the TT, Atari
>>System V Rel. 4 (ASV). Software is retailed at 3649,74DM for a 213
>>MB HD or 4486,76DM for a 340MB HD (Maxtor drives).
> ^^^^ ^^^^^^^^^ ^^^^^^^^
>
>Why are there different prices for each configuration? The price is for
>the software only, I expect. And as far as my experience with Interactive
>UNIX on a 386 goes, the software is the same for whatever harddisk there is.
>You could always add a disk (provided the machine can handle them).
>Is this some weird UNIX implementation of Atari or what? The package does
>look nice and complete, though.
>
Nope. From what someone else said, the software comes with a pre formated HD..
Weird, but, come to think of it, it does save a lot of bother.
>Fokke de Boer
>mtvfb@tintin.rivm.nl

< Joshua Kronengold<JOKHC@CUNYVM.cuny.edu> >
< "Oh Lord, what fools these mortals be!"-Robin Goodfellow >
< "Never underestimate man's potential for stupidity" >
< -Woodrow Wilson Smith >

3348. Sampling Sound

Newsgroup: comp.sys.atari.st
Date: 1991-10-08 23:56:19 UTC
From: feather@vuse.vanderbilt.edu
Message-ID: <1991Oct8.235619.2722@vuse.vanderbilt.edu>
Source record: 228329

Several years ago, a friend of mine told me of some software he wrote on his 1040st to sample an analog signal (sound). I thought he did this with minimal hardware.

Does anyone know of an easy way to do some analog to digital conversion on the ST? I am trying to simulate an encryption scheme for a design project I am working on.

Please respond with email. Thanks

Dave

--

David V. Feather Email: feather@vuse.vanderbilt.edu

3349. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 00:06:54 UTC
From: adamd@rhi.hi.is
Message-ID: <3696@krafla.rhi.hi.is>
Source record: 228324

In <JARTSU.91Oct8040020@nic.funet.fi> jartsu@nic.funet.fi (Jari Lehto) writes:

>SST can be fitted to ANY ST with the conventional DIL-type 68000.
>With 520/1040's you propably have to install the motherboard to a PC
>or a tower-case to get enough room for the card. STE:s have PLCC-type
>68000, they are out of the question.

If the ST(E) motherboard is to be rehoused anyway there is no reason not to
use a PLCC-to-DIP adaptor socket between the STE board and the SST board
(if the adaptor can be obtained for the right price).

At 8 MHz bus-speed even homebrew techniques are available for this purpose.
On the other hand, word has it that a special STE version is in the pipeline
also. People who like the original STE case will probably prefer to wait for
that version in order to avoid painful surgery.

--
Adam David.
(adamd@rhi.hi.is)

3350. Re: TT Unix etc.

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 00:31:47 UTC
From: warwick@cs.uq.oz.au
Message-ID: <4252@uqcspe.cs.uq.oz.au>
Source record: 228330

In <1991Oct8.081008.22475@rivm.nl> mtvfb@tintin.rivm.nl (Fokke de Boer) writes:

>>Software is retailed at 3649,74DM for a 213MB HD or 4486,76DM for a 340MB HD

>Why are there different prices for each configuration? The price is for
>the software only, I expect.

Expect wrong. They include the Hard disk normally. Or did you think it came
in a box of 300 floppy disks? :)

I'd say the 213MB HD is full to the brink, while the 340MB has, well, 130MB
to spare.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3351. Re: What's been goin' on since 1988?

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 00:44:32 UTC
From: darling@cellar.org
Message-ID: <Xkyi04w164w@cellar.org>
Source record: 228338

exuhag@exu.ericsson.se (James Hague) writes:

> Finally, if I were to purchase an ST, which model would you
> reccommend? (I personally can't stand the all-in-one design of the
> 1040, but I don't know anything about the other machines).
>
> Any answers/help would be appreciated?

Hi, James.

I think it would help a lot if you told us (A) your price range, and (B) what your interests are. If you want MIDI or desktop publishing, you've picked the right place (I've also seen great Mac DTP, but not at a great price). If you want games, you might go with the low-priced Amiga (aka the Fisher-Price Plug-and-Play computer).

Can't really generalize further.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

3352. Re: WANTED:Portfolio

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 00:48:18 UTC
From: darling@cellar.org
Message-ID: <8qyi05w164w@cellar.org>
Source record: 228339

dtroup@carroll1.cc.edu (David C. Troup) writes:

> I'm looking for an Atari Portfolio handheld computer. Serial connector
> and extra RAM cards would be nice, but not needed.
>
> thats all! :-)

Y'know, the other day I saw the Portfolio in the 1992 Norman's Office Supplies catalog (recent update). It might even be on the front cover.

A good sign for Portfolio folks.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

3353. Re: Quantum HD

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 00:57:53 UTC
From: REEVES@SLACVM.SLAC.STANFORD.EDU
Message-ID: <91281.165753REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 228326

I have a Quantum Pro 80S in a FaST kit from ICD. I have no complaints about the drive. In fact, I'm quite pleased with it. I was also told by a SUN employee that they used Quantum's in their machines.

Terry

Disclaimer: The above opinions are my own.

3354. Re: gnu again !!

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 02:33:13 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Oct9.023313.28546@terminator.cc.umich.edu>
Source record: 228327

In a previous article, I correctly, however not completely summarized the
reasons for the failed mail:

>>
>>I bought a Protar 80M harddisk. After getting the harddisk I tried to
>>get the software from atari.archive.umich.edu using email (I dont have ftp)
>>but no luck. I sent request as follows :
>> To: atari@atari.archive.umich.edu
>> Subject: junk
>> send gnustuff/tos/gcc/bin/gccbin00.zoo
>>
>>Is there something wrong with the above request ?
>
>Yes, there is. The problem is the file is no longer there. Graham Higgins
>has been rearranging the gnustuff directory, and as of late, we received
>several megs of new gnustuff from Jwahar Bammi that is being
>assimilated to the current collection.
>
>This particaular directoy changes almost daily, and therefore I *highly*
>reccomend that you check the index before you try to request anything.
>It'll save you the frustration of not receiving anything, and it'll
>save me the time of replying to problems like this.
>
>You needn't request the whole Index, or even CompInd.Z. Instead try
>this :
>
>send gnustuff/Index
>
>This will send the index for *only* the gnustuff directory.

In addition to the above, be certain that the file is less than
400K. If it *isn't*, you must request the file by parts. Please see
the help file if you don't understand.

Thanks to Roy Bixler for reminding me how the file server for my archive
works. :)

weiner

--
Jeff Weiner --- weiner@atari.archive.umich.edu --- Umich atari posse
Corner of Packard and State, 2nd house from Blue Front on Arbor
718 Arbor, Ann Arbor, MI 48104, +1 313 998 0892, near the Univ. of Michigan

3355. TT SCSI hard drive driver

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 02:59:09 UTC
From: sytang@lamar.colostate.edu
Message-ID: <18287@ccncsu.ColoState.EDU>
Source record: 228328

Looking for the AHDX that can handle TT SCSI drive.
Jon got a TT from ATARI US with 50MB internal ATARI drive, but ATARI forgot to include the hrad drive utility and Jon has been trying to get them to send one for a few day now without any luck. Can someone with TT Email a copy of the AHDX etc. to me, I'll forward it to Jon. Drive and TT is fine, I have use my ICD box format it and partitioned without problem, but the ICD software needs the ICD card present(which is not in the TT).
Thanks.
Tang
sytang@lamar.colostate.edu

3356. Re: TT Unix etc.

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 04:19:30 UTC
From: dbsuthe@PacBell.COM
Message-ID: <24854@pbhya.PacBell.COM>
Source record: 228341

In article <1991Oct8.081008.22475@rivm.nl> mtvfb@tintin.rivm.nl (Fokke de Boer) writes:
>In article <"1057*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS> data3d@aahs.no (Karl Anders 0ygard) writes:
>>Atari Germany has now started selling their Unix for the TT, Atari
>>System V Rel. 4 (ASV). Software is retailed at 3649,74DM for a 213
>>MB HD or 4486,76DM for a 340MB HD (Maxtor drives).
> ^^^^ ^^^^^^^^^ ^^^^^^^^
>Why are there different prices for each configuration?
[TEXT DELETED]

Atari is selling the drives, completely set up and ready to run.

This is perfect for the VAR (Value Added Re-sellers) because they don't have
to spend the hours needed to install the operating system from floopy
or tape.

As a system administrator, I can appreciate not wasting that time. It also
ensures that the drives are compatable and fast enough :-)

Dan Suthers, Systems Analyst, Pacific Bell
uucp: {backbone}!pacbell!pbeos!dbsuthe

Youth's a difficult time, and it gets harder the longer you try to draw it out.

3357. Re: Mega2 questions

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 04:58:14 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <48349@cup.portal.com>
Source record: 228335

Kenneth W Samson asks:

>Questions:

> 1) Does the Mega2 take standard simms?

No.. the MegaST series uses 1Meg x 1bit DIP RAM chips.

> 2) How much memory can one stuff into a Mega2 before aditional
> hardware (cards..etc) is required?

ANY Atari ST is limited to 4 Megs of RAM.. period. Doesn't matter what combination of hardware, cards or chips you want to use, 4 Megs is IT.

> 3) What seems to be the going rate for the needed memory for
> the Mega2 these days?

RAM is relatively cheap.. about $50 per Meg, depending on where you buy it.

Important Cavet... originally the Mega ST2 and Mega ST4 used exactly the same printed circuit board. The only difference was that the Mega ST2 had only half the RAM chips installed. Atari later redesigned the Mega ST2 motherboard to cripple it, and prevent anyone from easily (and cheaply) upgrading to 4 Megs. If you have one of the later boards, upgrading becomes a great deal more complicated, as well as unreliable. Check your motherboard before deciding what to do about expanding your RAM.

BobR

3358. Re: ATARI ON TV

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 05:07:49 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <48350@cup.portal.com>
Source record: 228334

Techno writes:

>Yesterday two Germans got the Nobel prize for medicine. When the news showed
>the two guys in their lab, ALL computers there where Atari ST's plus one
>Atari PC. How's that for a free ad ?

It's a free "ad" only if it says "ATARI MAKES REAL COMPUTERS AND THESE ARE
SOME OF THE COMPUTERS THAT ATARI MAKES"

To "Mr. Joe Average on the Street", all they are is "computers" or "PCs"...
if he thinks anything when he sees anonymous computers like the STs in those
labs, he thinks about the Computers he's seen advertised... and that doesn't
include Ataris.

YOU know, and I know, that they were Atari Computers... unfortunately,
99.9% of the rest of the world doesn't even know Atari exists.

BobR

3359. Re: Korn Shell for ATARI ST?

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 05:19:29 UTC
From: elrond@frmug.fr.mugnet.org
Message-ID: <1991Oct9.051929.6942@frmug.fr.mugnet.org>
Source record: 228211

In article <410003@hpbbm.HP.COM>, juel@hpbbm.HP.COM (Juergen Letsch) writes:
>
>
>
> Hello out there,
>
> Does anybody know if the UNIX Korn-Shell has been ported to the ATARI ST?
>
> Are there any other commendable CLI's available at the archives?
>

Yes ksh have been ported to ST. He's using MiNT and i have heard that
it's very nice.

--
Bertrand Petit	Signature is under construction
alias	
>Elrond le demi-Elfe<	Be sure to wear your helmet

3360. MODs source ...

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 06:29:05 UTC
From: wdao@girtab.usc.edu
Message-ID: <20457@chaph.usc.edu>
Source record: 228331

Since the MODs were originally written on AMIGA computers, where else to look
than on THE amiga FTP site ?
128.155.23.64 is the address. use ANONYMOUS to get in.
the mods are in the AMIGA subdirs.
(there are 2 of them).
one from the root directory, and one in INCOMING. (cd incoming/amiga)
and look around.

Walt

3361. Re: Tracker .MOD files source

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 07:09:42 UTC
From: spice@drycas.club.cc.cmu.edu
Message-ID: <1991Oct9.020943.447@drycas.club.cc.cmu.edu>
Source record: 228332

In article <1991Oct8.005700.23183@mailer.cc.fsu.edu>, boyd@bind.cs.fsu.edu (Mickey Boyd) writes:
> In article <1991Oct8.003843.21403@jsp.umontreal.ca>, u1398@jsp.umontreal.ca (Kosmatos Odisseas) writes:
>>I have been looking for FTP sites that have .MOD tracker music files,
>>can someone pass along a few internet addresses which have some?
>>

Try ab20.larc.nasa.gov for MODs. This is the main Amiga FTP site and since MODs were designed for the Amiga this is where most of them are. There are over 150 MODs on ab20 unless some have been deleted lately to save space. The MODs are in the /incoming/amiga and /amiga directories. Look for subdirectories with SoundTracker/NoiseTracker names. SoundTracker and NoiseTracker are the Amiga programs that create MODs. Since you will be using a MOD Player designed for the ST/STE there will probably be some MODs that cannot be played correctly. There certainly isnt an Amiga MOD player program that will play all MODs correctly. The MOD format was created by European Amiga hackers to create music for their demos and thus there is no formal specification of the MOD format so MOD creators often added weird little changes to the format that mess up some players. One more thing should be noted by ST/STE owners; The Amiga isnt limited to 8 character filenames + 3 character extensions so when you get the MODs from ab20 and unLZH them you will often get very long filenames , some of them right up to the Amiga's 31 character filename limit.

3362. Unix Windows Help

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 07:55:34 UTC
From: eahsnsr@nmt.edu
Message-ID: <1991Oct9.075534.15439@nmt.edu>
Source record: 228336

I've started playing around with the Unix Windows programs that are available at terminator, and I was wondering whether the accompanying unix utilities, uwtool, uwplot, uwterm, and uwtitle work with the ST implimentation of UW. The UW program seems to work OK so far.

Any help is appreciated.

Eric A. HOBBS?
eahsnsr@Jupiter.nmt.edu

3363. Re: TT Unix etc.

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 08:42:34 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Oct9.084234.5298@newcastle.ac.uk>
Source record: 228178

In article <1991Oct8.081008.22475@rivm.nl>, mtvfb@tintin.rivm.nl (Fokke
de Boer) writes:
|>In article <"1057*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
data3d@aahs.no (Karl Anders 0ygard) writes:
|>>Atari Germany has now started selling their Unix for the TT, Atari
|>>System V Rel. 4 (ASV). Software is retailed at 3649,74DM for a 213
|>>MB HD or 4486,76DM for a 340MB HD (Maxtor drives).
|> ^^^^ ^^^^^^^^^ ^^^^^^^^
|>
|>Why are there different prices for each configuration? The price is for
|>the software only, I expect. And as far as my experience with Interactive
|>UNIX on a 386 goes, the software is the same for whatever harddisk there is.
|>You could always add a disk (provided the machine can handle them).
|>Is this some weird UNIX implementation of Atari or what? The package does
|>look nice and complete, though.
|>

Ar but it doesn't include just the SW I think you actually get the HD as well
thus the fairly high price, personaly I would like a SW only version as
well but
thats life.

|>Fokke de Boer
|>mtvfb@tintin.rivm.nl

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

3364. Re: Quantum HD

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 08:46:21 UTC
From: njdc@tuda.newcastle.ac.uk
Message-ID: <1991Oct9.084621.5549@newcastle.ac.uk>
Source record: 228177

In article <1991Oct8.215249.24477@uokmax.ecn.uoknor.edu>, kllove@uokmax.ecn.uoknor.edu (Kenneth L Love) writes :

>
>I'm thinking about getting a hard drive and want to know if
>these drives are as good as they were presented by the sales
>person over the phone.
>
>Supposedly, they are faster, quieter, and cheaper than Seagate
>drives. Is this true? What kind of problems might I have with
>the Quantum that I might not have with a Seagate?
>
>Anybody recommend them? BTW, the company is Toad Computers. All
>I've about them is good stuff so I'm thinking that they wouldn't
>mislead me, but I want a 'second opinion', so to speak.
>
I have recently bought a Quantum LPS105S (105 meg, 20msec, 1130kb/sec)
and daisychained it to my existing ICD host adapter and Seagate ST177N.

The drive is really nice, but so far I've been unable to get it working
properly. I managed to format it but after it had warmed up, I would get
continuous write errors until I couldn't write to it any more. I've talked
to ICD and they initially said that the drive was faulty, but I've had it
tested by the dealer I bought it off, and they say there are no problems
with it.

Last week I tested it with a Sun SLC and it worked fine, but now I can't
even recognise it with my ST.

I bought it because I'd seen lots of recommendations for it, but other
people seem to be using Quantum drives with no problems.

Does anyone have any ideas? I've just about run out and it's very annoying
have 100 megs of unusable disk space on my desk :-(

Julian

--
-- Julian Coleman | < j.d.coleman@newcastle.ac.uk >
-- Computing Laboratory | < as967@cleveland.freenet.edu >
-- University of Newcastle upon Tyne | #include <std_disclaimer.h>

3365. Re: Tracker .MOD files source

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 09:51:16 UTC
From: piet@cs.ruu.nl
Message-ID: <1991Oct09.095116.4208@cs.ruu.nl>
Source record: 228340

Two questions:

First, is there a good tracker player for the ST (not STE) that runs on a monochrome monitor?

Secondly what is the difference between Soundtracker (files) and Noisetracker (files)?

--

Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

3366. Re: TT Unix etc.

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 10:34:10 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91282.104901ONM07@DMSWWU1A.BITNET>
Source record: 228337

In article <1991Oct8.081008.22475@rivm.nl>, mtvfb@tintin.rivm.nl (Fokke de Boer) says:
>
>In article <"1057*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
>data3d@aahs.no (Karl Anders 0ygard) writes:
>>Atari Germany has now started selling their Unix for the TT, Atari
>>System V Rel. 4 (ASV). Software is retailed at 3649,74DM for a 213
>>MB HD or 4486,76DM for a 340MB HD (Maxtor drives).
> ^^^^ ^^^^^^^^^ ^^^^^^^^
>
>Why are there different prices for each configuration? The price is for
>the software only, I expect. And as far as my experience with Interactive
>UNIX on a 386 goes, the software is the same for whatever harddisk there is.
>You could always add a disk (provided the machine can handle them).
>Is this some weird UNIX implementation of Atari or what? The package does
>look nice and complete, though.
>
>Fokke de Boer
>mtvfb@tintin.rivm.nl

Why don't you believe it? The prices *DO* include the harddisk. Obviously there is no sane other reason. The Atari Unix is definitively priced OK!

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

3367. Sequencer/Sync Box

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 13:49:51 UTC
From: douglas@wpi.WPI.EDU
Message-ID: <1991Oct9.134951.14733@wpi.WPI.EDU>
Source record: 228344
Cross-posted to: rec.music.synth,rec.music.makers,comp.sys.atari.st,misc.forsale

```
FOR SALE: Passport Designs' Master Tracks Pro for Atari ST.
Features Simpte Generation
Latest (final?) version 3.6
Complete documentation, original (registered) owner.
Asking $130.00
(p.s. Passport allows upgrades to IBM or Mac version.)

J.L. Cooper PPS-1 Midi Sinc box
Using This with Master Tracks Pro allows
you to 'stripe' your analog tape with time
code, locking your midi devices in time
with your analog recording.
Comes with owners manual and power supply.
$80.00

Call: (508) 831-5237 (weekdays)
(508) 835-6772 (eves, weekends)

Ask for Doug.
-Thanks-

--
Douglas White douglas@wpi.wpi.edu
Dept. of Chem. Eng.
WPI
```

3368. Re: Data Diet Demo

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 15:07:32 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Oct9.150732.22811@menudo.uh.edu>
Source record: 228345
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Chris-

The Data Diet demo will allow you to "normalize" all your dietized files. Of course, like any demo, it is strongly recommended to have a backup of your files... ;)

- keith gerdes

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3369. Simple, quick-to-setup BBS needed

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 15:38:40 UTC
From: apr1@ra.MsState.Edu
Message-ID: <1809@ra.MsState.Edu>
Source record: 228346

Due to unfortunate circumstances, I have to leave my stupid Seagate
Hard Drive on ALL DAY LONG! I figure that as long as the computer
and hard disk need to stay on, I might as well do something
useful with it-- make the ST into an answering machine.

What I need is a reference to a quick-n-dirty message base.
I really don't need upload/download. I really don't need multiple
message bases. A simple BBS or a terminal emulator with a host mode
(e.g. Procomm) would be the simplist thing.

Most of my friends use computers, so telling them
to call with a terminal program isn't that rough on 'em.

Does anybody think KA9Q could do my trick? This is a little
more complex than I need but the overly increased functionality
might be useful/interesting.

Thanks,
Toneeee

replies to: cctony@sun1.mcsr.olemiss.edu
.no .sig .on .this .machine .yet .-- .sorry! 73's

3370. Re: Good places to anon-ftp atari-pd-software from

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 15:59:14 UTC
From: an602@cleveland.Freenet.Edu
Message-ID: <1991Oct9.155914.28571@usenet.ins.cwru.edu>
Source record: 228347

In a previous article, ncrawler@bluemoon.rn.com (Steve Goldfein) says:

>Could someone tell me how to go about getting a list of the ST and Atari
>8-bit software on these systems? Also, how to get a listing of the files
>in the Atari 8-bit archives at the University of Michigan. I am new to
>this, and need explicit instructions.

Usually there is an ASCII file called index or Index (case sensitive)
within the top directory. Usually this is an ls -lR > Index. Simply
a dump of the directory tree into an ASCII file. Some places like
atari.archive.umich.edu have well maintained index files within each
subdirectory. These have english descriptions of the files because
filenames often say little about the contents.

ftp atari.archive.umich.edu
cd to the 8bit section
recv index (or Index)
bye

print out the index file you received, and go nuts!

If you are looking for FTP archives, Jon Granrose keeps an excellent
FTP list.

ftp pilot.njin.net
cd ftp-list
recv ftp.list (and archie info since Jon will not continue service past
December.)
bye

print ftp.list and raid the world archives!
--
----------------------------.-------------------------------------.
Jim Bernatowicz	"I don't work well in groups.
an602@cleveland.freenet.edu	It's hard to work with others when
jbernat@zip.eecs.umich.edu	you're omnipotent." - Q

3371. Re: Simple, quick-to-setup BBS needed

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 16:10:28 UTC
From: an602@cleveland.Freenet.Edu
Message-ID: <1991Oct9.161028.29795@usenet.ins.cwru.edu>
Source record: 228349

In a previous article, apr1@ra.MsState.Edu (Anthony P. Reynolds) says:

>Most of my friends use computers, so telling them
>to call with a terminal program isn't that rough on 'em.

Well, everyone knows the only people worth communicating with have a
terminal! :-)

>Does anybody think KA9Q could do my trick? This is a little
>more complex than I need but the overly increased functionality
>might be useful/interesting.

I am not up with the BBS scene, but years back I played with STadel
(Shareware or PD.) It was pretty easy to set up. Should suit your
purposes... Just my $0.02. Take it for what it is worth.

Jim
--
----------------------------.-------------------------------------.
Jim Bernatowicz	"I don't work well in groups.
an602@cleveland.freenet.edu	It's hard to work with others when
jbernat@zip.eecs.umich.edu	you're omnipotent." - Q

3372. Re: Simple, quick-to-setup BBS needed

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 16:18:39 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <188138@unix.cis.pitt.edu>
Source record: 228350

In article <1809@ra.MsState.Edu> apr1@ra.MsState.Edu (Anthony P. Reynolds) writes:
>
>What I need is a reference to a quick-n-dirty message base.
>I really don't need upload/download. I really don't need multiple
>message bases. A simple BBS or a terminal emulator with a host mode
>(e.g. Procomm) would be the simplist thing.
>

You might try getting a copy of MINI-BBS found at atari.archive.umich.edu.
There are a couple versions there (and the filenames don't help much
in terms of which is the newest one). But it is a VERY simple-to-set up
BBS and small too. Now if I only could afford my own phone line (not
my parents)...

Robert Anisko
rjast1@unix.cis.pitt.edu

3373. Re: Tracker .MOD files source

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 17:19:05 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <24294@sdcc6.ucsd.edu>
Source record: 228226

```
The largest Amiga FTP site that I've found is ab20.larc.nasa.gov.
Check out their amiga/sounds/modules/st-nt directory - they have
around 200 modules online. Almost all of them will play on the STe
(some of them seem to have signed rather than unsigned sounds (or is
it the other way around?!), and as such come out as garbage; but
most work.)]

-- Adam

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==
```

3374. Re: TT Unix etc.

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 17:31:27 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <24295@sdcc6.ucsd.edu>
Source record: 228228

In article <1991Oct8.081008.22475@rivm.nl> mtvfb@tintin.rivm.nl (Fokke de Boer) writes:
>In article <"1057*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS> data3d@aahs.no (Karl Anders 0ygard) writes:
>>Atari Germany has now started selling their Unix for the TT, Atari
>>System V Rel. 4 (ASV). Software is retailed at 3649,74DM for a 213
>>MB HD or 4486,76DM for a 340MB HD (Maxtor drives).
> ^^^^ ^^^^^^^^^ ^^^^^^^^
>
>Why are there different prices for each configuration? The price is for
>the software only, I expect. And as far as my experience with Interactive
>UNIX on a 386 goes, the software is the same for whatever harddisk there is.
>You could always add a disk (provided the machine can handle them).
>Is this some weird UNIX implementation of Atari or what? The package does
>look nice and complete, though.
>

I would assume that Atari is shipping Unix to the customer(s)
already installed on the hard drive. This does two things:
eliminates (at least partially) the need to hand-hold new sysadmins
through the installation process, and provides a (nearly) standard
initial setup for all ASV systems.

Right now a 340mb drive is running around US$1000, which is around
1600DM - so in essence you're paying US$1650 for SysV. A decent
deal (if I wasn't such a starving student, and if I already had a TT
(somewhat related to [1] :-), I would grab it right now. [How's that
for a qualifier? (grin).

-- Adam

>Fokke de Boer
>mtvfb@tintin.rivm.nl

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

3375. many misc questions

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 17:47:01 UTC
From: M19701@mwvm.mitre.org
Message-ID: <91282.49621.M19701@mwvm.mitre.org>
Source record: 228202

Greetings and Salutations. This is a first attempt at posting as we recently started subscribing to NetNews, however being a long time ATARI fan but greatly out of touch with whats going on I'm glad I finally seem to have the means to catch up.

Background. I currently own several ATARI machines. Two dust gatherers, an 800 and a 1200XL, and a 1040ST (have had since 1987). Perifs include both color and mono monitors, an auxillary floppy drive, a Fast 80 Meg hard drive, an old Gemini (old but faithful) Star 10X, and a Royal typewritter with computer interface. The 1040ST has never been modified or repaired which is somewhat amazing after 5 years of use and being dropped down a flight of stairs

Questions. My main questions revolve around the need/desire to upgrade to one of the newer, faster, more complex machines or to update the 1040ST. Being new doesn't mean being naive, so I'm certain that, as the sun rises more or less in the East, that this topic has been repeated on numerous occasions.

1. Is it better to upgrade to a newer machine or update 1040ST?
2. If I upgrade, which machine is recommended and why? I'd like to keep as much hardware and software compatibility as possible.
3. If I update 1040ST, what updates exist and are they worth doing to a 5-year old machine? (It ain't broke so don't fix it mentality) Again, I'd like to maintain compatibility with what I've got.
4. If I upgrade, is there Networking software available so the kids can use the 1040ST while I use newer machine or another 1040ST?
5. Will the Packard Bell (PB9815) Laser Printer (LP) work w/ ATARI computers? My local price club has them for $350 (yes, $350). Tech sheet says it can emulate the HP Laserjet II and the IBM Proprinter X24E/XL24E. Seems like it should work with proper driver? Anyone have driver? Do I need more memory in computer? I've seen where some LPs need a minimum of 2 Meg to work, but is that within computer or a buffer in LP. PB9815 has 1.5 MB ungradable to 4.5 MB.
6. Since old faithful is only a 9-pin dot matrix, my wife and kids are getting on my case about getting a new printer anyway. Would a 24-pin dot matrix be a better buy or the above laser (if its ATARI compatible)?

Thats it for questions, but as you can see, what I need is input, opinions, ideas, comments, help, etc. from fellow users. I enjoy the machine I have and have found it to meet my needs far better than many other machines (I use a Mac IIci at work but have no need for that much machine at home). The invest ment I have in hardware and software has at times upset my wife (sound familiar to anyone else) so upgrade/update vice a new system is my optimal choice.

Thanks now for your responses. . . .
Live long and prosper . . . . . .

3376. Crashing Megafile at STE

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 18:00:39 UTC
From: weber@rhrk.uni-kl.de
Message-ID: <1991Oct9.180039.27522@rhrk.uni-kl.de>
Source record: 228342

Hello,

a friend of mine sold his Megafile 30 to another friend of mine using
a STE.

Both Systems worked fine before, but now this combination crashes frequently.
He uses AHDI 1.7.

Is there any known problem with this configuration ?

Thanks for any answer

Christoph

--
Christoph Weber-Fahr | E-Mail: weber@rhrk.uni-kl.de
Universitaet Kaiserslautern, KIT/IVS | S-Mail: Postfach 3049
Tel. 0631/205-3391 | D-6750 Kaiserslautern
---------- My personal opinion only ----------

3377. GDOS: What does it do?

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 18:12:35 UTC
From: dinsmm@aix.rpi.edu
Message-ID: <z-#prr+@rpi.edu>
Source record: 228204

Hi!
I see many references to gdos, but I don't know what it is or what
it does for you. Could someone enlighten me on the subject or tell me
where I can find info on the subject?
Thanks!

____ /\/\
\MD/ / \ike "You can twist perceptions, reality won't budge."
\/ dinsmm@rpi.edu - Neil Peart, RUSH

3378. Re: Problems with Supra HD I/F

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 18:21:27 UTC
From: bill@mwca.UUCP
Message-ID: <1921@mwca.UUCP>
Source record: 228207

In article <5251@chalmers.se> dxper@dtek.chalmers.se (Per Anders Olausson) writes:
~>
~> I'm experiencing boot:ing problems with the following setup:
~>
~> An old 1040ST running TOS 1.40
~> A supra interface (1989 or even older issue)
~> A Micropolis 1375 (150 Mb, SCSI) drive
...
~> The problem I'm experiencing is that when I power up the system won't boot
~> and I always have to do a reset manually (after the cold start has finished)
~> and the it works ok. (the 1375 drive does spin up, though, at power up)

I have the same drive (nice drive!), with a BMS-200 board (nice board!). I
was told by the BMS guys that the ROM in the Micropolis has to be told to do
a physical reset upon power up, and the ST doesn't provide this signal.
Micropolis has a replacement ROM which will fix the problem, or you can keep
using the workaround you've discovered. Micropolis sent it to me free.
Apparently Macs can exhibit the same problem.

~>.............................Andrew Olausson.............................
~>...........................Systems Architect...........................
~>.........................dxper@dtek.chalmers.se.........................
~>.............................pao@proxxi.se.............................

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ##############

3379. Re: Unix Windows Help

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 18:56:26 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Oct9.185626.23360@watdragon.waterloo.edu>
Source record: 228201

In article <1991Oct9.075534.15439@nmt.edu> eahsnsr@nmt.edu (Eric A. Hobbs) writes:
}
}I've started playing around with the Unix Windows programs
}that are available at terminator, and I was wondering whether
}the accompanying unix utilities, uwtool, uwplot, uwterm, and
}uwtitle work with the ST implimentation of UW. The UW program
}seems to work OK so far.
}
}Any help is appreciated.
}
}Eric A. HOBBS?
}eahsnsr@Jupiter.nmt.edu

As far as I know, they aren't implemented. If you want to change the
title of a UW window, hit Alt-T, I think...

Rumor has it that the Mac (ie, origianl) version of UW is feature-packed,
while the ST version is a quick hack-port... I'd like to find out, but
I can't find the Mac version anywhere... Not in ftp.apple.com or
the mac.archive.umich.edu... Anybody know where it might be?

---------------==---------------
Chris Herborth cjherborth@{rose|lotus}.waterloo.edu
3B Hons English RPW GEnie: C.HERBORTH
Never send a monster to do the work of an Evil Scientist...

3380. Printer woes

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 19:08:53 UTC
From: oplinger@minerva.crd.ge.com
Message-ID: <24139@crdgw1.crd.ge.com>
Source record: 228208
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have some text files and some postscript files I need to send to a printer to print. They are large and the postscript contains some complicated (like any postscript isn't) routines. If the printer has to do too much processing of the postscript, it pauses the data transfer. If the pause is too long, the computer just gives up trying to send the data to the printer. Help, what can I do? The printer could be connected to the serial port, is that my solution? Is there some piece of software which is smaret enough to poll the printer port and ignore the machines port isn't working status, or.....?

Machine is 4 Meg STe.

--
brian
oplinger@crd.ge.com

<#include standard.disclaimer>

3381. Re: Good places to anon-ftp atari-pd-sof

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 19:34:58 UTC
From: wolfgang@wolf.hotb.sub.org
Message-ID: <A0bd1l2a@wolf.hotb.sub.org>
Source record: 228206
Cross-posted to: comp.sys.atari.st,dnet.atari,sub.sys.st

In <1991Oct2.152727.10716@posthorn.informatik.uni-kl.de>, Thomas Neser writes:
|> ab20.larc.nasa.gov (128.155.23.64)
|> ahkcus.org (192.55.187.25)
|> aix370.rrz.uni-koeln.de (134.95.80.1)
|> alice.fmi.uni-passau.de (132.231.10.1)
|> atari.archive.umich.edu 141.211.164.8 unknown
etc ...

Ist ja 'ne tolle Aufstellung.
Aber was habe ich davon ???
Ohne Telefonnummer komme ich doch da eh nicht dran, oder ist da etwas
was ich als Neuling noch nicht weiss ???
Es waere schoen, wenn mir jemand was dazu sagen koennte.

Gruss Wolfgang
--

==
Wolfgang Blachnik |
UUCP wolfgang@wolf.hotb.sub.org | Morgen ist Heute schon Gestern
FIDO 2:247/30.11 |
==

3382. Is SuperCharger useable??

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 19:51:39 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1991Oct9.195139.19819@lonex.rl.af.mil>
Source record: 228203

I am seriously considering an offer I have received to buy a used Supercharger.

It is the newer model, with 1.4 version Software and has an 8087 installed.

I know it won't be a speed deamon, but will it run programs like Quicken
at an acceptable pace, I'm told it pushes a blazing Norton SI of 4.

Also, if I buy this, can someone tell me something about the 286 expander
that is supposed to be available for the SC? Is it on the market yet?
Anyone upgraded their SC with it??

Please let me know if you have any opinions on this, as I will make a decision
fairly soon. Thanks in advance!

Jeff L.

--

Capt Jeff Long Rome Laboratories, Griffiss AFB, NY
longj@lonex.rl.af.mil (preferred) Network Design Laboratory
jlong@cassiopeia.rl.af.mil (315)330-7751 or (DSN)587-7751

3383. Re: Unix Windows Help

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 20:23:07 UTC
From: seldin@alcor.concordia.ca
Message-ID: <1527@daily-planet.concordia.ca>
Source record: 228205

In article <1991Oct9.185626.23360@watdragon.waterloo.edu> cjherborth@rose.waterloo.edu (Chris Herborth) writes:
...
>As far as I know, they aren't implemented. If you want to change the
>title of a UW window, hit Alt-T, I think...

It is Alt-R. And, by the way, uwtool works; I use it to run emacs with the command `uwtool emacs <filename>'. (But the option to set the window title does not work.

>Rumor has it that the Mac (ie, origianl) version of UW is feature-packed,
>while the ST version is a quick hack-port... I'd like to find out, but
>I can't find the Mac version anywhere... Not in ftp.apple.com or
>the mac.archive.umich.edu... Anybody know where it might be?

I have a Mac version that is a couple of years old that I use with Spectre. It emulates some terminals other than the adm31, but the emulations are buggy. Also, it does not have the kermit or capture that the ST version has (although the documentation promises them).

If anybody knows of a newer version for the Mac, I would also like to know where to get it.

>---------------==--------------
>Chris Herborth cjherborth@{rose|lotus}.waterloo.edu
>3B Hons English RPW GEnie: C.HERBORTH
> Never send a monster to do the work of an Evil Scientist...

Jonathan P. Seldin
Department of Mathematics seldin@alcor.concordia.ca
Concordia University, Montreal seldin@vax2.concordia.ca

--
Jonathan P. Seldin
Department of Mathematics seldin@alcor.concordia.ca
Concordia University, Montreal seldin@vax2.concordia.ca

3384. Re: What's been goin' on since 1988?

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 20:26:38 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1991Oct9.202638.2352@exu.ericsson.se>
Source record: 228343

Thomas Darlin writes:
>James Hague writes:
>
>> Finally, if I were to purchase an ST, which model would you
>> reccommend? (I personally can't stand the all-in-one design of the
>> 1040, but I don't know anything about the other machines).
>>
>> Any answers/help would be appreciated?
>
>Hi, James.
>
>I think it would help a lot if you told us (A) your price range, and (B) what
>your interests are. If you want MIDI or desktop publishing, you've picked the
>right place (I've also seen great Mac DTP, but not at a great price). If you
>want games, you might go with the low-priced Amiga (aka the Fisher-Price Plug-
>and-Play computer).
>
>Can't really generalize further.

(A) Under $2000, not including printer.

(B) I'm interested in DTP, word processing, and programming.
Naturally, I don't mind a few (or more than a few) games, but this is
not my primary reason for looking at the ST.

I'm also seriously looking at 386SX PC clones. I've used & programmed
PCs extensively, and I'm not too thrilled about having to stay with
one. So I've been looking into alternatives including the ST and
Amiga.

I checked with a local dealer and he quoted me a price of $1499 for a
Mega-STe with 2 meg memory and 50 meg HD. This is a bit steeper than I
had anticipated (especially since Atari monitors are close to $400).

--
James Hague
exuhag@exu.ericsson.se

3385. Re: ATARI ON TV

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 20:49:00 UTC
From: Mick_Schmidt@hb.maus.de
Message-ID: <A23147@hb.maus.de>
Source record: 228232

marshall@cs.uq.oz.au wrote Mo, 07.10.91 20:26:

m>Australian tv (SBS Channel) recently showed the soccer match between
m>Scotland and Germany - played in Scotland, I think (maybe it it was Wembley,
m>England). The Atari logo and the legend "Atari computers" was
m>very plainly seen, quite frequently, on the ad-boards surrounding the soccer
m>pitch.

That's nothing unusual (well at least if Germany is playing ;-)), because Atari
Germany is doing a lot of those soccer ads. E.g. in every 1st league match
here in Germany they have those Atari ad-boards standing around.

G'Day Mick
--
Michael Schmidt | Mausnet: Mick Schmidt @ HB | Hear me now
Kopenhagener Str. 145 | Fido : Mick Schmidt%Maus HB (242/2.6)| and believe
2820 Bremen 77 | Usenet : Mick_Schmidt@hb.maus.de | me later!
Germany | (UUCP) mick@informatik.uni-Bremen.de | (Hans
Tel. +49 421 63 52 70 | BITNET : G16M @ DHBRRZ41 | & Franz)

3386. Re: Technical information on ST(e)?

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 21:07:34 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <2396@richsun.cpg.trs.reuter.com>
Source record: 228209

In article <sourada.686275891@vincent1.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>I am a new STe programmer/user, and I have found that it is considerably
>difficult to get technical documentation on the ST(e) hardware and
>operating system. For example, all the Abacus books are out of print (and
>I'm sure that the used ones in existence are not parted with often...).
>I tried the number in the 'Welcome to comp.sys.atari.st...' file to find
>out about a developer's package, and wasn't able to get through (I got a
>'this number has been disconnected' message) I have searched a bit through
>magazines and online texts, and have found almost nothing.

The following is an excerpt from 'Welcome to comp.sys.atari.st' posted to this newsgroup. I added the new number for the Atari Rep. person. I have the forms that I requested but have not sent them in yet for the Dev. Kit.

excerpt:

DEV
How do I become a developer for the Atari ST?
==========

Contact Gail Johnson, Atari Rep Person, (408)745-2568 - number disconnected
new # is (408)745-2022

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Gail can explain the program to you, and send an information packet if you desire.

Atari has gone to a 2-tier developer membership. The 'higher quality' developer support goes to commercial developers, and costs $250. The 'no-hand-holding, no announcement of company future products, no access to discounted hardware' goes to noncommercial developers, at an initial cost of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill in an application form and a non-disclosure agreement. Contact Gail for more information.

Chuck

3387. Re: Tracker .MOD files source

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 22:38:38 UTC
From: d91jn@efd.lth.se
Message-ID: <1991Oct9.223838.4966@lth.se>
Source record: 228348

In article <1991Oct9.020943.447@drycas.club.cc.cmu.edu> spice@drycas.club.cc.cmu.edu writes:
>... Since you will be
>using a MOD Player designed for the ST/STE there will probably be some MODs
>that cannot be played correctly. There certainly isnt an Amiga MOD player
>program that will play all MODs correctly. The MOD format was created by
>European Amiga hackers to create music for their demos and thus there is no
>formal specification of the MOD format so MOD creators often added weird little
>changes to the format that mess up some players. One more thing should be
>noted by ST/STE owners; The Amiga isnt limited to 8 character filenames +
>3 character extensions so when you get the MODs from ab20 and unLZH them you
>will often get very long filenames , some of them right up to the Amiga's
>31 character filename limit.

Right, but I will recommend you to get the Audio Sculpture, which is a *very*
much improved Noisetracker. It is not PD, but it is far more competent than
any of the Public Domain trackers out there. And it handles almost any MOD's
thats around. It have been avalible in France for some time now, and the
brittish manual should be ready by now.
Naturally works on ST,STe and TT, color or mono. Really a hit. Handles
MIDI and 16 bit output too (maximium 50kHz).

Just in case you want the best, check Audio Sculpture out (even though it
may cost you approx $100)

- Jerker Nilsson, email d91jn@efd.lth.se -
---- My opinion may change, but not the fact that I am right! ----
Insert own toughts here. The above is mine, and only mine!

3388. Crikey

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 23:38:16 UTC
From: psteffn@GNU.AI.MIT.EDU
Message-ID: <9110092337.AA27416@geech.gnu.ai.mit.edu>
Source record: 228212

Newsgroups: comp.sys.atari.st
Subject: Re: Wot A Scorcher !!!
Summary:
Expires:
References: <1991Oct6.235236.18269@usenet.ins.cwru.edu> <1991Oct07.160816.7094@spc.nl>
<1991Oct7.215421.19533@wam.umd.edu>
Sender:
Reply-To: psteffn@gnu.ai.mit.edu.UUCP (Paul Steffen)
Followup-To:
Distribution:
Organization: Free Software Foundation
Keywords:

In article <1991Oct7.215421.19533@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>
>More to the point, not all shifter chips can handle this, and on machines
>with the earlier shifters this technique produces a jittery mess. As
>you said too, some monitors can't be synced to both 50 & 60 hz.
>
>A word to the wise: Don't abuse the shifter this way unless you want
>your software to break on lots of machines. Relying on undocumented
>hardware anomalies like this is not impressive -- it's poor progamming.
>
>Dave Baggett
>dmb@wam.umd.edu

hmmmmm..... Isn't the art of programming taking advantage of hardware
anomalies ? Or do you have a twisted belief that everything in the
Crikey demo could have been done with VDI calls? Not to start a
argument on OS vs. Hardware programming methods [I already did that on
alt.amiga.demos, some time back]. I applaud Lost Boys and all the other
demo groups out there for their originality and programming skill.
It is NOT bad programming technique, especially since you simply
cannot get graphics like that any other way. PERIOD!!
It's that same 'bad' programming that has given us Spectrum 512,
ST Protracker [and other 4-voice sample driven music players for the ST],
overscan [which I would like to see implemented in a program like CyberPaint
eventually], and the most brilliant games on the ST. If you want to see
a good example of bad programming, take a look at GEM!

Paul Steffen
[STratoHACKster of TPPI! Check out our upcoming Amiga/ST demos]

ps. I just remembered that I have one of the older shifters in my ST
and Crikey works flawlessly as far as I can tell.

3389. Hot demos

Newsgroup: comp.sys.atari.st
Date: 1991-10-09 23:44:18 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <1991Oct09.234418.10576@usenet>
Source record: 228213

There has been some discussion lately about all the outrageous graphic and sound demos out there. I am wondering if a few of you out there could recommend a few of the best. As most of these files are several hundred k in length, at 2400 baud I can't really just grab 'em all and see what's neat.

Any recommendations for stuff with really cool graphics and/or sound (that would make my mac-owning roommate even more jealous) would be appreciated.

BTW, I have both color and mono, and an early ST (ie STe demos don't help me very much)

Thanks,

John Thaanum thaanuj@prism.cs.orst.edu

3390. trackers

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 00:15:58 UTC
From: psteffn@GNU.AI.MIT.EDU
Message-ID: <9110100015.AA27931@geech.gnu.ai.mit.edu>
Source record: 228214

I've seen a few tracker players that run in monochrome. A friend of mine
wrote MarxTracker which is on atari.archive. I haven't gotten
around to sending his later [and MUCH improved] version, tho.
He still needs to speed up the play routine a bit and fix looping.
He already has re-written most of the code. There is also a nice
tracker player that runs on monochrome and plays at 26.3KHz but it
doesn't support volume [which is rather important].
I'd certainly like to see a Soundtracker editor that runs on monochrome
and supports MIDI note entry.

By the way, that ProTracker that was just uploaded to atari.archive is
excellent!

Paul Steffen
[STratoHACKster of TPPI]

3391. TT alt-help screen dump

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 00:52:48 UTC
From: cse0507@desire.wright.edu
Message-ID: <1991Oct9.195248.234@desire.wright.edu>
Source record: 228025

Hello, has anybody actually used the ALT-HELP screen dump on their Atari
TT? I can make it work in the three ST modes, but flip to TT low/med res,
no go, even on a clean machine! What gives?
Bob The (confused) Schulze

P.S. Press HELP, the docs are burned into ROM. Especially ALT-HELP.

3392. Accelerators & Emulators

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 02:24:43 UTC
From: steveg@cseic.saic.com
Message-ID: <3855506@MVB.SAIC.COM>
Source record: 228220
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

With the DC AtariFest just a couple of days away, I'm trying to decide
how to put myself in the poor house and was wondering if
I could cram say a T16 accelerator *AND* PC-Speed (or any two similar
products) inside my Mega ST. Has anyone out there done this?
I assume I'd have to stack one on top of the other as they both plug into
the 68000's socket and provide a pass thru. Is there enough clearance?
Will the work together?

P.S. I know that the T16 won't make PC-Speed any faster, but are they
compatible?
--

Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

3393. Dark Side of the Spoon demo

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 03:02:17 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <1991Oct10.030217.18190@usenet.ins.cwru.edu>
Source record: 228221

I'm having trouble getting this demo to work. The 'Please wait'
comes up OK, but the main screen flickers badly and is unreadable. After
pressing reset, the information screens are OK.

I'm using: 4 Meg STe through RF modulator

I MSA'd both of the files and did get a correct disk as far as I know.

Please email me any suggestions on how to get this to work.
--
Doug Wokoun / / |
(aa384@cleveland.Freenet.Edu) [o]-[o] |
||| L (((STe))) | . _ .- _- |||
Atari / | \ S I G ___/ | - - .- / | \

3394. Protracker MOD player

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 03:26:59 UTC
From: al885@CWNS9.INS.CWRU.EDU
Message-ID: <9110100326.AA00189@cwns9.INS.CWRU.Edu>
Source record: 228223

Is Protracker for the STe only? Can I use it on my ST?

What's the best MOD player that works on the ST?

Also, I've heard about a stereo board for the St that plugs into the
cart. port. Any news about this?

=========Gerard Pinzone=======================gpinzone@george.poly.edu=========
_______ ________ ________ Just on the border of your waking mind
/ ___/ / _____/ / __ / There lies another time
/ ___/ / /____ / __ / Where darkness and light are one
/______/ /_______/ /__/ /__/ And as you tread the halls of sanity
East Coast Anime You feel so glad to be unable to go beyond
ELO: "Prologue" -=- Daicon IV I have a message from another time...

3395. Re: TT SCSI drive software -- got it and thank you all

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 03:29:43 UTC
From: sytang@lamar.colostate.edu
Message-ID: <18317@ccncsu.ColoState.EDU>
Source record: 228222

Thank you very much especial to the gentleman from NASA (sorry the mailer delete the message when I exit from it and forgot to save it to mbox).
I have received a copy thru Email and got Jon's TT up and runing using the new AHDI.
While getting TT runing, we run the GCR with spectre 3.0 version on it.(3.0 will run but only use the 2MB on the motherboard and it's ST RAM so the speed is not very high). Boot up Mac OS 6.0.7 in Mac Plus mode then run the speedometer, it reported 030 found and average 2.0 times Mac. If it can run from the TT RAM, the speed should be higher.
Also noticed the new color monitor for TT does not use the full screen, it seems to have a lot of boarder area. Is there something to adjust the screen display area?
Tang
sytang@lamar.colostate.edu

3396. Re: Mega2 questions

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 03:58:46 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0i3mwi6@jonh.wimsey.bc.ca>
Source record: 228224

In <48349@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>Kenneth W Samson asks:
>>Questions:
>> 2) How much memory can one stuff into a Mega2 before aditional
>> hardware (cards..etc) is required?
>
>ANY Atari ST is limited to 4 Megs of RAM.. period. Doesn't matter what
>combination of hardware, cards or chips you want to use, 4 Megs is IT.
>
A slight correction is needed here Bob. The SST Gadgets Board allows
up to 12 meg, any program written properly can take advantage of it. Also,
there is at least one German board that allows up to 12 meg, but converting
from German fund's (which in this case is appropriate, as no one in NA
makes one) it would cost about as much as a TT.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

3397. Re: Crikey

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 05:29:32 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Oct10.052932.21468@wam.umd.edu>
Source record: 228227

In article <9110092337.AA27416@geech.gnu.ai.mit.edu> psteffn@GNU.AI.MIT.EDU (Paul Steffen) writes:
>In article <1991Oct7.215421.19533@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>>
>>A word to the wise: Don't abuse the shifter this way unless you want
>>your software to break on lots of machines. Relying on undocumented
>>hardware anomalies like this is not impressive -- it's poor progamming.
>>
>hmmmmm..... Isn't the art of programming taking advantage of hardware
>anomalies ?

No. It isn't. It's art to play by the rules and create beautiful
programs that work reliably.

>Or do you have a twisted belief that everything in the
>Crikey demo could have been done with VDI calls?

Did I SAY "only programs that use VDI calls are properly programmed"?
No. And in fact there are many "portable" ways to do fast graphics on
the ST/TT that, at least in the sense that the code will run on all
Atari ST series machines (which many demos will not). Some methods are
more portable than others.

>Not to start a
>argument on OS vs. Hardware programming methods [I already did that on
>alt.amiga.demos, some time back].

Well, you are again.

>I applaud Lost Boys and all the other
>demo groups out there for their originality and programming skill.

And what a world of good they have done for the ST community by writing
software that is neither stable nor guranteed to run on all existing
ST's, much less future Atari machines.

>It is NOT bad programming technique, especially since you simply
>cannot get graphics like that any other way. PERIOD!!

No, it IS bad programming technique, because you CAN'T get graphics
like that on the ST, PERIOD. They have tried and failed. I don't
count "graphics that only work on some people's machines and not
others" as "working." Would you accept a spreadsheet program that
exploited some weird bug in certain 68000 chips to calculate faster,
but only ran on some subset of machines? No, you'd call the company
that made the spreadsheet and tell them to fix their brain-dead
program. (And the Lost Boys would respond, "But gee, it's FASTER that

way." It's the same as, "But gee, I got more colors on the screen that way." Forget it.)

>It's that same 'bad' programming that has given us Spectrum 512,

...which doesn't work on non-8 mHz machines. Fat lot of good it does those with faster CPU's. How about the people who paid good money for Spectrum 512 and now can't use the program any more?

>ST Protracker [and other 4-voice sample driven music players for the ST],

There's nothing inherently nonportable or unreliable about trackers.

>overscan [which I would like to see implemented in a program like CyberPaint
>eventually],

...which you won't see in a program like Cyber Paint because no sane company is going to market a product which doesn't work on all machines. (This is starting to sound redundant!)

>and the most brilliant games on the ST.

OK, name the most brilliant games on the ST. Make sure you specify the undocumented graphics mode and/or scrolling technique that each game uses. Remember, there's nothing wrong with software blitting to screen RAM (which is what most games do, obviously), because such techniques are not shifter-dependent or monitor-dependent. (Although they are typically machine-dependent, in that you can't port them easily to other platforms.)

Speedball II doesn't use any of those techqniues. I guess the Bitmap Brothers just aren't getting "everything out of the machine." Yeah, what losers...

>If you want to see
>a good example of bad programming, take a look at GEM!

Remember, I never said that relying on weird hardware anomalies was the ONLY kind of bad programming, I just said it was ONE kind of bad programming. So GEM is totally irrelevant.

>[STratoHACKster of TPPI! Check out our upcoming Amiga/ST demos]

If I may make a humble suggestion, why not use your time and programming talent to write a useful application. You will be helping the Atari/Amiga communities and may make some money at the same time.

>ps. I just remembered that I have one of the older shifters in my ST
>and Crikey works flawlessly as far as I can tell.

Good for you. The whole point is that since that undocumented shifter techniques aren't guaranteed to work on ALL ST's, so just because it works on your test machines does not mean it'll work on my machine. NONE of the Lost Boys/Care Bears/etc. demos that have been posted to atari.archive work on my machine, which is an unmodified ST. This is

really no surpise, since "undocumented" often means "won't work on all machines."

Dave Baggett
dmb@wam.umd.edu

3398. Re: Quantum HD

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 05:30:41 UTC
From: boyd@bind.cs.fsu.edu
Message-ID: <1991Oct10.013041.20658@mailer.cc.fsu.edu>
Source record: 228231

In article <1991Oct8.215249.24477@uokmax.ecn.uoknor.edu>, kllove@uokmax.ecn.uoknor.edu (Kenneth L Love) writes:
>
>Supposedly, they are faster, quieter, and cheaper than Seagate
>drives. Is this true? What kind of problems might I have with
>the Quantum that I might not have with a Seagate?

I have a buddy with a 3.5" 105mb Quantum hooked to his ST (along with a 320mb Hitachi and a Syquest SQ-555!). It works very well, he has no complaints. The only thing you might find problems with is hard disk driver software that for some reason does not allow you to use a Quantum. Since the ICD unit (which Toad and my buddy use) works fine with the Quantum, you are ok. All other software should work fine (since it is actually talking to the ICD host adaptor).

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

3399. Re: MODs source ...

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 05:35:13 UTC
From: boyd@bind.cs.fsu.edu
Message-ID: <1991Oct10.013513.20742@mailer.cc.fsu.edu>
Source record: 228230

In article <20457@chaph.usc.edu>, wdao@girtab.usc.edu (Walter Dao) writes:
>
>Since the MODs were originally written on AMIGA computers, where else to look
>than on THE amiga FTP site ?

These are different mod files. The Amiga ones are Noisetracker files. The Soundtracker comes with a conversion program that can convert most Noisetracker files to the Soundtracker format, but files created specifically for the Soundtracker sound better.

The Soundtracker has an "Amiga mode" button to allow one to use Amiga samples. The native Soundtracker sampling rate is higher than in the Noisetracker, so Noisetracker samples sound too high and fast.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

3400. Ghostscript with bj10 printer

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 06:02:33 UTC
From: marshall@cs.uq.oz.au
Message-ID: <4297@uqcspe.cs.uq.oz.au>
Source record: 228233

I tried to run ghostscript 2.3 on a 1040st, 1meg ram, TOS 1.0.
With epson it worked OK - at least, it produced an output file.
With the following command line it failed:
gs -sDEVICE=bj10e c:\gs\ps\filename.ps
it produced the following message:

Initializing ... Unrecoverable error: unknown error in setdevice
Operand stack:
--nostringval--

Is this due to lack of memory, or old TOS1.0, or is the bj10e driver buggy?
Incidentally, on my epson 9pin clone, the output is garbled - but it is only
a clone. Help would be greatly appreciated.

_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

3401. Re: Problems with Supra HD I/F

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 07:20:04 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0bd2khg@nathan.ruhr.de>
Source record: 228245

In <5251@chalmers.se>, Per Anders Olausson writes:

Hi,
> The problem I'm experiencing is that when I power up the system won't boot
> and I always have to do a reset manually (after the cold start has finished)
> and the it works ok. (the 1375 drive does spin up, though, at power up)
sounds quite familiar to me. I think you have one big switch for all
machines, right? Well, the hard drives need some time to spin up. This time
differs between 2 seconds for a Quantum SCSI, 8 seconds for a Seagate SCSI
and up to a minute for very old drives.
If you switch on the Atari, the first thing it does is checking the boot
sector of drive A: and execute it (if the boot sector is executable).
The next thing the Atari does is to check if it can boot from a HD. At this
time, your drives are not ready because they didn't have enough time to
spin up to full speed. So the Atari will boot from drive A:.
When you do a reset, your hard drives had enough time to spin up. When
checking for a HD, your Atari will find them this time and boot from
your HD.
The second explanation may be the "drive not ready" message from some HDs.
They send a message to your Atari to tell it they're spinning up and the
computer should wait a few more seconds. Unfortunately, the Atari doesn't
understand this message, and thinks there is no HD. This is a typical
problem for Quantum users. Thank goodness you can tell Quantums to stop
sending that message.

The solution is to switch on everything except your Atari, wait approx. 30
seconds and turn on the Atari. If the Atari now boots from your HD, your
problems are ended. If you hate to use two switches, check out for a programm
called "WAIT_HD.TOS". It writes a small programm into the boot sector of
drive A:. If you have that disk inserted at boot time, the Atari will
execute this programm before checking for a HD. And this programm doesn't
terminate until the HDs are ready. When the Atari checks for the HDs, they
had enough time to spin up (thanks to that programms) and boots from HD.

If this doesn't work, try to get technical informations for your drive
and find out how to stop it from sending the "drive not ready" message.
/s/
PS: There are several programms creating a "hd-wait" bootsector. TT and
Mega STE users should use NORORACH from Atari Corp...
--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

3402. Re: MODs source ...

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 10:12:45 UTC
From: spice@drycas.club.cc.cmu.edu
Message-ID: <1991Oct10.051246.448@drycas.club.cc.cmu.edu>
Source record: 228236

In article <1991Oct10.013513.20742@mailer.cc.fsu.edu>, boyd@bind.cs.fsu.edu (Mickey Boyd) writes:
> In article <20457@chaph.usc.edu>, wdao@girtab.usc.edu (Walter Dao) writes:
>>
>>Since the MODs were originally written on AMIGA computers, where else to look
>>than on THE amiga FTP site ?
>
> These are different mod files. The Amiga ones are Noisetracker files. The
> Soundtracker comes with a conversion program that can convert most Noisetracker
> files to the Soundtracker format, but files created specifically for the
> Soundtracker sound better.
>
> The Soundtracker has an "Amiga mode" button to allow one to use Amiga
> samples. The native Soundtracker sampling rate is higher than in the
> Noisetracker, so Noisetracker samples sound too high and fast.
i

Mickey , both NoiseTracker AND Soundtracker files are available on ab20.
The reason that some NoiseTracker files may sound too fast is that they
were created by European Amiga hackers who have PAL Amigas. Thus their
MODs are designed to be run at 50 Hz so when they are played on NTSC
machines that run at 60 Hz they sound too high & fast. Most Amiga
MOD players have a PAL/NTSC switch. If you are looking for purely Atari
created MODs you are going to have a long wait since SoundTracker and
NoiseTracker were originally written for the Amiga and Amiga owners are
the sources of almost all MODs.

3403. Crikey

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 11:26:55 UTC
From: psteffn@GNU.AI.MIT.EDU
Message-ID: <9110101126.AA08437@geech.gnu.ai.mit.edu>
Source record: 228029

In article <1991Oct10.052932.21468@wam.umd.edu> dmb@wam.umd.edu (David M. Bagg
>In article <9110092337.AA27416@geech.gnu.ai.mit.edu> psteffn@GNU.AI.MIT.EDU (
>hmmmmm..... Isn't the art of programming taking advantage of hardware
>>anomalies ?
>
>No. It isn't. It's art to play by the rules and create beautiful
>programs that work reliably.

That almost sounds Orwellian. Anyway, who sets these rules? Atari?
We'd still be in the dark ages! The ST is certainly capable of
multitasking but any decent low-level implementation of it is
going to break some rules. [i.e. Mystic Formatter and Shadow, not
STalker] GEM/TOS is inflexible and should have been replaced the
minute Atari found a better OS. TOS is basically MS-DOS implemented
on the 68000! Call for call!

>
>>Or do you have a twisted belief that everything in the
>>Crikey demo could have been done with VDI calls?
>
>Did I SAY "only programs that use VDI calls are properly programmed"?
>No. And in fact there are many "portable" ways to do fast graphics on
>the ST/TT that, at least in the sense that the code will run on all
>Atari ST series machines (which many demos will not). Some methods are
>more portable than others.

Well, as far as Atari is concerned, it is. [unless you were talking
about a different set of rules..] Yes, there are more "portable" ways
to doing things but, the more portable [generalized] a routine gets,
the less effective it is on individual hardware. You can't do much
if you are writing for the lowest common denominator.

>>Not to start a
>>argument on OS vs. Hardware programming methods [I already did that on
>>alt.amiga.demos, some time back].
>
>Well, you are again.

Such it is.

>>I applaud Lost Boys and all the other
>>demo groups out there for their originality and programming skill.
>
>And what a world of good they have done for the ST community by writing
>software that is neither stable nor guranteed to run on all existing
>ST's, much less future Atari machines.

I find ST demos to be generally more stable than most application
software. I have never had an ST demo crash on me. Shifter-
incompatibilities only cause slight flickers in the overscan areas
[or no overscan graphics at all].

>>It is NOT bad programming technique, especially since you simply
>>cannot get graphics like that any other way. PERIOD!!
>
>No, it IS bad programming technique, because you CAN'T get graphics
>like that on the ST, PERIOD. They have tried and failed. I don't
>count "graphics that only work on some people's machines and not
>others" as "working." Would you accept a spreadsheet program that
>exploited some weird bug in certain 68000 chips to calculate faster,
>but only ran on some subset of machines? No, you'd call the company
>that made the spreadsheet and tell them to fix their brain-dead
>program. (And the Lost Boys would respond, "But gee, it's FASTER that
>way." It's the same as, "But gee, I got more colors on the screen that
>way." Forget it.)

Interesting logic. You are telling me that I can't get 512 colors
with Spectrum because Spectrum doesn't run on a TT? You are a C
programmer, I take it. You obviously aren't familiar with hardware.
The ST is different from the STe and the STe is different from the TT!
There will ALWAYS be incompatibilities. You just simply cannot do
anything about that. So, you are telling me that I shouldn't even
ATTEMPT anything that might be incompatible with a newer model...
By the way, don't you think that a TT user would appreciate a 68030/
882 specific spreadsheet more than one that runs on all Atari's?

>
>>It's that same 'bad' programming that has given us Spectrum 512,
>
>...which doesn't work on non-8 mHz machines. Fat lot of good it does
>those with faster CPU's. How about the people who paid good money for
>Spectrum 512 and now can't use the program any more?

Well, Tri Engineering could easily add code for faster CPU's.
Just like QuickST/TurboST has added code for TT resolutions. Don't know
why they haven't done it already.

>>ST Protracker [and other 4-voice sample driven music players for the ST],
>
>There's nothing inherently nonportable or unreliable about trackers.

Like I said, you must not know hardware. Tracker routines, although to
a lesser degree, are still very sensitive to cpu speed. After all, they
DO have to process 4 separate digital samples and mix them into 1 and
then directly access the AY chip.

>>overscan [which I would like to see implemented in a program like CyberPaint
>>eventually],
>
>...which you won't see in a program like Cyber Paint because no sane

>company is going to market a product which doesn't work on all machines.
>(This is starting to sound redundant!)

Yeah, it is getting very redundant! Especially since you don't seem to know what you are talking about. Did you know that the author could simply adapt his code to overscan on a TT? Didn't think so.
Overscan would CERTAINLY make the ST more useful for video production.

>
>>and the most brilliant games on the ST.
>
>OK, name the most brilliant games on the ST. Make sure you specify the
>undocumented graphics mode and/or scrolling technique that each game

I wasn't talking specifically of graphics modes [there are no undocumented graphics modes, by the way] or scrolling techniques. I do know of the scrolling technique by offsetting in overscan. I have know way of knowing if this rather ambitious technique is used on any games software for scrolling. I do know that quite a few games [particularly Psygnosis] use far more than the 16 allowed colors for low-res mode which means raster interrupts. Disk loading during animation/sound means custom DMA routines [Dragon's Lair, Space Ace...]. These are only the obvious since game developers don't give out their tricks.

>uses. Remember, there's nothing wrong with software blitting to screen
>RAM (which is what most games do, obviously), because such techniques

There's nothing wrong? This is another gray area because this technique will most likely cause problems on future ST's, if not already. Stacy?

>are not shifter-dependent or monitor-dependent. (Although they are
>typically machine-dependent, in that you can't port them easily to
>other platforms.)

Of course. But it really depends on how far the Atari ST compatible line expands.

>Speedball II doesn't use any of those techqniues. I guess the Bitmap
>Brothers just aren't getting "everything out of the machine." Yeah,
>what losers...

Do you know the BitMap Bros. personally. Overscan offset scrolling moves the whole screen and would be completely unusable for the playfield scrolling in SpeedBall II. One can still do amazing things with optimized assembly routines.

>>If you want to see
>>a good example of bad programming, take a look at GEM!
>
>Remember, I never said that relying on weird hardware anomalies was the
>ONLY kind of bad programming, I just said it was ONE kind of bad
>programming. So GEM is totally irrelevant.

Yes, BAD is an opinion. It takes ALOT more skill to write a good
demo. An INCREDIBLE understanding of hardware and mathematics.
These guys know EXACTLY what they are doing regardless of how
unorthodox it may seem to you.
>
>>[STratoHACKster of TPPI! Check out our upcoming Amiga/ST demos]
>
>If I may make a humble suggestion, why not use your time and
>programming talent to write a useful application. You will be helping
>the Atari/Amiga communities and may make some money at the same time.

What? Demos AREN'T useful? I personally know 2 people who bought their
ST because of being impressed with a graphics demo. I think that's
helping the Atari quite a bit.. [The Lost Boys may be responsible for
more sales of ST's than Atari's own lame-brain advertising campaign..d:^]
I program for the enjoyment of it. Several musicians DO play music for
the enjoyment of it, why not programmers?

>
>>ps. I just remembered that I have one of the older shifters in my ST
>>and Crikey works flawlessly as far as I can tell.
>
>Good for you. The whole point is that since that undocumented shifter
>techniques aren't guaranteed to work on ALL ST's, so just because it
>works on your test machines does not mean it'll work on my machine.
>NONE of the Lost Boys/Care Bears/etc. demos that have been posted to
>atari.archive work on my machine, which is an unmodified ST. This is
>really no surpise, since "undocumented" often means "won't work on
>all machines."

Well, if your computer is anything other than a standard 520st or 1040st,
I might believe you. I could never believe that all these demos
wouldn't work. Try downloading the MSA files in binary. d:^)

>Dave Baggett
>dmb@wam.umd.edu

Paul Steffen

ps. 'undocumented' means everything Atari neglected to document.

3404. GDOS: Metafile fonts, drivers, etc

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 11:34:44 UTC
From: J.M.C.Geada@newcastle.ac.uk
Message-ID: <1991Oct10.113444.19702@newcastle.ac.uk>
Source record: 228181

Does anybody out there know how to produce the metafile font
information ?
I have GDOS, & have been able to get some fonts & even design
some bits, but so far have seen no way of generating the
metafile version of the fonts.

Is there an easy way of converting fonts from one resolution
to another (eg screen font-> printer or vice versa) ?

Where can GDOS printer drivers be obtained ? I have recently
bought a Canon BJ10e bubble jet printer (great printer!) and
at the moment am using a 24pin printer driver, but this does
not seem to be an ideal solution.

Thanks for all answers

Joao
===

SENDER : Joao Geada, PHONE : +44 91 222 8067
POST : Computing Laboratory, The University, Newcastle Upon Tyne, UK, NE1 7RU
JANET : J.M.C.Geada@uk.ac.newcastle
ARPA : J.M.C.Geada@newcastle.ac.uk

3405. Re: News on TT Unix...

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 11:45:24 UTC
From: Jan.Willekens@p12.f202.n281.z2.fidonet.org
Message-ID: <fido_2_281/202.12_28f4323d@linn.fidonet.org>
Source record: 227957

In a message of <04 Oct 91 16:48:45>, data3d@aahs.no (Karl Anders 0yga (2:320/100.1) writes:

d(> Existing owners of Atari TTs may purchase Unix for around 15000NOK
d(> (divide by app 6.5 for price in dollars, 11 for GBP). The unix comes
d(> in shape of a readily installed 210 meg harddrive. The unix is
d(> system 5 compatible and comes with xwindows and a lot more.

Indeed, the Unix is Atari's implementation of AT&T's Unix System V Rel. 4.0.
It comes with XWindows 11.4 and OSF/Motif 1.1. Through Ethernet the system can
be connected to TCP/IP, NFS and RFS networks.
So the package contains:
Atari System V Release 4
Virtual File-System (VFS)
Device Driver Interface (DDI)
Device Kernel Interface (DKI)
X Window System Release 11.4
OSF/Motif user interface
X Facemaker 2
WISh2 Desktop
FSF GNU C Compiler (ver. 1.39)
FSF GNU C++ Compiler (ver. 1.37)
FSF GNU gdb debugger (ver. 3.5)
Symbolic System V debugger

When you also buy the network package you also get:
Network File System (NFS)
Remote File Sharing (RFS)
TCP/IP (DAPRA protocolls)
BSD connection

Documentation (developers package):
ATARI Style Guide
The ASV Developer's Guide

Supporting Literature:
AT&T Unix System V Rel. 4 (publ. AT&T & Prentice Hall)
OSF/Motif Version 1.1 Manuals (publ. Prentice Hall)
X Window System

d(> The unix is very stable, and compared to the Apples pathetic A/UX
d(> and the rather buggy unix that Commodore deliver with their 3000UX,
d(> the TT Unix is a clear winner. Whether it will run in conjunction
d(> with an SST '030 board is unknow as of yet.

It indeed runs stable, but you will have to have a LOT of memory (RAM) otherwise the operating systems starts trashing. (continiously writing and reading to/from hard disk, so the OS is busy transferring memory blocks to.from hard disk most of the time) I btw found it quite slow, but then i am not used with working with Unix machines, so it might even be the standard speed.

Greetings... - Jan -

--- STabloid's Chief Editor... Prerelease out NOW!
Jan.Willekens@p12.f202.n281.z2.fidonet.org
or Jan.Willekens@p12.f202.n281.z2.linn.gna.tfd.com

3406. Re: What's been goin' on since 1988?

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 11:55:34 UTC
From: qs101@ely.cl.cam.ac.uk
Message-ID: <1991Oct10.115534.5492@cl.cam.ac.uk>
Source record: 228047

I'm in a very similar situation - I've been out of the scene since I
sold my ST to a friend 2 yrs ago, but I'm about to borrow it back.

I would like to know:

1 Is there a decent word-processor for a 1040 now? I only had 1st Word Plus.

2 How about a C compiler (on a single floppy machine)?

3 What's the best command-line shell around now?

4 Are hard disks still the ridiculous price that they used to be?
(I've been spoiled by the PC world!)

5 Lastly, is it easy to expand the RAM on a 1040ST?

Many thanks,

Quentin Stafford-Fraser
Cambridge University Computer Lab
qs101@cl.cam.ac.uk
Tel +44 223 334645

3407. Re: Delirious demo

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 11:58:50 UTC
From: Jan.Willekens@p12.f202.n281.z2.fidonet.org
Message-ID: <fido_2_281/202.12_28f432a2@linn.fidonet.org>
Source record: 227960

In a message of <04 Oct 91 18:51:50>, sytang@lamar.ColoState.EDU
(2:320/100.1) writes:

s> with the monitor adjusted to see whether it works. And it won't boot
s> from the 1040ST with TOS1.2 so probably it needs STE type machine.

If you are talking about The Delirious Demo III, then yes, it needs an STE to
run on, since it is an all STE demo.

Greetings... - Jan -

--- STabloid's Chief Editor... Prerelease out NOW!
Jan.Willekens@p12.f202.n281.z2.fidonet.org
or Jan.Willekens@p12.f202.n281.z2.linn.gna.tfd.com

3408. Perl 4.10 Patchlevel 10 now available for ftp

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 12:01:55 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Oct10130155@acae127.cadence.com>
Source record: 228021

Thanks to all of you who expressed interest in Perl 4.010 for the
atariST. I worked on it some more, and i think i have a fairly
reasonable port now. I have sent the diffs, config.h, makefile,
support files, the Perl executable, and some support utils to
atari.archive.umich.edu. Please see the file README.ST and RESULTS
in the .zoo archive for more details. Please beat on the port a little
bit and let me know how it does under stress. I will give this process
a little time, so that we can squeeze of any major problems, and then
send in the diffs to larry for merging into the perl distribution.

The files are available for anaonymous FTP from
atari.archive.umich.edu:atari/languages/perl4_10.zoo
(as per conventions on A.A it will also be availble in atari/newitems for
some time). Thanks to jeff weiner@atari.archive.umich.edu for his
assistance with makeing the files available.

Last but not the least, major thanks to larry wall for his great
software.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

3409. Re: Wot A Scorcher !!!

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 12:04:30 UTC
From: Jan.Willekens@p12.f202.n281.z2.fidonet.org
Message-ID: <fido_2_281/202.12_28f433de@linn.fidonet.org>
Source record: 227959

In a message of <04 Oct 91 18:57:42>, glens@natinst.com (Glen Sescila) (2:320/100.1) writes:

g(> Oops, I left out one quetion. Do these Mega-Demos use some sort
g(> of video mode that I am unaware of or something. I have to adjust
g(> my Vertical-Hold knob on my Multi-Sync monitor when I run most demos.
g(> This is not a complaint! I am just curious if I am missing out on a
g(> special video mode (I do a little Assembler dabbling myself).

Hihi, no they do not use a special, hidden video mode. They only use a lot of techniques in order to achieve border removal and sync scrolling. (scrolling large areas of graphics on a normal ST using almost no CPU time) These techniques involve switching between 50/60/71 Hz depending on the current location of the electron beam. So they indeed sometimes switch to 71Hz (monochrome) on a color monitor. This probably causes the tiny problems you have with you multisync. It causes no damage to your ST or monitor, by the way. But i guess that the 71Hz switching causes your monitor to 'desync'.

By the way, great demo, eh?

Greetings... - Jan -

--- STabloid's Chief Editor... Prerelease out NOW!
Jan.Willekens@p12.f202.n281.z2.fidonet.org
or Jan.Willekens@p12.f202.n281.z2.linn.gna.tfd.com

3410. Re: Mega2 questions

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 12:09:15 UTC
From: mboen@offbeat.sni.de
Message-ID: <mboen.687096555@offbeat>
Source record: 228210

In <48349@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>Kenneth W Samson asks:

>>Questions:
[...]
>> 2) How much memory can one stuff into a Mega2 before aditional
>> hardware (cards..etc) is required?

>ANY Atari ST is limited to 4 Megs of RAM.. period. Doesn't matter what
>combination of hardware, cards or chips you want to use, 4 Megs is IT.

While this limit has been correct until now, there are, at least over here
in Germany, companies that offer plug-in (or was it solder-in) cards with
up to 16 MB (which is IT for MC68000 processors). Of course you can "only"
use app. 15 MB of that because of TOS ROMs and memory-mapped IO. What I know,
however is, that the (strange, sightless, ...) 4 MB limit has been broken
for ST computers - if you have the money.

However, for the standard upgrade, 4 MB is indeed the upper limit.

BTW, as of which board revision is upgrading difficult? This important
tidbit of information was missing from your answer.

So long
Martin
--
Email: in the USA -> mboening.pad@sni-usa.com
outside USA -> mboening.pad@sni.de
Paper Mail: Martin Boening, Siemens Nixdorf Informationssys. AG, SNI STO SI 325,
Pontanusstr. 55, 4790 Paderborn, W.-Germany (Phone: +49 5251 846155)

3411. Re: TT Unix etc.

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 12:33:09 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1991Oct10.123309.20457@link-1.ts.bcc.ac.uk>
Source record: 228234

The problem with getting the OS on a pre-installed drive is two fold:-

1) On a tape or floopy distributed system you only load that which you need,
which means that you don't waste valuable disk space.

2) What happens if/when you get a head crash, what are you going to boot from?
Whow are you going to re-load the system, and what from?

Pre-installed drives are all very well for the sealed unit retailers, but what
about later when the drive breaks!

Steve

Addresses:-
JANET ucacmsu@uk.ac.ucl or ford@tharr.uucp@uk.ac.uknet
Internet ucacmsu@ucl.ac.uk or ford@tharr.uucp@uknet.ac.uk

3412. Re: What's been goin' on since 1988?

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 13:45:35 UTC
From: darling@cellar.org
Message-ID: <oeTL03w164w@cellar.org>
Source record: 228018

exuhag@exu.ericsson.se (James Hague) writes:

> >I think it would help a lot if you told us (A) your price range, and (B) wha
> >your interests are.
>
> (A) Under $2000, not including printer.
> (B) I'm interested in DTP, word processing, and programming.
>
> I checked with a local dealer and he quoted me a price of $1499 for a
> Mega-STe with 2 meg memory and 50 meg HD. This is a bit steeper than I
> had anticipated (especially since Atari monitors are close to $400).

Well, that IS a bit steep. Ye Local Computer Shoppe is selling 2meg Mega-STEs w/50 Meg HD's for $1295. As for monitors, if you're doing DTP, what you really want is Atari's outstanding mono monitor, the SM124, which runs about $160. Atari's colour monitor is OK, but has never been mistaken for an NEC Multisync.

You've picked the right hardware. Now all you need is Calamus for DTP, Word Perfect for WP, and one of the million excellent C programming packages available for the ST.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

3413. Re: Question about SST board from GBS

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 14:07:27 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Oct10150727@acae127.cadence.com>
Source record: 228241

> If the ST(E) motherboard is to be rehoused anyway there is no reason not to
> use a PLCC-to-DIP adaptor socket between the STE board and the SST board
> (if the adaptor can be obtained for the right price).

i know that FastTechnologies sells such an adaptor for their
T16/T20 accelerators for very little money (sorry i dont know the
exact price). They are located in Andover, MA and directory info (us
or international) should be able to give you their ph #.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

3414. 1040ST Sold, latest bids on rest (was Re: Atari Equipment For Sale)

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 14:39:20 UTC
From: an602@cleveland.Freenet.Edu
Message-ID: <1991Oct10.143920.9099@usenet.ins.cwru.edu>
Source record: 228247
Cross-posted to: misc.forsale.computers,misc.forsale,comp.sys.atari.st

```
SOLD - Flakey 1040ST 4MB RAM, internal 720K floppy, Mouse.
- Atari Color Monitor (RGB) $150
- New 85M hard drive in a used case. Ready to plug 'n play. $325
- NEC P5200 24 Pin printer $250
- an extra 720K internal floppy $ 25

Bidding ends on Friday (10/11/91) at noon.

Buyer pays UPS COD shipping.

Jim
--
---------------------------.-----------------------------------.
| Jim Bernatowicz | "I don't work well in groups. |
|an602@cleveland.freenet.edu | It's hard to work with others when |
|jbernat@zip.eecs.umich.edu | you're omnipotent." - Q |
```

3415. Re: Problems with Supra HD I/F

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 17:05:22 UTC
From: dxper@dtek.chalmers.se
Message-ID: <5434@chalmers.se>
Source record: 228240

Thanks to everyone for their help. I have a lot of leads to follow up now
thanks to you all...!

pao

--
.....Andrew Olausson.....
.....Systems Architect.....
.....dxper@dtek.chalmers.se.....
.....pao@proxxi.se.....

3416. Re: Crikey

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 17:32:02 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Oct10.123203.2294@doug.cae.wisc.edu>
Source record: 228026

In article <1991Oct10.052932.21468@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>In article <9110092337.AA27416@geech.gnu.ai.mit.edu> psteffn@GNU.AI.MIT.EDU (Paul Steffen) writes:
>>In article <1991Oct7.215421.19533@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>>>
>>>A word to the wise: Don't abuse the shifter this way unless you want
>>>your software to break on lots of machines. Relying on undocumented
>>>hardware anomalies like this is not impressive -- it's poor progamming.
>>>
>>hmmmmm..... Isn't the art of programming taking advantage of hardware
>>anomalies ?
>
>No. It isn't. It's art to play by the rules and create beautiful
>programs that work reliably.
>
>>Or do you have a twisted belief that everything in the
>>Crikey demo could have been done with VDI calls?
>
>Did I SAY "only programs that use VDI calls are properly programmed"?
>No. And in fact there are many "portable" ways to do fast graphics on
>the ST/TT that, at least in the sense that the code will run on all
>Atari ST series machines (which many demos will not). Some methods are
>more portable than others.
>
>>Not to start a
>>argument on OS vs. Hardware programming methods [I already did that on
>>alt.amiga.demos, some time back].
>
>Well, you are again.
>
>>I applaud Lost Boys and all the other
>>demo groups out there for their originality and programming skill.
>
>And what a world of good they have done for the ST community by writing
>software that is neither stable nor guranteed to run on all existing
>ST's, much less future Atari machines.
>
>>It is NOT bad programming technique, especially since you simply
>>cannot get graphics like that any other way. PERIOD!!

I think the following point:

>No, it IS bad programming technique, because you CAN'T get graphics
>like that on the ST, PERIOD. They have tried and failed. I don't

>count "graphics that only work on some people's machines and not
>others" as "working." Would you accept a spreadsheet program that
>exploited some weird bug in certain 68000 chips to calculate faster,
>but only ran on some subset of machines? No, you'd call the company
>that made the spreadsheet and tell them to fix their brain-dead
>program. (And the Lost Boys would respond, "But gee, it's FASTER that
>way." It's the same as, "But gee, I got more colors on the screen that
>way." Forget it.)

is a brilliant insight. Elegant and creative programming is meant
to be enjoyed by all, not with the few fortuneate people who have
deviant hardware platforms.

Those people who strive to create great works of application code,
have a serious genius about them that change and enhance our daily
lives in many productive ways we can, and cannot see.

>ONLY kind of bad programming, I just said it was ONE kind of bad
>programming. So GEM is totally irrelevant.

>Good for you. The whole point is that since that undocumented shifter
>techniques aren't guaranteed to work on ALL ST's, so just because it
>works on your test machines does not mean it'll work on my machine.
>NONE of the Lost Boys/Care Bears/etc. demos that have been posted to
>atari.archive work on my machine, which is an unmodified ST. This is
>really no surpise, since "undocumented" often means "won't work on
>all machines."
>
>Dave Baggett
>dmb@wam.umd.edu

Way to go Dave!

--Greg

PS: I hope your working on some X Windows apps that do great DTP.

3417. Re: Quantum HD

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 17:41:17 UTC
From: wyant@eplrx7.es.duPont.com
Message-ID: <1991Oct10.174117.2892@eplrx7.es.duPont.com>
Source record: 228023

From article <1991Oct10.013041.20658@mailer.cc.fsu.edu>, by boyd@bind.cs.fsu.edu (Mickey Boyd):
> In article <1991Oct8.215249.24477@uokmax.ecn.uoknor.edu>, kllove@uokmax.ecn.uoknor.edu (Kenneth L Love) writes:
>>
>>Supposedly, they are faster, quieter, and cheaper than Seagate
>>drives. Is this true? What kind of problems might I have with
>>the Quantum that I might not have with a Seagate?

The SPARCstation 1+ which I use has two 105 MB Quantum drives in it for booting. Occasionally, the heads will stick in the resting position when the drive is first powered up. The Sun OS then goes through a second reboot in an attempt to free the heads. This has corrected the problem in the past, though other Quantum drives have had to be removed from their Suns and tapped lightly to free the heads (one instance where a kick to a computer has been beneficial).

Some Quantum drives have a tendency for the heads to stick in the resting or off position when powered up. While this is not much of a problem for a workstation (many are not routinely turned off and on), it may present a problem for an ST, which is usually turned off when not in use.

I do not know how common this is but it has been discussed in the Sun newsgroup. And, one of the two drives in my Sun at work has this problem. Quantum has probably fixed this problem by now, but consider it.

Patrick Wyant
Wilmington, DE
wyant@eplrx7.es.dupont.com
--
The UUCP Mailer

3418. Re: MODs source ...

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 19:16:18 UTC
From: boyd@xi.cs.fsu.edu
Message-ID: <1991Oct10.151618.6826@mailer.cc.fsu.edu>
Source record: 228003

In article <1991Oct10.051246.448@drycas.club.cc.cmu.edu>, spice@drycas.club.cc.cmu.edu writes:
>The reason that some NoiseTracker files may sound too fast is that they
>were created by European Amiga hackers who have PAL Amigas. Thus their
>MODs are designed to be run at 50 Hz so when they are played on NTSC
>machines that run at 60 Hz they sound too high & fast. Most Amiga
>MOD players have a PAL/NTSC switch. If you are looking for purely Atari
>created MODs you are going to have a long wait since SoundTracker and
>NoiseTracker were originally written for the Amiga and Amiga owners are
>the sources of almost all MODs.

Thanks for the info. In actual fact however, I already have about 15 mod files composed entirely on the ST using ST Replay samples. They sound much better on the ST than any of the converted Amiga mod files I have heard (don't get excited Amigites, the Amiga files probably sound great on an Amiga). I wonder if the Amiga Soundtracker is also made by MPH?

Here is the pertinent chunk of the TCB manual:

AMIGA The -TCB TRACKER- uses a sampling resolution of
10 KHz. The Amiga samplings only uses 8.3 KHz.
When you play a converted Amiga module in the
-TCB TRACKER-, the pitch will be too high so
all samples will sound like Donald Duck. The
remedy is to activate this icon. This
will bring the -TCB TRACKER- down to the Amiga
level. The effect is almost like pressing the
Dolby button on a tape recorder.

This seems to deal only with the samples themselves, not the playback speed of the mod files. I could not find any mention of differing mod playback speeds.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-----------------------------------

3419. Re: Crikey

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 19:44:08 UTC
From: boyd@xi.cs.fsu.edu
Message-ID: <1991Oct10.154408.7731@mailer.cc.fsu.edu>
Source record: 228238

In article <1991Oct10.123203.2294@doug.cae.wisc.edu>, carter@cae.wisc.edu (Gregory Carter) writes:
>
>
>>No, it IS bad programming technique, because you CAN'T get graphics
>>like that on the ST, PERIOD. They have tried and failed. I don't
>>count "graphics that only work on some people's machines and not
>>others" as "working." Would you accept a spreadsheet program that
>>exploited some weird bug in certain 68000 chips to calculate faster,
>>but only ran on some subset of machines? No, you'd call the company
>>that made the spreadsheet and tell them to fix their brain-dead
>>program. (And the Lost Boys would respond, "But gee, it's FASTER that
>>way." It's the same as, "But gee, I got more colors on the screen that
>>way." Forget it.)
>
>is a brilliant insight. Elegant and creative programming is meant
>to be enjoyed by all, not with the few fortuneate people who have
>deviant hardware platforms.

My platform is not deviant, and all the demos work on my machine. I think Dave has a bum ST, and is bitter about it. All this excited yipping about some graphics demos should have some of you folks seeking help . . .

>
>Those people who strive to create great works of application code,
>have a serious genius about them that change and enhance our daily
>lives in many productive ways we can, and cannot see.

While you are bowing to the god of Lotus 123, please try to come up with some possible relevence between this statement and the new Lost Boys demo, which is free, frivolous, incredible, and the subject of the original post.

>
>Way to go Dave!
>

Quite.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

3420. Re: Crikey

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 20:10:53 UTC
From: boyd@xi.cs.fsu.edu
Message-ID: <1991Oct10.161053.8477@mailer.cc.fsu.edu>
Source record: 228243

```
In article <1991Oct10.154408.7731@mailer.cc.fsu.edu>, boyd@nu.cs.fsu.edu writes:
>
>My platform is not deviant, and all the demos work on my machine. I think
>Dave has a bum ST, and is bitter about it. All this excited yipping about
>some graphics demos should have some of you folks seeking help . . .
>

Hmmm, for some reason my :-) did not come out after the elipse above. Of
course, the last sentance was written tongue-in-cheek, since I am one of
the bigger demo yippers on the group (although I tend to be a bit more
POSITIVE about them :-).

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-----------------------------------
```

3421. Re: ST Basic

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 20:19:11 UTC
From: damon@IASTATE.EDU
Message-ID: <1991Oct10.151911@IASTATE.EDU>
Source record: 228246

If you want some helpful advice, ST Basic really sucks. I use GFA Basic and I am very impressed with it.

**** Damon ****

3422. Re: Is SuperCharger useable??

Newsgroup: comp.sys.atari.st
Date: 1991-10-10 21:37:57 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.91Oct10223757@nic.funet.fi>
Source record: 228030

In article <1991Oct9.195139.19819@lonex.rl.af.mil> longj@lonex.radc.af.mil (Jeffrey K. Long) writes:

Also, if I buy this, can someone tell me something about the 286 expander
that is supposed to be available for the SC? Is it on the market yet?
Anyone upgraded their SC with it??

I just received a fax from Condor Computer Ltd in UK about the SC.
They have the 286 expansion ready for delivery.
It has an optional case with two 16bit expansion slots and two
versions, 12 MHz (Norton rate 12) and 16 MHz (Norton 15).
The slots can handle VGA-boards, Serials, Parallels, Game ports, Sound
boards, Graphic expanders, Floppy drivers and HD-drivers, for example.

Prices are: (in English Pounds)

Upgrade board only
12 MHz 120.00
16 MHz 165.00

Board plus optional metal case (6.0"W X 5.75"H X 9.5"D)
12 MHz 235.00
16 MHz 280.00

Please let me know if you have any opinions on this, as I will make
a decision fairly soon. Thanks in advance!

I think it is the best available now. (Omega's Delta Modul has serious
problems, not yet available) And it is compatible with all Atari
computers from 520 ST to TT030.
Personally, I am waiting for the 386sx expansion board, and the
optional AT-tower case with 2 + 6 full-size expansion slots. Should be
available for SC this year. Germans are already advertising it...

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator in nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

3423. Re: Unix Windows Help

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 00:31:33 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Oct11.003133.11863@watdragon.waterloo.edu>
Source record: 228235

In article <1527@daily-planet.concordia.ca> seldin@alcor.concordia.ca (JONATHAN SELDIN) writes:
}In article <1991Oct9.185626.23360@watdragon.waterloo.edu> cjherborth@rose.waterloo.edu (Chris Herborth) writes:
}>buncha stuff... I wrote it, I'll delete it! ch.
}
}I have a Mac version that is a couple of years old that I use
}with Spectre. It emulates some terminals other than the adm31,
}but the emulations are buggy. Also, it does not have the kermit
}or capture that the ST version has (although the documentation
}promises them).
}--
}Jonathan P. Seldin
}Department of Mathematics seldin@alcor.concordia.ca
}Concordia University, Montreal seldin@vax2.concordia.ca

Funny, that's exactly what the mac fellow I was talking to (James 'Kibo' Parry) was saying about the ST version... Since the Mac version he was mentioning had kermit and some other features, I suspect there's a version newer than yours. Some kind soul (drat, forgot who!) emailed me with a possible ftp site for the mac version (for us to try via Spectre):

rascal.ics.utexas.edu

in the /mac/communications/uw_4.2_CPT_bin

---------------==---------------
Chris Herborth cjherborth@{rose|lotus}.waterloo.edu
3B Hons English RPW GEnie: C.HERBORTH
Never send a monster to do the work of an Evil Scientist...

3424. Re: MODs source ...

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 00:35:24 UTC
From: at731@cleveland.Freenet.Edu
Message-ID: <1991Oct11.003524.21952@usenet.ins.cwru.edu>
Source record: 228225

In a previous article, spice@drycas.club.cc.cmu.edu () says:

>MOD players have a PAL/NTSC switch. If you are looking for purely Atari
>created MODs you are going to have a long wait since SoundTracker and
>NoiseTracker were originally written for the Amiga and Amiga owners are
>the sources of almost all MODs.

If anyone would care to swap UUENCODEd TCB Tracker .MODs, I'm currently
writing several of them and wouldn't mind sending them out to anyone
interested.

--
Troy L. Nothnagel
at731@cleveland.Freenet.Edu
"And for a gorilla, his English wasn't half bad." - Den of Earth
"No, now go away or I shall taunt you a second time-a!" - Guard, MP&tHG

3425. Get ready!

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 00:53:34 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <4707@tamsun.TAMU.EDU>
Source record: 227717
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

It looks like we are about to get a new generation of USENET users in comp.sys.atari.st. The bombardment of computer sales over this facility tells me that the experienced (but not developer) users are leaving atari for more prestigious computer systems. This is great news because we should see a new wave of enthusiastic users who got a really good deal on the computer that provides power without the price (and in this case really without the price).

This prompts me to re-encourage us to make the atari archives as user friendly as possible. This includes documentation to set up

- MiNT
- command line editors/shells (bash, gulam, ksh)
- TeX/LaTeX
- Uniterm Macros
- Sozobon C (I think the easy to install package already exists)
- GNU C
- g++

Also, its time for us to be flame-retardent. Don't flame, and when you see a flame skip it (I use the "k" functions of rn).

Thanks for your time.
Mark Lehmann
n160ao@tamuts.tamu.edu

3426. Re: Quantum HD

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 00:57:46 UTC
From: stmwang@hubcap.clemson.edu
Message-ID: <1991Oct11.005746.21822@hubcap.clemson.edu>
Source record: 228229

From article <1991Oct10.013041.20658@mailer.cc.fsu.edu>, by boyd@bind.cs.fsu.edu (Mickey Boyd):
> In article <1991Oct8.215249.24477@uokmax.ecn.uoknor.edu>, kllove@uokmax.ecn.uoknor.edu (Kenneth L Love) writes:
>>
>>Supposedly, they are faster, quieter, and cheaper than Seagate
>>drives. Is this true? What kind of problems might I have with
>>the Quantum that I might not have with a Seagate?
>
> I have a buddy with a 3.5" 105mb Quantum hooked to his ST (along with a
> 320mb Hitachi and a Syquest SQ-555!). It works very well, he has no
> complaints. The only thing you might find problems with is hard disk driver
> software that for some reason does not allow you to use a Quantum. Since the
> ICD unit (which Toad and my buddy use) works fine with the Quantum, you are
> ok. All other software should work fine (since it is actually talking to the
> ICD host adaptor).
>
> --
> ---------------------------------+-------------------------------------
> Mickey R. Boyd | "Come to your senses professor
> FSU Computer Science | Fernberg. You did not transcend
> Technical Support Group | the time-space continuum. You
> email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
> ---------------------------------+-------------------------------------

The 105meg Quantum hooked up to my 52meg Quantum (a replacement
of the 49meg Seagate that developed "stiction") inside the ICD
FAST drive case works flawlessly. Both of them are fast and
quiet. The only thing that gave me a bit of trouble was that you
must remove a jumper before the Quantum (either one) would be
"visible" by the ST.

--
Sam Wang Visual Arts Clemson University stmwang@hubcap.clemson.edu
---

3427. Re: SIM CITY - STe Compatible?

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 00:58:54 UTC
From: warwick@cs.uq.oz.au
Message-ID: <4318@uqcspe.cs.uq.oz.au>
Source record: 228237

In <A26283@k2.maus.de> Christoph_Bregulla@k2.maus.de (Christoph Bregulla) writes:

>Yeah ! Sim City runs on STes. It's really great !

It even runs on TT's! But not in TT resolutions :-(

Warwick
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3428. Re: Crikey

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 01:28:22 UTC
From: warwick@cs.uq.oz.au
Message-ID: <4321@uqcspe.cs.uq.oz.au>
Source record: 228239

psteffn@GNU.AI.MIT.EDU (Paul Steffen):

>It takes ALOT more skill to write a good
>demo. An INCREDIBLE understanding of hardware and mathematics.

Mathematics? Come off the grass! What are we talking about here? Addition?

Hardware? I agree. They know all about _their_ box of bits. They probably know more about the ST than most other programmers. With their faces so close to the metal, there is no surprise they cannot see the virtual machine, which they should be programming on. I program for enjoyment too. And one of the best feelings is seeing stuff work on the TT, even low-level stuff that works in the TT resolutions (well, now I've got someone's to test on :-]).

I see you didn't mention "software".

>These guys know EXACTLY what they are doing regardless of how
>unorthodox it may seem to you.

Face it Paul, it IS unorthodox. Everyone agrees with that.

>I program for the enjoyment of it. Several musicians DO play music for
>the enjoyment of it, why not programmers?

Fine. Me too. But just keep the code to yourself.

> [Dave's machine doesn't work with demos]

>Well, if your computer is anything other than a standard 520st or 1040st,
>I might believe you. I could never believe that all these demos
>wouldn't work.

Could you please "never believe" a little bit harder? You have to REALLY concentrate to modify reality for me down here. I don't even bother with demos - too many stuff up.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3429. Re: Atari 1040 + Hard Drive for sale

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 02:18:24 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <DTXm02w164w@sys6626.bison.mb.ca>
Source record: 228005
Cross-posted to: kw.forsale,comp.sys.atari.st,misc.forsale.computers

carlo@electro.electro.com (Carlo Sgro) writes:

> SOFTWARE
>
> GFA Basic
> AC/Fortran
> Sozobon C compiler
> MINIX (a system V UNIX os with full source code)
> Flash (a terminal program)
> UUCP mail system (mailtruck) pd.

I know you were posting for a friend, but I was wondering about the UUCP program. Does the "pd." after indicate that the program is PD? Do you have any other info on this program?

+---+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+---+

3430. Re: Crikey

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 02:23:46 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91283.222346JJL101@psuvm.psu.edu>
Source record: 228250

OK, lets jump on this demo bandwagon. The statement has been made that
these demos shouldn't be released etc. Well, what is wrong with that really?
Yes, these folks are on an ego trip, program 'badly' perhaps also, but what
is wrong with that?
My contention is that you are not forced to view these demos, but if you
wish to you 'may' be able to. Personally, I do enjoy sitting back and watching
these demos on my old stock '85 1040, and now my recently upgraded to 1.4 1040.
As one of the few Atari ST owners around the campus here, where the labs ooze
IBM and Macs, I have made more than a few believers out of some friends who
thought the ST was 'no good'. No , not simply by these demos of course, but
with a semi-thorogh presentation of some major applications for the ST (calamus
, pagestream etc), and also like to show these demos. Most Mac folks say WOW
when they see some of this stuff, and is there really anything wrong with that?
Hell... I have a few folks now interested in possibly buying an ST in the near
future.
To recap , this is not forced upon you to use/view. If it is not your
cup of tea, simply don't download it. I think it would be highly unfair to
limit what should and shouldn't be released however.
As to their abilities.... they enjoy what they do.... let them do it. What
may be 'useful' in one persons eyes is not in another. We live in a small enou
gh community of users as it is to start banning certain types of coding and the
like.
****
* * John J. Lehett * JJL101@PSUVM *
* J.J. * Penn State * *
* * Center for Academic Computing * JJL101@PSUVM.PSU.EDU *
****
* Atari ST's!, Games, Puzzles, Cryptos, Programming, Chaos Theory *
****

3431. lharc 2.01e

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 02:56:18 UTC
From: david10@garfield.cs.mun.ca
Message-ID: <1991Oct11.025618.10517@garfield.cs.mun.ca>
Source record: 228041

After all the talk here lately about lharc 2.01e (in comparision to zoo 2.1), I figured that it might be worth giving a try. However, I can't seem to find it (neither, for that matter, can 'archie'). Is it available via ftp or mail-server?

Thanks in advance,
Dave C

--
Dave Churchill DoD #266 * * * CS Undergrad (Class of '92)
david10@garfield.cs.mun.ca * * * Memorial University of
ar473@freenet.cleveland.edu * * * Newfoundland.
My opinion is just that - mine! * * * St. John's, NFLD Canada

3432. Fonts in uniterm

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 03:57:20 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <10527@vela.acs.oakland.edu>
Source record: 228024

I just re-downloaded Uniterm to get the docs, and noticed that there are fonts included with the package. How do you go about using those?

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

3433. Re: TT Unix etc.

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 05:16:49 UTC
From: warwick@cs.uq.oz.au
Message-ID: <4339@uqcspe.cs.uq.oz.au>
Source record: 228248

ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:

>Pre-installed drives are all very well for the sealed unit retailers, but what
>about later when the drive breaks!

Buy a new one. You DID make BACKUPS of your Unix system didn't you!?

Warwick
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3434. Re: Crikey

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 05:23:36 UTC
From: warwick@cs.uq.oz.au
Message-ID: <4340@uqcspe.cs.uq.oz.au>
Source record: 228001

In <91283.222346JJL101@psuvm.psu.edu> JJL101@psuvm.psu.edu (J.J. Lehett) writes:

> OK, lets jump on this demo bandwagon. The statement has been made that
>these demos shouldn't be released etc. Well, what is wrong with that really?

That's a pretty big "etc". But for DEMOs ONLY!!!! If you need to be hacky
to write a program (eg. game), then you aren't being very thoughtful if you
don't do it properly, so that everyone can use it. I'll bet there are a lot
of TT owners out there that are pissed off with a lot of programmers.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3435. MODS noise/sound tracker

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 05:33:55 UTC
From: wdao@girtab.usc.edu
Message-ID: <20538@chaph.usc.edu>
Source record: 228002

There seems to be some misconceptions between the trackers series.
I hope the following will enlighten the misguided.
(I am basing the story on the AMIGA versions. I dont know about the ST).

First there was Soundtracker written by Karsten Obarski. It became very
popular because it allowed music to be easily inserted in one's prg.
It was somewhat buggy,the replay routine was not as optimised to the max,
a few sound manipulation was lacking.
A few Hackers then took upon the task of rewriting it (there is the myth that
somebody broke into KO's house , stole all his disks, and a few days later
the disks were sent back minus the source for the Ntracker). fixed a few
bugs , add a few commands to ease one's life , make it more efficient.
The soundtracker series was getting more and more versions, by as many
different hack teams.
New added things were like the ability to have more instruments (32 instead
of 16), better looking interface, not crashing on NTSC machines, etc...
Then some people decided to instead of reusing the same codes, adding to it,
to rewrite it totally. Protracker and Noisetracker were the ones.
They are also the less buggy ones.

bottom of the line : they are all the same program (ok, the codes might be
different, but they give the same result), use the same type of sound
samples, there is no such thing as "amiga" switch as said earlier. (it was
total delirium).
Some trackers have incorporated different timing schemes (a pal song runs
at a different speed on a NTSC machine 50hz<->60hz) so that they
sound as the author meant it to be).

again, the rule is : the newer N/S-tracker has to be backward compatible
with the older trackers. (exceptions for the 8 voices trackers among each
others).

So what are the differences a MOD player has to take care of ?
---
noisetracker or soundtracker ? aint any differences . ok ???? ok !!!

the real ones are :
16 or 32 insts ? (easy to deal with)
4 or 8 voices ? (harder to deal with)
SID like sounds ? (ok problem)
Protracker modules ? (it has some special commands) (easy problem)

Walt

3436. Re: Crikey

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 06:34:14 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Oct11.063414.5195@wam.umd.edu>
Source record: 228249

[I'll only address the non-personal-attack points in here, in the
interest of keeping this out of alt.flame...]

In article <9110101126.AA08437@geech.gnu.ai.mit.edu> psteffn@GNU.AI.MIT.EDU (Paul Steffen) writes:
>
> The ST is certainly capable of
>multitasking but any decent low-level implementation of it is
>going to break some rules.

I don't see why multitasking is relevant, but I'll address the point
anyway.

According to your "fact," MiNT is "not a decent implementation." I
don't agree.

>I find ST demos to be generally more stable than most application
>software. I have never had an ST demo crash on me.

This is straight out of fantasy land. You may be able to claim that
demos are useful and that exploiting hardware quirks is fun, but you'll
never be able to make a case for the reliability of ST demos. I can't
think of a single one that even runs from a hard drive! It's not a
coincidence that every time a new demo comes out, several people post
plaintive messages to c.s.a.st asking why it crashes, flickers madly,
etc.

>Well, Tri Engineering could easily add code for faster CPU's.

Yes, to patch their code which doesn't work on all machines. Exactly my
point. You don't need to "add code for faster CPU's" if you write
programs properly the first time.

>>There's nothing inherently nonportable or unreliable about trackers.
>
>Like I said, you must not know hardware.

I've written quite a few digitized sound playing utilities, and none of
them rely on undocumented techniques. Using the Yamaha chip to play
samples is a documented technique guaranteed to work on all ST's.

The mixing can be achieved either with clever precalculation, or by
limiting the maximum playback rates. Like I said, if you have to rely
on CPU speed or hardware bugs to make your program work, you're not
doing anyone any favors.

> I do know that quite a few games [particularly Psygnosis]
>use far more than the 16 allowed colors for low-res mode which means

>raster interrupts.

You are missing my point. Hblank interrupts do not rely on undocumented memory locations or hardware anomalies. Hblanks are documented by Atari and guaranteed to work on all ST's. So they're absolutely fine. Using them is fine programming. I only said that techniques that exploit undocumented locations and hardware quirks are bad programming. The reason such things are bad is that they're not guaranteed to work on all the ostensibly compatible machines.

>Disk loading during animation/sound means
>custom DMA routines [Dragon's Lair, Space Ace...].

Bzzt! Thank you for playing -- try again. Sound routines, whether digitized or not, are typically run off some kind of interrupt, like Timer A. Thus, they play regardless of what the "foreground process" is doing. If you can write a sound/music player at all then you get asynchronous playing capability for free.

Animation can be done in the vblank, which is also interrupt-driven. No special routines are required to read from disk in either of these cases. In fact, writing your own disk routines for this is silly, because the OS routines work just fine, and (once again) are guaranteed to work on all machines. You also get hard drive support, support for removeable media, etc. for free. Why re-invent the wheel?

>>uses. Remember, there's nothing wrong with software blitting to screen
>>RAM (which is what most games do, obviously), because such techniques
>
>There's nothing wrong? This is another gray area because this technique
>will most likely cause problems on future ST's, if not already. Stacy?

No, there's nothing wrong with that, because Atari has documented the screen memory format, and it's not going to change from machine to machine. Obviously programs that manipulate screen RAM directly will be tied to certain resolutions, but that's OK as long as future machines have that graphics mode. At the very least, software blitting works on all the machines it's advertised to work on, unlike techqniues that rely on hardware anomalies.

>Do you know the BitMap Bros. personally.

What in the world does that have to do with it? I know for a FACT that they do not rely on any weird shifter bugs to scroll the screen in Speedball II. (For one thing, it runs on my ST, which is quite intolerant of shifter foolishness, as I've already mentioned.)

> One can still do amazing things with optimized
>assembly routines.

You're right, one can, and in the last few years I've seen some of the best assembly language graphics routines written for the ST. (And no, I didn't write them!) Assembly language is fine (although not as good

as a high-level language if you can do what you need in a high-level language). I agree with you that writing highly optimized assembly language blitting and scrolling routines is quite an art, and requires enormous knowledge and talent. Squeezing more colors or pixels out of the shifter chip by exploting undocumented hardware features is neither impressive nor correct. It's a failure, not a success. It just puts more broken software out there.

>What? Demos AREN'T useful? I personally know 2 people who bought their
>ST because of being impressed with a graphics demo.

I hope those people bought ST's that can run those great demos. Not all ST's can, as I have made painfully clear.

>I program for the enjoyment of it. Several musicians DO play music for
>the enjoyment of it, why not programmers?

Your analogy is excellent. You can play an instrument for enjoyment and still be a rotten musician.

>Well, if your computer is anything other than a standard 520st or 1040st,
>I might believe you. I could never believe that all these demos
>wouldn't work. Try downloading the MSA files in binary. d:^)

Thank you. I do know the difference between "binary" and "ascii," as I'm sure the people who have FTP'ed my shareware and freeware from atari.archive can tell you. As Warwick so aptly put it, you're going to have to twist reality a little bit farther before all "stock" ST's run those demos.

Dave Baggett
dmb@wam.umd.edu

3437. Re: Crikey

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 06:48:08 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Oct11.064808.5354@wam.umd.edu>
Source record: 228006

In article <1991Oct10.154408.7731@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>In article <1991Oct10.123203.2294@doug.cae.wisc.edu>, carter@cae.wisc.edu (Gregory
Carter) writes:
>> Elegant and creative programming is meant
>>to be enjoyed by all, not with the few fortuneate people who have
>>deviant hardware platforms.
>
>My platform is not deviant, and all the demos work on my machine. I think
>Dave has a bum ST, and is bitter about it. All this excited yipping about
>some graphics demos should have some of you folks seeking help . . .

I'll make sure I contact my shrink in the morning. (Oops, it already
IS morning! Darn!) In any case, it certainly looks like Mickey the
Atari Demo Cheerleader is back in full force.

My ST is a plain vanilla 1986 model, straight out of the factory. It
has a memory upgrade, but didn't run any demos before I installed the
upgrade either.

If I really were the only one with these "problems," I might wonder about
my ST, but a friend of mine has an eariler ST that exhibits exactly the
same behavior. Others on the net have reported similar phenomena.

I'm hardly "bitter" about not being able to run demos on my ST. I just
think that programs that rely on undocumented hardware tricks are
examples of BAD programming. It doesn't matter how "weird" my machine
is; it's an ST, and it runs all applications JUST FINE. Why can't you
accept the fact that shifter tricks and overscan won't work on all
ST's? Why did anyone every think they would? Atari never said
they would, and the instablility of the screen should have tipped any
experimenters off to extreme bogosity of what they were trying.

>>
>>Those people who strive to create great works of application code,
>>have a serious genius about them that change and enhance our daily
>>lives in many productive ways we can, and cannot see.
>
>While you are bowing to the god of Lotus 123, please try to come up with some
>possible relevence between this statement and the new Lost Boys demo, which
>is free, frivolous, incredible, and the subject of the original post.

While you are bowing to the Lost Boys, try to understand that we were
talking about GOOD programming and BAD programming:

Properly written application:

Works on all ST's. GOOD.

Improperly written application that relies on hardware anomalies:

Works on some unclassifiable subset of ST's. BAD.

The people who are really impressed by demos often seem to be those who
don't have a clue what's going on inside their machines. There's a
reason for that.

>>Way to go Dave!
>>
>Quite.

Rah-rah!

Dave Baggett
dmb@wam.umd.edu

3438. Re: Crikey

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 06:59:03 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Oct11.065903.5474@wam.umd.edu>
Source record: 228004

In article <91283.222346JJL101@psuvm.psu.edu> J.J. Lehett <JJL101@psuvm.psu.edu> writes:
> OK, lets jump on this demo bandwagon. The statement has been made that
>these demos shouldn't be released etc. Well, what is wrong with that really?
>Yes, these folks are on an ego trip, program 'badly' perhaps also, but what
>is wrong with that?

J. J., I agree with most of what you said, but you've mis-stated my original claim. I said "programs that rely on undocumnted locations and/or hardware 'features' are examples of 'bad programming'."

I think there's nothing whatsoever wrong with writing demos and releasing them, ego trip or none. I can see the attraction to it. But demos don't have to be shifter-chip dependent to be impressive.

I can think of one very good example. I don't know whose demo it was, but I had the opportunity to see a demo that showed of some 3-D objects created with spheres. One sequence was taken from the "Afterburner" title page. The 3-D effect was very impressive and eye-catching. But why did they then have to ruin it by playing overscan games? It's a frustrating mix of clever programming and wretched programming.

That demo could have been written stricly with software blitting. The assembly language routines would have to be highly optimized to that particular task, but there's nothing wrong with that. Then everyone could run that demo, and without any annoying flicker. Maybe we could even run it from our hard drives -- what a concept!

> To recap , this is not forced upon you to use/view. If it is not your
>cup of tea, simply don't download it. I think it would be highly unfair to
>limit what should and shouldn't be released however.

Well, I'm not going to go around to archive sites deleting files! But nevertheless, I honestly hope that more people will learn to program well and play by the rules. We will all be happier and more productive with software that is robust and works as advertised.

Dave Baggett
dmb@wam.umd.edu

3439. Re: *.doo PICTURE FORMATS

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 08:28:34 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991Oct11.082834.18257@cs.nott.ac.uk>
Source record: 228244

In article <5556468@alice.hobby.nl> harold@alice.hobby.nl (Harold van Aalderen) writes:
>In article <1991Oct2.062424.28939@minyos.xx.rmit.oz.au> t821431@minyos.xx.rmit.oz.au
>(Richard Clarkson) writes:
>> What programs are available that allow one to draw/paint in *.doo picture
>> formats?
>
>The Doodle format is nothing else than a screen dump of a monochrome
>ST resolution screen (640X400).
>You can use any program that lets you import a file of extactly 32000 byte.
>If the program looks for a certain extension just chance it (the file that
>is)
>
>> I am chasing a program that does such format!
>
>I know of columbia a PD program look for it in the Atari archive.

You could also try Canvas, which calls such files *.IMG, but really means
screen dumps (you can, of course, give a different extender in the file
selector when you load the file).

Canvas will soon be appearing on the coverdisk of ST Format here in the UK.
I'm not sure what the intention is, but it may well become PD (since sales
have slowed down a lot, and Microdeal, who publish Canvas, are pressing the
author to do a Canvas II, which he is unlikely to do).

If it does go PD or freeware, you can be sure that it'll get uploaded to a.a.
--
/* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
+* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
+* Olivier's Law: "Experience is something you don't get *+
*------------------------- until just after you need it." */

3440. Re: TT Unix etc.

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 09:12:04 UTC
From: meulenbr@nlvs31.ce.philips.nl
Message-ID: <1991Oct11.091204.25452@philce.ce.philips.nl>
Source record: 228016

It is indeed so that the price for the unix includes the hard disk.
However, does anyone know if this disk replaces your internal hard disk,
or if it is an external one including housing and power supply?`
In the first case will they give a refund on the internal disk?

Frans.

PS: Has anyone already *seen* (not -heard of-) a TT or STe with a HD
floppy drive. Of course I only mean official atari versions, not
homebrewn additions.
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

3441. Help to PureC-projecthelp function!?

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 12:28:37 UTC
From: maddox@zelator.in-berlin.de
Message-ID: <TLJVPWP@zelator.in-berlin.de>
Source record: 228156

Hi!

Do anyone know how to start the projecthelp function of PureC without the HELP-key?

My problem is, that I wish to get the definition's position of an object how's name is included in a self made HLP-file.

When starting the projecthelp function in normal way (with pushing the HELP-key) the help function finds the definition's name as a keyword in the HLP-file.

So my question: How to start the project-help directly?

--
==========
It remains... /////Mad.M.Maddox///// (...spoken: Math-m-atics)

Patrick Hoffmann (maddox@zelator.in-berlin.de)
Grafik+Software, Berlin/West-Germany ...bye!
==========

3442. Re: Atari 1040 + Hard Drive for sale

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 13:47:10 UTC
From: steve@thelake.mn.org
Message-ID: <A1172641611@thelake.mn.org>
Source record: 228014
Cross-posted to: kw.forsale,comp.sys.atari.st,misc.forsale.computers

[In article <DTXm02w164w@sys6626.bison.mb.ca>,
marco@sys6626.bison.mb.ca (Marco) writes ...]

> carlo@electro.electro.com (Carlo Sgro) writes:
>
>> SOFTWARE
>>
>> GFA Basic
>> AC/Fortran
>> Sozobon C compiler
>> MINIX (a system V UNIX os with full source code)
>> Flash (a terminal program)
>> UUCP mail system (mailtruck) pd.
>
> I know you were posting for a friend, but I was wondering about the UUCP
> program. Does the "pd." after indicate that the program is PD? Do you
> have any other info on this program?

Mailtruk is a program in GFA BASIC with some embedded machine code that
implements UUCP 'g' protocol and does some minimal mail processing. The
author is John Logajan. It's been available for several years. A modified
version of Mailtruk is used as the transport mechanism for Mercury UUCP.
--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)

3443. Re: many misc questions

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 14:50:51 UTC
From: somsky@brl.mil
Message-ID: <17491@smoke.brl.mil>
Source record: 228013

In article <91282.49621.M19701@mwvm.mitre.org> M19701@mwvm.mitre.org writes:

> Greetings and Salutations. This is a first attempt at posting as we
> recently started subscribing to NetNews, however being a long time
> ATARI fan but greatly out of touch with whats going on I'm glad I
> finally seem to have the means to catch up.

I've seen several articles of this sort recently, and I'm also in the
same boat. My old 1040ST is on its last legs, about ready to give up
the ghost, and I'm seriously interested in replacing it with SOMETHING.
A '386 pc-type machine is a possibility -- and information on those is
readily available -- but I'd also like to consider another ATARI -- and
I've had a much harder time finding info on them.

What I'd like to see (and perhaps others would too) is a list of the
currently available ATARI hardware, along with (relatively) brief
descriptions and approximate price ranges. The descriptions should
include relevant hardware specs and any notable features/mis-features
of the system.

I speak for no-one other than myself --- sometimes, not even that...

William R. Somsky somsky@brl.mil

3444. Re: Korn Shell for ATARI ST?

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 15:04:07 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <4714@tamsun.TAMU.EDU>
Source record: 228007

> Yes ksh have been ported to ST. He's using MiNT and i have heard that
>it's very nice.

Where does one get ksh? Is MiNT required? Is KSH distributed with some
MiNT package?

Thanks.
Mark Lehmann
n160ao@tamuts.tamu.edu

3445. Re: *.doo PICTURE FORMATS

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 15:13:00 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Oct11.151300.18974@watdragon.waterloo.edu>
Source record: 228011

In article <1991Oct11.082834.18257@cs.nott.ac.uk> dpg@cs.nott.ac.uk (Dave Gymer) writes:
}>[some wondering about Doodle's .DOO format...]
}
}You could also try Canvas, which calls such files *.IMG, but really means
}screen dumps (you can, of course, give a different extender in the file
}selector when you load the file).
}

THAT is a _very bad idea_... .IMG files are a GEM (both PC, a la Ventura
Publisher and ST) standard format for compressed monochrome bitmaps. If you
have any way of contacting the writer, you should complain.

It's almost like creating a compression utility that uses the .ZOO extender
and some weird varient of LZW compression...

Just my (and probably several other people! <grin>) opinion...
---------------==---------------
Chris Herborth, 3B Hons English RPW cjherborth@{rose|lotus}.waterloo.edu
Tom Waits says: GEnie: C.HERBORTH
Don't trust a man in a blue trench coat/Don't drive a car when you're dead.

3446. Re: What's been goin' on since 1988?

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 15:21:07 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1991Oct11.152107.4086@ugle.unit.no>
Source record: 228008

```
In article <oeTL03w164w@cellar.org>, darling@cellar.org (Thomas Darling) writes:
|>
|> You've picked the right hardware. Now all you need is Calamus for DTP, Word
|> Perfect for WP, and one of the million excellent C programming packages
^^^^^^^
|> available for the ST.
|>
|> ^~^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~^~
```

3447. Panasonic KX-P1124 and TeX

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 15:22:08 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <4716@tamsun.TAMU.EDU>
Source record: 228009

Well I have unsuccesfully installed TeX. Can't get TeX to look at fonts, initialization files; and I haven't got a clue of how to use latex.tex (on school computers LaTeX is a separate program than invokes TeX with all of the approriate configuration files to make LaTeX files).

But my questions are:

1) If I ever do get TeX (really LaTeX) working, will I be able to print with my Panasonic KX-P1124 24-Pin printer (Epson-1500 and Proprinter X24 compatible)?

2) I have gulam, 5 Megs of TeX files from terminator, and a big mess. I tried to use all the readme files to configure TeX, but I must have really done a sad job. Would someone help me out by either sending me a "So this is your first time installing TeX and LaTeX" manual, or telling me where I can find one. Searching terminator didn't reveal and installation docs.

Thanks.
Mark Lehmann
tamuts.tamu.edu!n160ao

3448. Re: Korn Shell for ATARI ST?

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 15:30:52 UTC
From: lehmann@cs.tamu.edu
Message-ID: <4717@tamsun.TAMU.EDU>
Source record: 228010

> Yes ksh have been ported to ST. He's using MiNT and i have heard that
>it's very nice.

Where does one get ksh? Is MiNT required? Is KSH distributed with some
MiNT package?

Thanks.
Mark Lehmann
n160ao@tamuts.tamu.edu
Newsgroups: comp.sys.atari.st
Subject: Panasonic KX-P1124 and TeX
Summary:
Expires:
References: <5251@chalmers.se> <1921@mwca.UUCP> <5434@chalmers.se>
Sender:
Followup-To:
Distribution:
Organization: Texas A&M University
Keywords: TeX 24 pin Panasonic printing

Well I have unsuccesfully installed TeX. Can't get TeX to look at fonts,
initialization files; and I haven't got a clue of how to use latex.tex (on
school computers LaTeX is a separate program than invokes TeX with all of the
approriate configuration files to make LaTeX files).

But my questions are:

1) If I ever do get TeX (really LaTeX) working, will I be able to print
with my Panasonic KX-P1124 24-Pin printer (Epson-1500 and Proprinter X24
compatible)?

2) I have gulam, 5 Megs of TeX files from terminator, and a big mess.
I tried to use all the readme files to configure TeX, but I must have
really done a sad job. Would someone help me out by either sending me
a "So this is your first time installing TeX and LaTeX" manual, or
telling me where I can find one. Searching terminator didn't reveal
and installation docs.

Thanks.
Mark Lehmann
tamuts.tamu.edu!n160ao

3449. Re: TT Unix etc.

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 15:32:52 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1991Oct11.153252.4326@ugle.unit.no>
Source record: 228027

In article <4339@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
|> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
|>
|> >Pre-installed drives are all very well for the sealed unit retailers, but what
|> >about later when the drive breaks!
|>
|> Buy a new one. You DID make BACKUPS of your Unix system didn't you!?

But if you can't boot from the harddisk and you only have this disk, how
can you restore your backup. Have you heard of booting Unix from a 720KB floppy???

Stig Vidar Hovland - stigvi@lise.unit.no

3450. TT ftp site

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 15:39:52 UTC
From: ttinfo@rusmv1.rus.uni-stuttgart.de
Message-ID: <1991Oct11.153952.17628@rusmv1.rus.uni-stuttgart.de>
Source record: 228242

Hello, out there...

We proudly announce that there exists a new anon ftp site for
ATARI TT stuff! It's not big, but there will never be a lot of
software especially for the TT due to its ST compatibility. However,
the TT got some nice little features (68030, 68882, VGA...) which
could be the dream of any ST user. Just have a look at the demos...

If you are interested, look into /serv/soft/atari/TT on
rusmv1.rus.uni-stuttgart.de = 129.69.1.12, login ftp, passwd ident.

Any comments, ideas, troubles,... are welcome to my email address:
ttinfo@rusmv1.rus.uni-stuttgart.de

In love with my TT... ;-)

Markus.

Cand.phys. Markus Wenzel >> RUS >> University of Stuttgart >> Germany
>> SMTP wenzel@rus.uni-stuttgart.de >> Phone +49 (0)7159 2857 private
>> concerning TT stuff on rusmv1: ttinfo@rusmv1.rus.uni-stuttgart.de
---
HAL: "I don't want to insist on it, Dave, >> Arthur C. Clarke
but I am incapable of making an error." >> 2001, A Space Odyssey
---

3451. Re: Assorted Atari queries

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 16:10:03 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Oct11.161003.19692@rodan.acs.syr.edu>
Source record: 228033

In article <A25271@ms.maus.de> Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:
>RJ>1. Does anyone know for sure whether or not FSM GDOS works with existing
>RJ> GDOS applications? The official word from Atari (via Atari Explorer)
>RJ> magazine says it does, but I am a tad suspect.
>But it's true!
>So long,
> Patrick

But how can one obtain FSM GDOS? Is it possible to get it
WITHOUT buying some other package?
--Gerry
ggreenbe@rodan.acs.syr.edu

3452. Re: What's been goin' on since 1988?

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 18:35:52 UTC
From: steve@thelake.mn.org
Message-ID: <A1819940683@thelake.mn.org>
Source record: 228040

[In article <1991Oct11.152107.4086@ugle.unit.no>,
stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes ...]

> A million C programming packages!!!! I must have missed 999998 of them.

Right off the top of my head, I can remember 13 of them. Some of the
following are no longer supported:

Alcyon
Haba (Hippo)
Manx (Aztec)
Lattice
Prospero
Turbo (Pure)
Mark Williams
Mark Johnson
SAS
Laser (Megamax)
Sozobon
GCC
Hisoft interpreter

Any not on this list? We're still a *little* bit shy of that magic mill. :-)

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)

3453. Spectre GCR + ROMs for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 18:38:15 UTC
From: houlton@cs.colostate.edu
Message-ID: <18383@ccncsu.ColoState.EDU>
Source record: 228022
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

Any Atari users out there want to take this off my hands? It's 1 year old and complete with 128K Mac ROMs, all software and documentation. I've got an offer for $250, but I'd like to think it's worth a little more than that (would cost at least $400 new today). Respond be email - houlton@cs.colostate.edu

3454. Re: Atari Equipment For Sale (UN 10/07/91)

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 19:20:27 UTC
From: jbernat@caen.engin.umich.edu
Message-ID: <1yR_DN_@engin.umich.edu>
Source record: 228031
Cross-posted to: misc.forsale.computers,misc.forsale,comp.sys.atari.st

```
**************************************************************************

SOLD - Flakey 1040ST 4MB RAM, internal 720K floppy, Mouse.
SOLD - Atari Color Monitor (RGB
SOLD - New 85M hard drive in a used case. Ready to plug 'n play.
- NEC P5200 24 Pin printer $250
- an extra 720K internal floppy $ 25

**************************************************************************

UPDATE: I cannot access Cleveland.FreeNet.Edu due to network problems in
Ohio. I will check bids on the Printer and 3.5" floppy on Monday.
(Hopefully the net will be back by then!)

I did not have time to respond to everybody, so I thank all of you who
showed interest. If you placed the highest bid on the printer or 3.5"
drive, you will hear from me on Monday.

Thanks again,
Jim
-------------------------------------.----------------------------------
jbernat@zip.eecs.umich.edu -or- | The University of Michigan
jbernat@caen.engin.umich.edu -or- | Ann Arbor, MI
an602@cleveland.freenet.edu | (This space for rent :-)
```

3455. Re: TT Unix etc.

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 20:37:55 UTC
From: adamd@rhi.hi.is
Message-ID: <3710@krafla.rhi.hi.is>
Source record: 228015

In <1991Oct10.123309.20457@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:

>1) On a tape or floppy distributed system you only load that which you need,
> which means that you don't waste valuable disk space.

There is nothing to stop you from offloading stuff that you don't actually need or use, to floppy or elsewhere.

>2) What happens if/when you get a head crash, what are you going to boot from?
> How are you going to re-load the system, and what from?

Hopefully some provision has been made for this eventuality.

>Pre-installed drives are all very well for the sealed unit retailers, but what
>about later when the drive breaks!

By that time, one would assume that the sysadmin has figured out how to make a backup. If it is a simple matter to boot partially from a floppy, the full system and everything else can also be restored from backup.

Different system installations have various hardware configurations. Someone with decent tape equipment would have little or no use for distribution floppies. Maybe there should be more options available all the same for distribution media. It should be possible for people to buy what they want, no more and no less.

--
Adam David.
(adamd@rhi.hi.is)

3456. Re: many misc questions

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 21:08:52 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1991Oct11.210852.23885@exu.ericsson.se>
Source record: 228017

William R. Somsky writes:
>
>What I'd like to see (and perhaps others would too) is a list of the
>currently available ATARI hardware, along with (relatively) brief
>descriptions and approximate price ranges. The descriptions should
>include relevant hardware specs and any notable features/mis-features
>of the system.

Good idea--it's really difficult to get an overall picture of all
ST products. Maybe make it part of a FAQ list.

--
James Hague
exuhag@exu.ericsson.se

3457. Re: Crikey

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 22:08:48 UTC
From: boyd@bind.cs.fsu.edu
Message-ID: <1991Oct11.180848.13363@mailer.cc.fsu.edu>
Source record: 228032

In article <1991Oct11.064808.5354@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes:
>In article <1991Oct10.154408.7731@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>>
>>My platform is not deviant, and all the demos work on my machine. I think
>>Dave has a bum ST, and is bitter about it. All this excited yipping about
>>some graphics demos should have some of you folks seeking help . . .
>
>I'll make sure I contact my shrink in the morning. (Oops, it already
>IS morning! Darn!) In any case, it certainly looks like Mickey the
>Atari Demo Cheerleader is back in full force.

I never left. I didn't lead the cheer, it was already there. Perhaps
this is what prompted the creation of the hundreds of demos available.

>
>My ST is a plain vanilla 1986 model, straight out of the factory. It
>has a memory upgrade, but didn't run any demos before I installed the
>upgrade either.
>
>If I really were the only one with these "problems," I might wonder about
>my ST, but a friend of mine has an eariler ST that exhibits exactly the
>same behavior. Others on the net have reported similar phenomena.

Absolutely true. I occasionally have problems with some demos. You get
what you pay for.

>
>I'm hardly "bitter" about not being able to run demos on my ST. I just
>think that programs that rely on undocumented hardware tricks are
>examples of BAD programming. It doesn't matter how "weird" my machine
>is; it's an ST, and it runs all applications JUST FINE. Why can't you
>accept the fact that shifter tricks and overscan won't work on all
>ST's? Why did anyone every think they would? Atari never said
>they would, and the instablility of the screen should have tipped any
>experimenters off to extreme bogosity of what they were trying.

Never said anything different. Why can't you accept the fact that a great
many ST'er enjoy these types of programs? Why can't you understand that
a great many very useful techniques/innovations started out as hacks?

By the way, that is the first ST I have heard of that will run any application
that one could name. Given the quality of some applications out there, that
is a big statement. Now THOSE programs could use a dose of Dave Baggett.

>While you are bowing to the Lost Boys, try to understand that we were

I don't bow.

>talking about GOOD programming and BAD programming:
>
> Properly written application:
>
> Works on all ST's. GOOD.
>
> Improperly written application that relies on hardware anomalies:
>
> Works on some unclassifiable subset of ST's. BAD.
>

I guess the definition of "application" is the key here? Something like Pagestream? Absolutely. I agree with you 100%. Something like "Ohh Crickey Wot a Scorcher"?!? I think not. The latter is something fun and interesting to some, and happens to be free. I personally do not see the need to berate the creators for not using more conventional programming techinques.

>The people who are really impressed by demos often seem to be those who
>don't have a clue what's going on inside their machines. There's a
>reason for that.
>

Hmmm, I think this should go into our fortune database. Very profound . . .

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

3458. P.D. "Unix" type thingie? Available?

Newsgroup: comp.sys.atari.st
Date: 1991-10-11 23:18:45 UTC
From: bryanw@netcom.COM
Message-ID: <1991Oct11.231845.7540bryanw@netcom.COM>
Source record: 228028

I'm interested in something for my ST that is like Unix in that it has cat, vi, uue, uud etc all in one package, with the ability to run and compile "c" programmes. I have taken a look at gulam, it looks nice, but it is rather incomplete. For instance it does not have vi (something called "ue" which looks interesting) and I don't think it can run c programs.. :(:(

Anyone??

--
Bryan Woodworth Mail: bryanw@netcom.COM
Netcom - Online Communication Services San Jose, CA

3459. Re: TT Unix etc.

Newsgroup: comp.sys.atari.st
Date: 1991-10-12 01:27:20 UTC
From: baffoni@aludra.usc.edu
Message-ID: <20571@chaph.usc.edu>
Source record: 228034

In article <1991Oct11.153252.4326@ugle.unit.no> stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:
>In article <4339@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
>|> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>|>
>|> >Pre-installed drives are all very well for the sealed unit retailers, but what
>|> >about later when the drive breaks!
>|>
>|> Buy a new one. You DID make BACKUPS of your Unix system didn't you!?
>
>But if you can't boot from the harddisk and you only have this disk, how
>can you restore your backup. Have you heard of booting Unix from a 720KB floppy???
>

Why, I assume you would do the same as if you had any other normal
Hard drive:
1) Buy new HD to replace damaged HD.
2) Boot up and run formatting software.
3) Load backup onto the new drive.

If you didn't make backups of your UNIX system, then just figure
it wasn't meant to be. :).
You are right however: The Unix system was never intended to run
on anything less than 200MB disks, let alone .8MB floppies. Besides being
interminably slow, you might sprain a wrist trying. Even at 200MB, you are
going to be real tight for space to work with (remember, the system will take
up a good 170 or so- if you are lucky).
BTW, does anyone know if the Atari version implements virtual memory?
One would think that they should as it will be running on a '030, but then
again, since when has Atari reliably done "what they should"? If you get the
200MB drive, I think you will probably have to forget it anyway.

>Stig Vidar Hovland - stigvi@lise.unit.no

-Mike

3460. Re: Accelerators for the ST forsale

Newsgroup: comp.sys.atari.st
Date: 1991-10-12 02:49:39 UTC
From: dave@msb.com
Message-ID: <1991Oct12.024939.22046@msb.com>
Source record: 228155
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,or.forsale

First, I'd like to say I have nothing against Mr Fordyce. However, having been taken by the manufacturer of these accelerator boards, I feel I owe it to his potential customers to say the following:

Creative Microsystems Inc. went under because of these boards for a reason. If you install one of these boards in your machine, it may not work properly. I bought one of these for my 1040ST when they first came out. It installed OK, and seemed to work, but it interfered with the operation of the hard disk causing UNDETECTABLE WRITE ERRORS. I only learned this after trashing 3 partitions on my hard disk. It seemed to work OK with floppy disks, but I didn't test it thoroughly. I removed it and sent it back...I never got either a fixed board or my money. I later got another board from CMI's successor, and it too failed to work. I used it for parts.

These boards are not guaranteed to work, and probably will not. Unless you have the means to correct the inherent design flaw, purchase one of the established accelerator boards, and don't risk trashing your machine to save a few bucks.

Caveat Emptor
--
" ... I told my doctor I got all the | dave@msb.com (Dave Lockwood)
exercise I needed being a pallbearer for | UUCP: ...!uupsi!mpoint!dave
all my friends who run and do | Sysop of Meetpoint Station BBS
exercises!" - Winston Churchill | cat flames | mail santa@north.pole

3461. Re: Mega2 questions

Newsgroup: comp.sys.atari.st
Date: 1991-10-12 03:36:52 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <48501@cup.portal.com>
Source record: 228162

Martin Boening asked:

>BTW, as of which board revision is upgrading difficult? This important
>tidbit of information was missing from your answer.

I'm afraid I don't know the board revision letter at which Atari
modified the Mega ST2 motherboard to prevent easy upgrading of the
system.. perhaps someone on the net who has the crippled version could
tell us which revision their board is.

The original Mega ST motherboard had all the holes and pc board traces
for all 4 megabytes of memory. For a Mega ST2, only half the memory
chips were actually installed, and during the wave-soldering of the
board, the extra holes got filled in with solder. Upgrading the board
to 4 megabytes was a (relatively) simple matter of unsoldering the
extra holes and installing the remaining 2 megabytes of RAM chips.

At some point, Atari redesigned the Mega ST2 board to eliminate the
holes and traces for the unused memory locations, thus effectively
preventing the easy (and from their point of view, unwanted)
upgrading of the computer into a Mega ST4 for approximately $100.

The only effective way to tell if a Mega ST2 is crippled is to open
it up and check the motherboard. I have no idea at what serial number
they made the modification.

BobR

3462. Re: Nobel award

Newsgroup: comp.sys.atari.st
Date: 1991-10-12 05:09:39 UTC
From: pdel@ADS.COM
Message-ID: <upna2tqsra@ads.com>
Source record: 228036

>
>Did you see reports on TV about the two german scientists who had won the nobel price in the category medicine?
>They are using an equipment based on an Atari ST. Maybe Atari should utilize
>this.
>

That's great to hear about. Just shows to go ya that the person
using the tool can make all the difference.

--

login name: L1-A
In real life: Peter Delevoryas
In any other life: a cheap imitation

3463. Adding onto a Supra 20 HD?

Newsgroup: comp.sys.atari.st
Date: 1991-10-12 06:24:54 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91285.022454JJL101@psuvm.psu.edu>
Source record: 228042
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just recently (Thank heavens finally) went the route of a hard drive
for the ST, a used Supra 20 drive. Well... I would like to know for future
reference is there a way to add onto this, replace the Rodime drive mech with
a larger one, or chain another onto it cheaper, etc?
Any info would be appreciated.

****
* * John J. Lehett * JJL101@PSUVM *
* J.J. * Penn State * *
* * Center for Academic Computing * JJL101@PSUVM.PSU.EDU *
****
* Atari ST's!, Games, Puzzles, Cryptos, Programming, Chaos Theory *
****

3464. SIMPLE, QUICK-TO-SETUP BBS

Newsgroup: comp.sys.atari.st
Date: 1991-10-12 06:32:11 UTC
From: Philip.Durgin@fquest.FidoNet.Org
Message-ID: <687270459.2@fquest.FidoNet>
Source record: 228045

Well...I run BBS Express.... Took about 30 minutes to set up and when I needed a Term program to run, just hit 'F7' on my board and loads in Flash or Interlink depending on my mood.

* Origin: Future Quest - USENET<=>Fidonet Gateway 512-451-0891 (1:19/23)

3465. Re: TT alt-help screen dump

Newsgroup: comp.sys.atari.st
Date: 1991-10-12 06:51:38 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Oct12.065138.11104@rhrk.uni-kl.de>
Source record: 228012

cse0507@desire.wright.edu writes:

>Hello, has anybody actually used the ALT-HELP screen dump on their Atari
>TT? I can make it work in the three ST modes, but flip to TT low/med res,
>no go, even on a clean machine! What gives?
> Bob The (confused) Schulze

I think for the new resolutions a screen dump is not supported. BTW, I think
Atari should support screen dumps on 24 needlers in coming TOS versions.

```
*******************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

3466. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1991-10-12 07:10:06 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1991Oct12.071006.3693@terminator.cc.umich.edu>
Source record: 228039

```
drwxrwxr-x jon 1536 Oct 6 05:22 ./languages
drwxrwxr-x jon 2048 Oct 6 05:22 ./archivers
drwxrwxr-x jon 2048 Oct 6 05:21 ./telecomm
drwxrwxr-x jon 1024 Oct 6 04:19 ./gnustuff
drwxrwxr-x jon 2560 Oct 6 05:32 ./gnustuff/tos
drwxrwxr-x gray 1024 Oct 6 05:18 ./gnustuff/tos/updates
drwxrwxr-x gray 512 Oct 6 05:05 ./gnustuff/tos/gdb
drwxrwxr-x gray 512 Oct 6 04:20 ./gnustuff/tos/Bison
drwxrwxr-x gray 512 Oct 6 04:31 ./gnustuff/tos/Make
drwxrwxr-x gray 536 Oct 6 05:32 ./gnustuff/tos/documentation
drwxrwxr-x gray 512 Oct 6 04:28 ./gnustuff/tos/Emacs
drwxrwxr-x gray 512 Oct 6 04:14 ./gnustuff/tos/Tar
drwxrwxr-x gray 512 Oct 6 03:51 ./gnustuff/tos/gas/src
drwxrwxr-x gray 512 Oct 6 05:02 ./gnustuff/tos/gas/bin
drwxrwxr-x gray 512 Oct 6 03:58 ./gnustuff/tos/Compress
drwxrwxr-x weiner 512 Oct 6 04:04 ./gnustuff/tos/g++
drwxrwxr-x gray 512 Oct 6 05:30 ./gnustuff/tos/doc
drwxrwxr-x gray 512 Oct 6 04:35 ./gnustuff/tos/bash
drwxrwxr-x gray 1024 Oct 6 05:22 ./gnustuff/tos/othergnu
drwxrwxr-x gray 512 Oct 6 05:11 ./gnustuff/tos/lib/src
drwxrwxr-x gray 512 Oct 6 05:12 ./gnustuff/tos/lib/bin
drwxrwxr-x gray 512 Oct 6 04:23 ./gnustuff/tos/Curses
drwxrwxr-x gray 512 Oct 6 04:25 ./gnustuff/tos/Diff
drwxrwxr-x gray 512 Oct 6 04:28 ./gnustuff/tos/Flex
-rw-r--r-- gray 11807 Oct 6 05:32 ./gnustuff/tos/lslR06-10-91
drwxrwxr-x gray 512 Oct 6 05:08 ./gnustuff/tos/gemlib
drwxrwxr-x gray 512 Oct 6 05:08 ./gnustuff/tos/gemlib/src
drwxrwxr-x gray 512 Oct 6 05:10 ./gnustuff/tos/include
drwxrwxr-x gray 512 Oct 6 05:10 ./gnustuff/tos/include/bin
drwxrwxr-x gray 512 Oct 6 05:15 ./gnustuff/tos/pml/src
drwxrwxr-x gray 512 Oct 6 05:15 ./gnustuff/tos/pml/bin
drwxrwxr-x gray 512 Oct 6 05:24 ./gnustuff/tos/util
drwxrwxr-x gray 512 Oct 6 05:25 ./gnustuff/tos/util/src
drwxrwxr-x gray 512 Oct 6 05:25 ./gnustuff/tos/util/bin
drwxrwxr-x gray 512 Oct 6 05:03 ./gnustuff/tos/gcc
drwxrwxr-x gray 512 Oct 6 05:06 ./gnustuff/tos/gcc/src
drwxrwxr-x gray 512 Oct 6 05:07 ./gnustuff/tos/gcc/bin
drwxr-xr-x gray 512 Oct 6 04:11 ./gnustuff/tos/Grep
drwxr-xr-x gray 512 Oct 6 04:11 ./gnustuff/tos/Smalltalk1-1
drwxr-xr-x gray 512 Oct 6 04:12 ./gnustuff/tos/PDMake
drwxr-xr-x gray 512 Oct 6 04:13 ./gnustuff/tos/Patch
drwxr-xr-x gray 512 Oct 6 04:15 ./gnustuff/tos/881
drwxrwxr-x weiner 1536 Oct 5 21:26 ./dc
-rw-r--r-- weiner 60074 Oct 5 21:26 ./dc/dd_demo.arc
```

```
-rw-r--r-- weiner 1499 Oct 5 21:27 ./dc/Index
drwxrwxr-x daemon 1024 Oct 6 12:06 .
drwxrwxr-x jon 2048 Oct 7 08:17 ./telecomm
-rw-rw-r-- weiner 232844 Oct 7 08:17 ./telecomm/fztdemo.lzh
drwxrwxr-x jon 2560 Oct 6 17:25 ./magazines/streport
-rw-r--r-- weiner 37764 Oct 6 17:25 ./magazines/streport/str740.txt.Z
drwxrwxr-x jon 2048 Oct 6 17:26 ./magazines/znet
-rw-r--r-- weiner 31640 Oct 6 17:26 ./magazines/znet/znet9142.txt.Z
drwxrwxr-x jon 2560 Oct 6 12:00 ./gnustuff/tos
-rw-rw-r-- weiner 113903 Oct 6 11:56 ./Index
drwxrwxr-x weiner 512 Oct 7 08:10 ./admin
-rw-rw-r-- weiner 4154 Oct 6 17:22 ./admin/Current.monthly.posting
-rw-r--r-- weiner 3647 Oct 6 12:18 ./admin/Other.ftp.sites
-rw-rw-r-- weiner 75297 Oct 6 11:58 ./ls-lR.Z
-rw-rw-r-- weiner 53282 Oct 6 11:56 ./CompInd.Z
drwxrwxr-x daemon 1024 Oct 8 08:45 .
-rw-r--r-- weiner 5978 Oct 8 07:43 ./graphics/Index
drwxrwxr-x jon 1024 Oct 8 08:32 ./gnustuff
drwxrwxr-x gray 512 Oct 8 08:12 ./gnustuff/tos/gemlib/bin
-rw-rw-r-- weiner 27376 Oct 8 08:12 ./gnustuff/tos/gemlib/bin/gemolb17.zoo
-rw-rw-r-- weiner 14872 Oct 8 08:29 ./gnustuff/Index
drwxrwxr-x jrd 4096 Oct 7 10:03 ./8bit
drwxrwxr-x jrd 512 Oct 7 10:06 ./8bit/cc65
-rw-rw-rw- jrd 8704 Oct 7 10:06 ./8bit/cc65/libdoc.arc
-rw-rw-rw- jrd 7552 Oct 7 10:03 ./8bit/aceclib.arc
-rw-rw-r-- weiner 95681 Oct 8 08:34 ./Index
-rw-rw-r-- weiner 47771 Oct 8 08:34 ./CompInd.Z
drwxrwxr-x daemon 1024 Oct 9 00:54 .
drwxrwxr-x jon 6144 Oct 8 13:10 ./utilities
-rw-r--r-- weiner 10984 Oct 8 13:11 ./utilities/Index
-rw-r--r-- weiner 136222 Oct 8 13:10 ./utilities/proqueue.lzh
drwxrwxr-x gray 512 Oct 8 22:27 ./gnustuff/tos/gcc/bin
-rw-rw-r-- weiner 95715 Oct 9 00:54 ./Index
-rw-rw-r-- weiner 47792 Oct 9 00:54 ./CompInd.Z
drwxrwxr-x daemon 1024 Oct 10 13:04 .
drwxrwxr-x jon 1536 Oct 10 13:01 ./languages
-rw-r--r-- weiner 3072 Oct 10 13:04 ./languages/Index
-rw-rw-r-- weiner 257388 Oct 10 13:01 ./languages/perl4_10.zoo
drwxrwxr-x weiner 512 Oct 11 02:30 ./gnustuff/tos/g++
-rw-rw-r-- weiner 95782 Oct 10 13:04 ./Index
-rw-rw-r-- weiner 47831 Oct 10 13:04 ./CompInd.Z
drwxrwxr-x jon 2048 Oct 11 15:28 ./archivers
-rw-r--r-- weiner 59392 Oct 11 15:28 ./archivers/lzh201e.lzh
-rw-rw-r-- weiner 3279 Oct 11 15:29 ./archivers/Index
drwxrwxr-x jon 6144 Oct 11 15:25 ./utilities
-rw-r--r-- weiner 1077 Oct 11 15:25 ./utilities/cpx_mdls.changes
-rw-rw-r-- weiner 30760 Oct 11 15:25 ./utilities/cpx_mdls.lzh
-rw-r--r-- weiner 11053 Oct 11 15:27 ./utilities/Index
drwxrwxr-x weiner 512 Oct 11 02:30 ./gnustuff/tos/g++
drwxrwxr-x weiner 512 Oct 11 15:30 ./admin
```

```
-rw-r--r-- weiner 280576 Oct 11 15:30 ./admin/hyteln40.zip
drwxrwxr-x jon 2048 Oct 11 15:28 ./archivers
-rw-r--r-- weiner 59392 Oct 11 15:28 ./archivers/lzh201e.lzh
-rw-rw-r-- weiner 3279 Oct 11 15:29 ./archivers/Index
drwxrwxr-x jon 6144 Oct 11 15:25 ./utilities
-rw-r--r-- weiner 11053 Oct 11 15:27 ./utilities/Index
-rw-rw-r-- weiner 30760 Oct 11 15:25 ./utilities/cpx_mdls.lzh
-rw-r--r-- weiner 1077 Oct 11 15:25 ./utilities/cpx_mdls.changes
drwxrwxr-x weiner 512 Oct 11 15:30 ./admin
-rw-r--r-- weiner 280576 Oct 11 15:30 ./admin/hyteln40.zip
```

3467. Random Mazes...!

Newsgroup: comp.sys.atari.st
Date: 1991-10-12 09:15:27 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <g96o01w164w@ersys.edmonton.ab.ca>
Source record: 228046

Does anyone know how to generate random mazes, or have a fragment of code they would be willing to post to demonstrate how? I am trying to create random mazes in the fashion of Moria, which have caverns and intersections. Those are just frills that I could add myself once I understand the basic principal, but I'm really confused about the actual generation of a maze. The code that I wrote produced an interesting design, but not a maze. Examples of code can be in C, Pascal, or Modula-2. If you don't have an example, I would be more than happy if you just explained how to do it in english terms. Any help at all with this problem would be greatly appreciated.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

3468. Re: ATARI ON TV

Newsgroup: comp.sys.atari.st
Date: 1991-10-12 09:49:56 UTC
From: s882854@minyos.xx.rmit.oz.au
Message-ID: <1991Oct12.094956.5347@minyos.xx.rmit.oz.au>
Source record: 228037

univwa@sbuvax.rz.uni-sb.de (Bernhard Stumpf) writes:

>Hi there,

>last evening in tv they had a documentation about the 2 germans who got
>the medicine Nobel prize yesterday - Dr. Nehre and Dr. Sakman. For several
>minutes you could see that at least Dr. Nehre did his research with Atari
>computers !!!

>One could admire: several Mega STs
> some Megafiles
> a Vortex (or Protar) M44 removable
> selmade (measuring?) software on SM124 screens

>What about this role of Atari in TV ???

>Bernhard

> **
> * *
> * Dipl.Ing. Bernhard Stumpf | | | *
> * / ___ / University of the Saarland | | | *
> * /----. /__. -/- D-6600 Saarbruecken | | | *
> * /____/ ___/ /_. / | \ *
> * phone : ++49-681-302-41.43 / | \ *
> * e-mail: bestu@sbuvax.rz.uni-sb.de / | \ *
> * *
> **

On the same note of seeing Atari computers on TV. In a recent documentary of
how some hackers in Germany was getting into some sites in the US, there
were showing them using the Atari 1040ST. I think a book was written about
it.

Tehn Yit Chin
Royal Melbourne Institute of Technology
*

3469. mail to -> (Torbjorn Ose)

Newsgroup: comp.sys.atari.st
Date: 1991-10-12 09:58:38 UTC
From: t821431@minyos.xx.rmit.oz.au
Message-ID: <1991Oct12.095838.5452@minyos.xx.rmit.oz.au>
Source record: 228038

Sorry i have been unable to mail (Torbjorn Ose) edb02@dhmolde.no

Any email i have sent to persons with address extension " .no " has
bounced mail and returned to me at t821431@minyos.xx.rmit.oz.au

re: Jampack 4+

Does anybody know how to get mail to the host that handles

edbo2@dhmolde.no

or

data3d@aahs.no

or stigvi@lise.unit.no

Many thanks in Advance from

Richard Clarkson
.

3470. Re: TT Unix etc.

Newsgroup: comp.sys.atari.st
Date: 1991-10-12 11:44:22 UTC
From: pmh@cutie.ka.sub.org
Message-ID: <4750843@cutie.ka.sub.org>
Source record: 228180

In article <1991Oct8.081008.22475@rivm.nl> mtvfb@tintin.rivm.nl
(Fokke de Boer) writes:
(Sender was: news@rivm.nl)

> In article <"1057*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS> data3d@aahs.no (Karl
Anders 0ygard) writes:
> >Atari Germany has now started selling their Unix for the TT, Atari
> >System V Rel. 4 (ASV). Software is retailed at 3649,74DM for a 213
> >MB HD or 4486,76DM for a 340MB HD (Maxtor drives).
> ^^^^ ^^^^^^^^^ ^^^^^^^^
>
> Why are there different prices for each configuration? The price is for
> the software only, I expect. And as far as my experience with Interactive
> UNIX on a 386 goes, the software is the same for whatever harddisk there is.
> You could always add a disk (provided the machine can handle them).
> Is this some weird UNIX implementation of Atari or what? The package does
> look nice and complete, though.

Atari ships ASV readily installed on harddisk only so you don't have to
install douzens of floppy disks one after another.
Unluckily you have to buy a harddisk with your ASV, but I think, the price
is quite acceptable.
Since harddisks of different sizes cost a different amount of money ...

There's nothing weird about Atari's Unix implementation (at least as far as
harddisks are concerned, I didn't buy my ASV yet :-)

Cheers, Paddy
--
||| Patrick M. Hausen | phone : +49 721 699234 (voice and carrier)
||| Gerwigstr. 11 | e-mail: pmh@cutie.ka.sub.org (UUCP)
/ | \ D-7500 Karlsruhe 1, Germany | uk9u@dkauni2 (BITNET)
"These mist covered mountains are a home now for me,
but my home is the lowlands and always will be." (Dire Straits)

3471. Re: Crikey

Newsgroup: comp.sys.atari.st
Date: 1991-10-12 11:51:42 UTC
From: psteffn@GNU.AI.MIT.EDU
Message-ID: <9110121151.AA28164@geech.gnu.ai.mit.edu>
Source record: 228151

In article <1991Oct11.065903.5474@wam.umd.edu> dmb@wam.umd.edu (David M. Bagge
>J. J., I agree with most of what you said, but you've mis-stated my
>original claim. I said "programs that rely on undocumnted locations
>and/or hardware 'features' are examples of 'bad programming'."

My whole problem with that remark is that you aren't stating that as your
opinion, as it should be. There IS no 'bad' programming if it serves its
purpose. Nothing is bad if it serves it's purpose, right?
Also, what is 'undocumented' locations and/or hardware 'features'?
I admit, most demo programmers aren't [or can't afford to be] licensed
developers so they have no way of knowing what is 'documented' or
'undocumented' in terms of what you can do on the ST. I have nothing
against the 'schooled' approach to computer programming but I think that
being self-taught and approaching problems from a different than what is
taught in schools can be very effective.

>I think there's nothing whatsoever wrong with writing demos and releasing
>them, ego trip or none. I can see the attraction to it. But demos don't
>have to be shifter-chip dependent to be impressive.

No, they don't. Heck, they don't even need to have 512 colors or
animated sprites. But that isn't the point, is it? See? I personally
prefer the added resolution, however. As I said before, shifter-chip
dependant routines will not crash your computer.

>I can think of one very good example. I don't know whose demo it was,
>but I had the opportunity to see a demo that showed of some 3-D objects
>created with spheres. One sequence was taken from the "Afterburner"
>title page. The 3-D effect was very impressive and eye-catching. But
>why did they then have to ruin it by playing overscan games? It's a

Why did they have to ruin it by playing overscan? You don't like the
added resolution? Or did your screen simply screw up due to the overscan?
In that case, the overscanned areas would most likely be blank anyway.
I don't see how you can be saying that.

>frustrating mix of clever programming and wretched programming.

So the clever programming was the spheres and the wretched programming
was the overscan code? Odd. Seems like the programmers would have put
an identical amount of skill into both.

>That demo could have been written stricly with software blitting. The
>assembly language routines would have to be highly optimized to that
>particular task, but there's nothing wrong with that. Then everyone
>could run that demo, and without any annoying flicker. Maybe we could
>even run it from our hard drives -- what a concept!

Like I say and say and say again. Toggling the PAL/NTSC chip will not cause crashes. If the routine is off timing, no overscan graphics will show up anyway!
Personally, I wouldn't want a demo to be loaded off a hard drive. Why? Well, unlike disk drives, there are many many different types of hard drives and controllers. (1) The low-level programming that IS required for demos would eventually conflict with a certain type of drive/controller. [Demo coders rarely have hard drives and it would be difficult for them to write multi-part demos that do animation/sound during loading without knowing what is going on... or cause timing problems with the controller]
(2) Hard drives rarely have write protect switches on them.
(3) Demos aren't useful anyway, so why keep them on the hard drive.
(4) Single part demos CAN run from the hard drive...

>> To recap , this is not forced upon you to use/view. If it is not your
>>cup of tea, simply don't download it. I think it would be highly unfair to
>>limit what should and shouldn't be released however.
>
>Well, I'm not going to go around to archive sites deleting files! But
>nevertheless, I honestly hope that more people will learn to program
>well and play by the rules. We will all be happier and more productive
>with software that is robust and works as advertised.

Sure, like saying my religion is better than yours and there isn't room for two. I own my computer, don't I have the right to write programs any way I want to? Demo coders don't ADVERTISE their software as working and they certainly don't expect their software to be PRODUCTIVE in the way you mean it.

>> The ST is certainly capable of
>>multitasking but any decent low-level implementation of it is
>>going to break some rules.
>I don't see why multitasking is relevant, but I'll address the point
>anyway.
>According to your "fact," MiNT is "not a decent implementation." I
>don't agree.

I think I'll have to take a look at MiNT but if that's what you say, that kind of multitasking waits for the AES event handler to get around to it. Such that pulling down a menu, grabbing an icon, or accessing data off the floppy completely stops other tasks. Won't most software needlessly halt other tasks? Why not pre-emptive prioritized multitasking like on the Amiga? Meaning that no processor time is wasted as a task only takes what is needed! This is the ideal way to multitasking on the ST instead of relying completely on the software to say "okay, back to you Bob!" Like MultiFinder on the Macintosh, you simply cannot rely on software to do the task switching.

>>I find ST demos to be generally more stable than most application
>>software. I have never had an ST demo crash on me.
>This is straight out of fantasy land. You may be able to claim that

And your belief that demo coders should sacrifice overscan just so you'll be able to run their demos. NOT! I honestly NEVER had any bootable demos crash on my ST! My Amiga is another story, however, since my machine doesn't support the PAL mode.

>demos are useful and that exploiting hardware quirks is fun, but you'll
>never be able to make a case for the reliability of ST demos. I can't

Reliability isn't as big a problem as you are trying to portray. I do not believe you at all when you say that you have not been able to get a single one of the demos from atari.archive to work.

>think of a single one that even runs from a hard drive! It's not a

I don't have a hard drive on my ST so I don't know but I don't think you have even tried. I think you are mainly saying that because some of the newer demos use their own format. Try Lost Boys Definitive or any of those other demos that are file based and THEN tell me you haven't found a single one that won't run from the hard drive.

>coincidence that every time a new demo comes out, several people post
>plaintive messages to c.s.a.st asking why it crashes, flickers madly,
>etc.

Yes, that is to be expected when someone spends the time [or even long distance $$$$] to download a 800k file and not have it work. Demos are perhaps the largest files on atari.archive.

>>Well, Tri Engineering could easily add code for faster CPU's.
>
>Yes, to patch their code which doesn't work on all machines. Exactly my
>point. You don't need to "add code for faster CPU's" if you write
>programs properly the first time.

No. You can't simply write a routine 'properly' that updates the palette 3 times each line and have it work on a faster CPU. Spectrum updates the color registers 3 times per scan-line which rules out using a timer or polling the beam position. That would be too slow and inconsistant. Spectrum uses a small piece of code that is timed precisely for the 8MHz 68000 [just look find all those NOP opcodes]. It wouldn't be too difficult to just ask the user what CPU and speed his machine is running on at bootup

[Marx Marvelous steps in]
(or just do a timing loop and try to figure out the screen frequency and processor speed and, given that information, choose an appropriate routine for use on that processor/screen frequency combination -- /\/\ /\/\ of TPPI)

>>>There's nothing inherently nonportable or unreliable about trackers.
>>
>>Like I said, you must not know hardware.
>I've written quite a few digitized sound playing utilities, and none of
>them rely on undocumented techniques. Using the Yamaha chip to play
>samples is a documented technique guaranteed to work on all ST's.
>The mixing can be achieved either with clever precalculation, or by

>limiting the maximum playback rates. Like I said, if you have to rely
>on CPU speed or hardware bugs to make your program work, you're not
>doing anyone any favors.

Well, tracker routines rely quite a bit more on real-time processing than
simple playback code [which usually just looks up a word value to pass on
to the appropriate soundchip registers].

>The mixing can be achieved either with clever precalculation

Of course!

(MM: which is what we ARE doing when we program trackerplayers.... one
trackerplayer rout i wrote uses a 164 word buffer and mixes all four channels
into the output buffer while the interrupt playback rout is playing
pregenerated sound from another buffer, similar to pageflipping)

>or by limiting the maximum playback rates.

??? Tracker routines play at a consistant rate and rely on 'precalculated'
look up table to scale values. This is obvious. However, speed DOES cause
problems with quality of the sound. [i.e. the NoiseTracker editor in NTSC
mode]. By the way, ever try running on of your sample playback programs
on a TT? Just curious.

(MM: well, actually, now that i think about this, a TT could easily outperform
an ST (even an STe) on playing back trackermusic. So now why should we limit
ourselves to the common denominator of a 68000/8 and ST sound hardware? Also,
the TT is not totally backward compatible anyway, especially with programs
that use any of the vectors down in zero-page because of the extra word on
the exception stack frame.... and thusly the ST OS (ie. 1.3 and earlier) is
bad programming, no? (i am inclined to agree on this account even if the
OS were programmed "responsibly".))

>Bzzt! Thank you for playing -- try again. Sound routines, whether
>digitized or not, are typically run off some kind of interrupt, like
>Timer A. Thus, they play regardless of what the "foreground process"
>is doing. If you can write a sound/music player at all then you get
>asynchronous playing capability for free.
>Animation can be done in the vblank, which is also interrupt-driven.
>No special routines are required to read from disk in either of these
>cases. In fact, writing your own disk routines for this is silly,
>because the OS routines work just fine, and (once again) are guaranteed
>to work on all machines. You also get hard drive support, support for
>removeable media, etc. for free. Why re-invent the wheel?

Bzzz

slow, totally-pre-emptive-of-the-rest-of-the-system wheels?
The guarantee that they work means nothing to me.... they may work, but
do they work the way i want them to? Do they work in such a way that i can
do what i feel i need to do as far as graphics or sound? Why don't YOU
just try writing a replay routine that works while the disk is loading, and
that doesn't totally and utterly skip portions of the sound and/or slow
down and/or produce other undesirable effects?)

>You're right, one can, and in the last few years I've seen some of the
>best assembly language graphics routines written for the ST. (And no,
>I didn't write them!) Assembly language is fine (although not as good
>as a high-level language if you can do what you need in a high-level
>language). I agree with you that writing highly optimized assembly

Until someone writes a compiler with artificial intelligence, C will
never generate code on par with pure assembly code.

>language blitting and scrolling routines is quite an art, and requires
>enormous knowledge and talent. Squeezing more colors or pixels out of
>the shifter chip by exploting undocumented hardware features is neither
>impressive nor correct. It's a failure, not a success. It just puts
>more broken software out there.

I've tested Crikey, Dark Side of Spoon, Aenigmatica, and
Cuddly and on 5 ST's so far and all have ran the demos
fine. Only the first two screens on the Cuddly demo
seemed to have problems on 2 of the machines.
Messing with the ntsc/pal bit for overscan will NOT crash a computer.
It is the interrupt routines most likely cause problems, but of course,
interrupts are 'documented' so that is okay.

---well, I'll stop here for now. This is kind of cutting into our
coding time.. d:^)

>Dave Baggett
>dmb@wam.umd.edu

psteffn@gnu.ai.mit.edu (Paul Steffen, aka STratoHACKster)
with comments by,
jpickar@caticsuf.csufresno.edu (Jon Pickard, aka Marx Marvelous)
of Tibetan Peach Pie Inc., DEMO CODERS.

3472. Re: VAX sites?

Newsgroup: comp.sys.atari.st
Date: 1991-10-12 13:36:22 UTC
From: gaertner@rz-berlin.mpg.de
Message-ID: <1991Oct12.143622.6855@rz-berlin.mpg.de>
Source record: 228157

In article <"1063*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>, data3d@aahs.no (Karl Anders 0ygard) writes:
> Does anybody know of some good sites for VAX VMS software? How about a
> mail server? I don't have FTP access, and mailing via the 'ftpmail'
> mailserver is getting extremely slow these days...
>
> ===
> Karl Anders Oygard
> Email: Karl A Oygard <data3d@aahs.no> #include <disclaimer.h>

There are VAX mail server. You should look into the vmsnet.* groups.
Karl, if you don't get these groups, send me a mail and I'll send you
the FAQ text.

Ralf

~~~~~~~~~~~~

Ralf Gaertner gaertner@rz-berlin.mpg.de
FHI Berlin
~~~~~~~~~~~~

3473. Re: lharc 2.01e vs zoo 2.1: some tests

Newsgroup: comp.sys.atari.st
Date: 1991-10-12 16:33:12 UTC
From: harryk@bucsf.bu.edu
Message-ID: <91517@bu.edu>
Source record: 228048

```
In article <1991Oct02.023218.28662@infoserver.th-darmstadt.de>
DE7B@br1.hrz.th-darmstadt.de (WALLMANN, GEORG) writes:
>Following the discussion I tried three archiver programs
>to backup 151 files worth 700KB of data. The data consisted
>almost entirely of documentation (ASCII) and C source.
>
.
.
.
>
>Results:
>
>ARC 6.02
> Size: 304048 bytes Time: 3:48
>
>ZOO 2.1
> Size: 307207 bytes Time: 4:45
>after issueing a pack command for an additional 2:20
> Size: 307151 bytes
>
>LHARC 2.01d
> Size: 218964 bytes Time: 6:13
>
.
.
.
>And they way I called them (thru make)
>
>#ARC=arc
>#	update
>#UPDATE=u
>#	update with subdirectories
>#DIRUP=uz
>
>#ARC=zoo
>#	update
>#UPDATE=aun:
>#	update with subdirectories
>#DIRUP=aun//
>
>ARC=lharc
>#	update
>UPDATE=u -s -wf:\tmp
>#	update with subdirectories
```

>DIRUP=u -r2 -p -s -wf:\tmp
>
.
.
.

Well Nat the conditions under the test was made sound good...BUT for one more time (it must have been said at least 10 times until now in this newsgroup) you have to use the flag 'h' if you wanna get the highest compression from zoo 2.1.....

i.e. zoo21.ttp ah// dir
^
|

If you use the high-compression flag, you'll see that the difference in resulting compressed size between lharc and zoo is insignificant.

Take care now....

> Nat!

==
Author of ATZENTA2 Harry Karayiannis ________E-Mail________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@bucsf.bu.edu
** /||\ MegaST ** U.S.A. |BITnet:
===| cscrzcc@buacca.bu.edu

3474. Re: P.D. "Unix" type thingie? Available?

Newsgroup: comp.sys.atari.st
Date: 1991-10-12 17:33:54 UTC
From: steve@thelake.mn.org
Message-ID: <A1681594188.1@thelake.mn.org>
Source record: 228044

[In article <1991Oct11.231845.7540bryanw@netcom.COM>,
bryanw@netcom.COM (Bryan Woodworth) writes ...]

> I'm interested in something for my ST that is like Unix in that it has cat,
> vi, uue, uud etc all in one package, with the ability to run and compile
> "c" programmes. I have taken a look at gulam, it looks nice, but it is
> rather incomplete. For instance it does not have vi (something called "ue"
> which looks interesting) and I don't think it can run c programs.. :(:(
>
> Anyone??

I think you need to sort out what you're really looking for. Unix
doesn't have any of those features built in. They're all separate
programs. Everything you mentioned is available for the ST and can be
run from Gulam or any of several other command shells.

There are literally hundreds of Unix-like utilities available on
atari.archive.umich.edu that will run under Gulam or any of the other
command shells for TOS. Among them are free C compilers, uud, uue, at
least two vi clones, text formatters, etc.

I use a very nice alternative desktop called Gemini that includes
among its many features a shell (Mupfel) that can run inside a
window, or take over the screen, depending on your preference. It
also can run character-oriented TOS applications inside a GEM window,
which can be useful (although that feature is unfortunately s-l-o-w.)
Gemini also is available at a.a.

But shell + utilities != Unix. You still don't have a multitasking
system, and you don't have Unix facilities such as pipes.

You can gain multitasking and some other features by adding MiNT or
Micro RTX to your system. MiNT is free. Micro RTX is shareware. To
fully make use of these programs, you need a shell that is aware of
the multitasking package. I think there are a couple of free ones for
MiNT, and Beckemeyer Development Systems sells a Multitasking C Shell
for Micro RTX. You also need to link your C applications with
appropriate libraries (and in the case of RTX you may need to write
rather nonportable code).

But you still don't have Unix.

If Unix is really what you want, you can buy Minix from Prentice-Hall
for around $150. You get a non-AT&T implementation that is very
similar to old Unix Version 7, the last ``small is beautiful'' Unix.
You get a C compiler, a shell, lots of utilities, a multitasking
kernel, and source code to just about everything except the compiler.

But you also abandon GEM, TOS and all applications that require them. Minix will not run standard Atari applications. (For more information about Minix, see the Usenet newsgroup comp.os.minix).

There also is a small, fast Unix-like multitasking system called OS-9 that is available for the ST from Microware Corp. in Des Moines. Like Minix, it cannot run standard Atari programs. It also costs an arm and a leg for the OS-9 C compiler. :-(

So what you need to do is figure out which Unix-like features are important to you, compare that feature list with the characteristics of various TOS shells and utilities, MiNT, RTX, Minix and OS-9, consider how much memory and disk space you have available, and make your choice.

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)

3475. Re: TT Unix etc.

Newsgroup: comp.sys.atari.st
Date: 1991-10-12 18:43:25 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Oct12.184325.20387@watdragon.waterloo.edu>
Source record: 228152

In article <1991Oct11.153252.4326@ugle.unit.no> stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:
}But if you can't boot from the harddisk and you only have this disk, how
}can you restore your backup. Have you heard of booting Unix from a 720KB floppy???
}
}Stig Vidar Hovland - stigvi@lise.unit.no

Yah... It's slooooooooooooooooooooooooooooooooooooooow...
---------------==---------------
Chris Herborth, 3B Hons English RPW cjherborth@{rose|lotus}.waterloo.edu
Tom Waits says: GEnie: C.HERBORTH
Don't trust a man in a blue trench coat/Don't drive a car when you're dead.

3476. Crikey

Newsgroup: comp.sys.atari.st
Date: 1991-10-12 19:11:02 UTC
From: psteffn@GNU.AI.MIT.EDU
Message-ID: <9110121910.AA29297@geech.gnu.ai.mit.edu>
Source record: 228035

In article <1991Oct11.065903.5474@wam.umd.edu> dmb@wam.umd.edu (David M. Bagge
>J. J., I agree with most of what you said, but you've mis-stated my
>original claim. I said "programs that rely on undocumnted locations
>and/or hardware 'features' are examples of 'bad programming'."

My whole problem with that remark is that you aren't stating that as your
opinion, as it should be. There IS no 'bad' programming if it serves its
purpose. Nothing is bad if it serves it's purpose, right?
Also, what is 'undocumented' locations and/or hardware 'features'?
I admit, most demo programmers aren't [or can't afford to be] licensed
developers so they have no way of knowing what is 'documented' or
'undocumented' in terms of what you can do on the ST. I have nothing
against the 'schooled' approach to computer programming but I think that
being self-taught and approaching problems from a different than what is
taught in schools can be very effective.

>I think there's nothing whatsoever wrong with writing demos and releasing
>them, ego trip or none. I can see the attraction to it. But demos don't
>have to be shifter-chip dependent to be impressive.

No, they don't. Heck, they don't even need to have 512 colors or
animated sprites. But that isn't the point, is it? See? I personally
prefer the added resolution, however. As I said before, shifter-chip
dependant routines will not crash your computer.

>I can think of one very good example. I don't know whose demo it was,
>but I had the opportunity to see a demo that showed of some 3-D objects
>created with spheres. One sequence was taken from the "Afterburner"
>title page. The 3-D effect was very impressive and eye-catching. But
>why did they then have to ruin it by playing overscan games? It's a

Why did they have to ruin it by playing overscan? You don't like the
added resolution? Or did your screen simply screw up due to the overscan?
In that case, the overscanned areas would most likely be blank anyway.
I don't see how you can be saying that.

>frustrating mix of clever programming and wretched programming.

So the clever programming was the spheres and the wretched programming
was the overscan code? Odd. Seems like the programmers would have put
an identical amount of skill into both.

>That demo could have been written stricly with software blitting. The
>assembly language routines would have to be highly optimized to that
>particular task, but there's nothing wrong with that. Then everyone
>could run that demo, and without any annoying flicker. Maybe we could
>even run it from our hard drives -- what a concept!

Like I say and say and say again. Toggling the PAL/NTSC chip will not cause crashes. If the routine is off timing, no overscan graphics will show up anyway!
Personally, I wouldn't want a demo to be loaded off a hard drive. Why? Well, unlike disk drives, there are many many different types of hard drives and controllers. (1) The low-level programming that IS required for demos would eventually conflict with a certain type of drive/controller. [Demo coders rarely have hard drives and it would be difficult for them to write multi-part demos that do animation/sound during loading without knowing what is going on... or cause timing problems with the controller]
(2) Hard drives rarely have write protect switches on them.
(3) Demos aren't useful anyway, so why keep them on the hard drive.
(4) Single part demos CAN run from the hard drive...

>> To recap , this is not forced upon you to use/view. If it is not your
>>cup of tea, simply don't download it. I think it would be highly unfair to
>>limit what should and shouldn't be released however.
>
>Well, I'm not going to go around to archive sites deleting files! But
>nevertheless, I honestly hope that more people will learn to program
>well and play by the rules. We will all be happier and more productive
>with software that is robust and works as advertised.

Sure, like saying my religion is better than yours and there isn't room for two. I own my computer, don't I have the right to write programs any way I want to? Demo coders don't ADVERTISE their software as working and they certainly don't expect their software to be PRODUCTIVE in the way you mean it.

>> The ST is certainly capable of
>>multitasking but any decent low-level implementation of it is
>>going to break some rules.
>I don't see why multitasking is relevant, but I'll address the point
>anyway.
>According to your "fact," MiNT is "not a decent implementation." I
>don't agree.

I think I'll have to take a look at MiNT but if that's what you say, that kind of multitasking waits for the AES event handler to get around to it. Such that pulling down a menu, grabbing an icon, or accessing data off the floppy completely stops other tasks. Won't most software needlessly halt other tasks? Why not pre-emptive prioritized multitasking like on the Amiga? Meaning that no processor time is wasted as a task only takes what is needed! This is the ideal way to multitasking on the ST instead of relying completely on the software to say "okay, back to you Bob!" Like MultiFinder on the Macintosh, you simply cannot rely on software to do the task switching.

>>I find ST demos to be generally more stable than most application
>>software. I have never had an ST demo crash on me.
>This is straight out of fantasy land. You may be able to claim that

And your belief that demo coders should sacrifice overscan just so you'll be able to run their demos. NOT! I honestly NEVER had any bootable demos crash on my ST! My Amiga is another story, however, since my machine doesn't support the PAL mode.

>demos are useful and that exploiting hardware quirks is fun, but you'll
>never be able to make a case for the reliability of ST demos. I can't

Reliability isn't as big a problem as you are trying to portray. I do not believe you at all when you say that you have not been able to get a single one of the demos from atari.archive to work.

>think of a single one that even runs from a hard drive! It's not a

I don't have a hard drive on my ST so I don't know but I don't think you have even tried. I think you are mainly saying that because some of the newer demos use their own format. Try Lost Boys Definitive or any of those other demos that are file based and THEN tell me you haven't found a single one that won't run from the hard drive.

>coincidence that every time a new demo comes out, several people post
>plaintive messages to c.s.a.st asking why it crashes, flickers madly,
>etc.

Yes, that is to be expected when someone spends the time [or even long distance $$$$] to download a 800k file and not have it work. Demos are perhaps the largest files on atari.archive.

>>Well, Tri Engineering could easily add code for faster CPU's.
>
>Yes, to patch their code which doesn't work on all machines. Exactly my
>point. You don't need to "add code for faster CPU's" if you write
>programs properly the first time.

No. You can't simply write a routine 'properly' that updates the palette 3 times each line and have it work on a faster CPU. Spectrum updates the color registers 3 times per scan-line which rules out using a timer or polling the beam position. That would be too slow and inconsistant. Spectrum uses a small piece of code that is timed precisely for the 8MHz 68000 [just look find all those NOP opcodes]. It wouldn't be too difficult to just ask the user what CPU and speed his machine is running on at bootup

[Marx Marvelous steps in]
(or just do a timing loop and try to figure out the screen frequency and processor speed and, given that information, choose an appropriate routine for use on that processor/screen frequency combination -- /\/\ /\/\ of TPPI)

>>>There's nothing inherently nonportable or unreliable about trackers.
>>
>>Like I said, you must not know hardware.
>I've written quite a few digitized sound playing utilities, and none of
>them rely on undocumented techniques. Using the Yamaha chip to play
>samples is a documented technique guaranteed to work on all ST's.
>The mixing can be achieved either with clever precalculation, or by

>limiting the maximum playback rates. Like I said, if you have to rely
>on CPU speed or hardware bugs to make your program work, you're not
>doing anyone any favors.

Well, tracker routines rely quite a bit more on real-time processing than
simple playback code [which usually just looks up a word value to pass on
to the appropriate soundchip registers].

>The mixing can be achieved either with clever precalculation

Of course!

(MM: which is what we ARE doing when we program trackerplayers.... one
trackerplayer rout i wrote uses a 164 word buffer and mixes all four channels
into the output buffer while the interrupt playback rout is playing
pregenerated sound from another buffer, similar to pageflipping)

>or by limiting the maximum playback rates.

??? Tracker routines play at a consistant rate and rely on 'precalculated'
look up table to scale values. This is obvious. However, speed DOES cause
problems with quality of the sound. [i.e. the NoiseTracker editor in NTSC
mode]. By the way, ever try running on of your sample playback programs
on a TT? Just curious.

(MM: well, actually, now that i think about this, a TT could easily outperform
an ST (even an STe) on playing back trackermusic. So now why should we limit
ourselves to the common denominator of a 68000/8 and ST sound hardware? Also,
the TT is not totally backward compatible anyway, especially with programs
that use any of the vectors down in zero-page because of the extra word on
the exception stack frame.... and thusly the ST OS (ie. 1.3 and earlier) is
bad programming, no? (i am inclined to agree on this account even if the
OS were programmed "responsibly".))

>Bzzt! Thank you for playing -- try again. Sound routines, whether
>digitized or not, are typically run off some kind of interrupt, like
>Timer A. Thus, they play regardless of what the "foreground process"
>is doing. If you can write a sound/music player at all then you get
>asynchronous playing capability for free.
>Animation can be done in the vblank, which is also interrupt-driven.
>No special routines are required to read from disk in either of these
>cases. In fact, writing your own disk routines for this is silly,
>because the OS routines work just fine, and (once again) are guaranteed
>to work on all machines. You also get hard drive support, support for
>removeable media, etc. for free. Why re-invent the wheel?

Bzzz

slow, totally-pre-emptive-of-the-rest-of-the-system wheels?
The guarantee that they work means nothing to me.... they may work, but
do they work the way i want them to? Do they work in such a way that i can
do what i feel i need to do as far as graphics or sound? Why don't YOU
just try writing a replay routine that works while the disk is loading, and
that doesn't totally and utterly skip portions of the sound and/or slow
down and/or produce other undesirable effects?)

>You're right, one can, and in the last few years I've seen some of the
>best assembly language graphics routines written for the ST. (And no,
>I didn't write them!) Assembly language is fine (although not as good
>as a high-level language if you can do what you need in a high-level
>language). I agree with you that writing highly optimized assembly

Until someone writes a compiler with artificial intelligence, C will
never generate code on par with pure assembly code.

>language blitting and scrolling routines is quite an art, and requires
>enormous knowledge and talent. Squeezing more colors or pixels out of
>the shifter chip by exploting undocumented hardware features is neither
>impressive nor correct. It's a failure, not a success. It just puts
>more broken software out there.

I've tested Crikey, Dark Side of Spoon, Aenigmatica, and
Cuddly and on 5 ST's so far and all have ran the demos
fine. Only the first two screens on the Cuddly demo
seemed to have problems on 2 of the machines.
Messing with the ntsc/pal bit for overscan will NOT crash a computer.
It is the interrupt routines most likely cause problems, but of course,
interrupts are 'documented' so that is okay.

---well, I'll stop here for now. This is kind of cutting into our
coding time.. d:^)

>Dave Baggett
>dmb@wam.umd.edu

psteffn@gnu.ai.mit.edu (Paul Steffen, aka STratoHACKster)
with comments by,
jpickar@caticsuf.csufresno.edu (Jon Pickard, aka Marx Marvelous)
of Tibetan Peach Pie Inc., DEMO CODERS.

3477. Re: Crikey

Newsgroup: comp.sys.atari.st
Date: 1991-10-12 20:33:24 UTC
From: ersmith@julian.uwo.ca
Message-ID: <5266@julian.uwo.ca>
Source record: 228043

In article <9110121910.AA29297@geech.gnu.ai.mit.edu> psteffn@GNU.AI.MIT.EDU (Paul Steffen) writes:
>In article <1991Oct11.065903.5474@wam.umd.edu> dmb@wam.umd.edu (David M. Bagge
>>> The ST is certainly capable of
>>>multitasking but any decent low-level implementation of it is
>>>going to break some rules.
>>I don't see why multitasking is relevant, but I'll address the point
>>anyway.
>>According to your "fact," MiNT is "not a decent implementation." I
>>don't agree.
>
>I think I'll have to take a look at MiNT but if that's what you say, that
>kind of multitasking waits for the AES event handler to get around to it.
>Such that pulling down a menu, grabbing an icon, or accessing data off the
>floppy completely stops other tasks. Won't most software needlessly halt
>other tasks?

Nope, MiNT doesn't use the AES at all. It is a replacement (essentially) for GEMDOS. It provides pre-emptive multitasking independently of the GEM/AES pseudo-multitasking. And, which I think is the point that Dave was trying to make, it runs on all ST's, TT's, and what have you (there are a few bugs in the TT implementation, but I fully acknowledge that these are *bugs*, and they will be fixed in the next release).

Decent low-level multitasking doesn't have to break *any* rules. Atari has documented lots of interrupts, and even provided convenient hooks into some of them (like the VBI). Use those hooks, and other documented features (like Ptermres, or the various trap vectors) and you can provide multitasking that works on any Atari 680x0 machine, past, present, or (assuming they retain ST compatibility) future.

[on a different note]
>Until someone writes a compiler with artificial intelligence, C will
>never generate code on par with pure assembly code.

This very much depends on the quality of the assembly language programmer. I would say that the state of the art in C compiler optimizers is similar to that of chess programs; the very best humans are still better than the programs, but the programs are better than most humans. (Yes, I know that the demo programmers *do* spend the time to squeeze every last cycle out of their code; but most assembly language programmers do not, and many overlook even relatively simple things like putting the addresses of frequently called functions into registers that good C compilers will do. So a blanket statement like

that is really quite misleading.) (And finally: someone wrote a brute force optimizer that simply tries every possible combination of instructions and picks the one that performs a function in the least number of cycles. This isn't practical (yet) for a C compiler, but it does guarantee the absolute best possible code, and it doesn't require artificial intelligence).

>psteffn@gnu.ai.mit.edu (Paul Steffen, aka STratoHACKster)
>with comments by,
>jpickar@caticsuf.csufresno.edu (Jon Pickard, aka Marx Marvelous)
>of Tibetan Peach Pie Inc., DEMO CODERS.

Eric Smith
ersmith@julian.uwo.ca eric.smith@uwo.ca

3478. Re: Problems with Supra HD I/F

Newsgroup: comp.sys.atari.st
Date: 1991-10-13 04:19:12 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct13.041912.3023@actrix.gen.nz>
Source record: 228049

In article <1921@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
> In article <5251@chalmers.se> dxper@dtek.chalmers.se (Per Anders Olausson) writes:
> ~>
> ~> I'm experiencing boot:ing problems with the following setup:
> ~>
> ~> An old 1040ST running TOS 1.40
> ~> A supra interface (1989 or even older issue)
> ~> A Micropolis 1375 (150 Mb, SCSI) drive
> ...
> ~> The problem I'm experiencing is that when I power up the system won't boot
> ~> and I always have to do a reset manually (after the cold start has finished)
> ~> and the it works ok. (the 1375 drive does spin up, though, at power up)
>
> I have the same drive (nice drive!), with a BMS-200 board (nice board!). I
> was told by the BMS guys that the ROM in the Micropolis has to be told to do
> a physical reset upon power up, and the ST doesn't provide this signal.
> Micropolis has a replacement ROM which will fix the problem, or you can keep
> using the workaround you've discovered. Micropolis sent it to me free.
> Apparently Macs can exhibit the same problem.
>
> ~>.............................Andrew Olausson.............................
> ~>.............................Systems Architect.............................
> ~>.............................dxper@dtek.chalmers.se.............................
> ~>.............................pao@proxxi.se.............................
>
>
> --
> ##
> # Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill #
> # Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201 #
> ############### Opinions expressed are my own and usually wrong ################

Bill there are a Lot of PD Reset Programs to do this, just install
into your Auto Folder, this will cause a reset at bootup..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3479. gnuucp

Newsgroup: comp.sys.atari.st
Date: 1991-10-13 11:21:52 UTC
From: madmat@frmug.fr.mugnet.org
Message-ID: <1991Oct13.112152.19832@frmug.fr.mugnet.org>
Source record: 228188

Hi , I am presently looking for a compiled version of gnuucp on ATARI
I have the source code in my possesion but not the C compiler neede to
compile it .
So if anybody here happens to have that on their hard drive I would really
appreciate if they could send me a copy of it to
madmat@frmug.fr.mugnet.org
by the way if someone would be gentle enough to send me mercury I would
appreciate it just as much.

Thanks in advance and keep on programming.

--
Mathias HERBERTS
madmat@frmug.fr.mugnet.org

3480. Keyboard recommendations

Newsgroup: comp.sys.atari.st
Date: 1991-10-13 13:47:22 UTC
From: allenmj@gdlvm7.vnet.ibm.com
Message-ID: <9110131352.AA10781@ucbvax.Berkeley.EDU>
Source record: 228050

My wife is interested to learning to play the piano. I'd like to buy a Midi compatible keyboard and hook it up to my Atari. What would be a good keyboard for the beginner (name/model, functions, cost)? Are there any programs for the Atari that teach you to play the piano? Something that can display sheet music on the screen and tell if you've played it correctly. I'm also interested in programs (PD to start) that would let me program/play the keyboard from the ST. I don't know anything about Midi or keyboards, so I'd also like a reference to a book or magazine to get me started.

Thanks,
MikeAllen allenmj@gdlvm7.vnet.ibm.com

3481. Re: MODs source ...

Newsgroup: comp.sys.atari.st
Date: 1991-10-13 14:09:46 UTC
From: as903@cleveland.Freenet.Edu
Message-ID: <1991Oct13.140946.16110@usenet.ins.cwru.edu>
Source record: 228164

Why not send the MOD files to atari@atari.archive.umich.edu
that wy we all can get them without bothering you..

3482. Supra 10FD

Newsgroup: comp.sys.atari.st
Date: 1991-10-13 14:11:33 UTC
From: sytang@lamar.colostate.edu
Message-ID: <18415@ccncsu.ColoState.EDU>
Source record: 228153

Looking back the old magazine and found Supra's old AD about their 10FD drive, (the 10MB floppy). It said the drive can read 360KB and 1.2 MB IBM floppy disks too. Is there any ST user with Supra FD-10 has try that? Does it reads IBM floppy disks? If so, how does it access the floppy? (i.e. does it read the disk simply when one double click the drive icon, or needs to go through a program? afterall the floppy disk has different FAT and structure from the hard drive).
Thank you
Tang
sytang@lamar.colostate.edu
P.S. On the related note, Has any one use Insite's I325VM with ST yet? ICD said their software has support in it too.

3483. Re: P.D. "Unix" type thingie? Available

Newsgroup: comp.sys.atari.st
Date: 1991-10-13 15:38:52 UTC
From: stenny@troja.stgt.sub.org
Message-ID: <A0bd8rks@troja.stgt.sub.org>
Source record: 228169

In <1991Oct11.231845.7540bryanw@netcom.COM>, Bryan Woodworth writes:
>I'm interested in something for my ST that is like Unix in that it has cat,
>vi, uue, uud etc all in one package, with the ability to run and compile
>"c" programmes. I have taken a look at gulam, it looks nice, but it is
>rather incomplete. For instance it does not have vi (something called "ue"
>which looks interesting) and I don't think it can run c programs.. :(:(

I think, you misunderstood some things :-)
First of all `Unix' is a real mighty multi-user- multi-tasking
operating system. What you wanna have, is a unix-like CLI (Command
Line Interpreter). But you have to know, that no Unix-CLI has the
features you talk off. The CLI acts as a translator, who takes
commands from the user and traslates them to the computer. In fact,
if you type `vi' on your console, the shell (CLI) looks for as
program called `vi'. What I want to tell you is, all commands, like
`vi', `uue', `uud', ..., are separate programs. With this knowledge,
you see that `gulam' is as complete, as any other CLI, taht is
available for the ST. Along with a CLI, you need all of these
utilities. Look at the archive servers for packets called
`unixtools', ore something like that.

And another thing. No CLI can run c programs! You must compile any c
source text to get an executable program. This task is done by a
compiler. Freely available c compilers are e.g. GNU-C or Sozobon C.
If none of them fits your requests, you have to buy an appropriate
compiler.

>-s-<

--
Stefan "stenny" Schober, Linzer Str. 17, 7000 Stuttgart 30
voice: +49-711-856 8806; uucp: stenny@troja.stgt.sub.org

3484. Re: Crikey

Newsgroup: comp.sys.atari.st
Date: 1991-10-13 16:01:37 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Oct13.110137.22444@doug.cae.wisc.edu>
Source record: 228154

In article <9110121910.AA29297@geech.gnu.ai.mit.edu> psteffn@GNU.AI.MIT.EDU (Paul Steffen) writes:
>In article <1991Oct11.065903.5474@wam.umd.edu> dmb@wam.umd.edu (David M. Bagge
>>J. J., I agree with most of what you said, but you've mis-stated my
>>original claim. I said "programs that rely on undocumnted locations
>>and/or hardware 'features' are examples of 'bad programming'."
>
>My whole problem with that remark is that you aren't stating that as your
>opinion, as it should be. There IS no 'bad' programming if it serves its
>purpose. Nothing is bad if it serves it's purpose, right?
>Also, what is 'undocumented' locations and/or hardware 'features'?
>I admit, most demo programmers aren't [or can't afford to be] licensed
>developers so they have no way of knowing what is 'documented' or
>'undocumented' in terms of what you can do on the ST. I have nothing
>against the 'schooled' approach to computer programming but I think that
>being self-taught and approaching problems from a different than what is
>taught in schools can be very effective.
>
[....]
>(MM: well, actually, now that i think about this, a TT could easily outperform
>an ST (even an STe) on playing back trackermusic. So now why should we limit
>ourselves to the common denominator of a 68000/8 and ST sound hardware? Also,
>the TT is not totally backward compatible anyway, especially with programs
>that use any of the vectors down in zero-page because of the extra word on
>the exception stack frame.... and thusly the ST OS (ie. 1.3 and earlier) is
>bad programming, no? (i am inclined to agree on this account even if the
>OS were programmed "responsibly".))
>
>>Bzzt! Thank you for playing -- try again. Sound routines, whether
>>digitized or not, are typically run off some kind of interrupt, like
>>Timer A. Thus, they play regardless of what the "foreground process"
>>is doing. If you can write a sound/music player at all then you get
>>asynchronous playing capability for free.
>>Animation can be done in the vblank, which is also interrupt-driven.
>>No special routines are required to read from disk in either of these
>>cases. In fact, writing your own disk routines for this is silly,
>>because the OS routines work just fine, and (once again) are guaranteed
>>to work on all machines. You also get hard drive support, support for
>>removeable media, etc. for free. Why re-invent the wheel?
>
>Bzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzttttttttttttttttt!
>
>(MM: YOU try again! They are indeed run off of interrupts, BUT (and this
>is the big butt) some certain functions of the OS kill interrupts and screw

>the IER's in the MFP over. (Interrupt Enable Register, Multi-Function
>Peripheral) And no, the OS routines DON'T just work fine.... case in point:
>Twister. Nuf sed. And as to reinventing the wheel, why work with square,
>slow, totally-pre-emptive-of-the-rest-of-the-system wheels?
> The guarantee that they work means nothing to me.... they may work, but
>do they work the way i want them to? Do they work in such a way that i can
>do what i feel i need to do as far as graphics or sound? Why don't YOU
>just try writing a replay routine that works while the disk is loading, and
>that doesn't totally and utterly skip portions of the sound and/or slow
>down and/or produce other undesirable effects?)
>
>>You're right, one can, and in the last few years I've seen some of the
>>best assembly language graphics routines written for the ST. (And no,
>>I didn't write them!) Assembly language is fine (although not as good
>>as a high-level language if you can do what you need in a high-level
>>language). I agree with you that writing highly optimized assembly

>
>Until someone writes a compiler with artificial intelligence, C will
>never generate code on par with pure assembly code.
>

Mmmm. I don't know. I once knew this guy, that always told me:

"If you have to resort to assembly language, you don't understand the
problem."

I have found that to be very true in most cases today, as hardware
is pretty cheap per MIP. Plus, compilers are really getting good
at compiling.

Personally I think we could work both ends of the stick if we had
better education in this country about software design in general.

I attend school at this University and the software design
curricula is absolutely horrendous. 4th year seniors still
don't know what the hell "source debugger" means, or even know
how to correctly externalize and organize thier data structures.

If we could make better programmers, I don't think there would be
such a great demand for optimizing compilers.

I would also like to point out, that assembly language skills,
are OK, to a point but:

1) If you over do it, your putting a lot of effort into a machine
architecture that will soon be obsolete, and if you really over
do it, YOU will be obsolete TOO.

2) Nobody, or Corporation can afford to hire obsolete people, guru
days of machine level programmers are gone.

3) Nobody wants to buy obsolete software written by obsolete people.
People want, they have the right to demand:

a) Software that runs on all platforms (If your a UNIX vendor).
b) Software that runs consistently from machine to machine.
(Unless your in the USSR, where some instructions don't
always work on all machine models..WHAT A NIGHTMARE).
c) Software with a reasonable price.
d) Software that is easy to use.

You can't do either one, or both with the techniques employed by
writing these "hot" demo's for the ST.

Which is were we overstepped the line in our discussion. Because
everyone has to get their jobs done. And everbody wants to play,
or be entertained.

I hope its clear that these are two very different paradigms people use
to make the software for either play or work..

>>language blitting and scrolling routines is quite an art, and requires
>>enormous knowledge and talent. Squeezing more colors or pixels out of
>>the shifter chip by exploting undocumented hardware features is neither
>>impressive nor correct. It's a failure, not a success. It just puts
>>more broken software out there.

Mmm, I have never known any area in computer science, that requires
more talent than writing and designing compiler/language tools.

If you want to see enourmous genius, take a look at BORLANDS compiler's,
its rumored the central engine scanner/code generator is PORTABLE,
accross any machine platform! The performance is outstanding.

Let alone the environment that comes with it!

As for your comments about hardware, and sqeezing colors and pixels,
actually I would thinnk that would be quite straightforward, hardware
display capabilities are always a limit and very determinable factor.

Its pretty straightforward what hardware can and cannot do.

So I think I disagree with part of that statement.

>
>I've tested Crikey, Dark Side of Spoon, Aenigmatica, and
>Cuddly and on 5 ST's so far and all have ran the demos
>fine. Only the first two screens on the Cuddly demo
>seemed to have problems on 2 of the machines.
>Messing with the ntsc/pal bit for overscan will NOT crash a computer.
>It is the interrupt routines most likely cause problems, but of course,
>interrupts are 'documented' so that is okay.
>
>---well, I'll stop here for now. This is kind of cutting into our
> coding time.. d:^)
>
>>Dave Baggett
>>dmb@wam.umd.edu
>

>psteffn@gnu.ai.mit.edu (Paul Steffen, aka STratoHACKster)
>with comments by,
>jpickar@caticsuf.csufresno.edu (Jon Pickard, aka Marx Marvelous)
>of Tibetan Peach Pie Inc., DEMO CODERS.

I think, people we have gotten off track a bit about this topic of
do's and don't about good programming practices.

The ORIGINAL thread, was meant to point out that DEMO's use coding
and design practices that are not very productive in the real world.

Now we are arguing about the relative merits about doing DEMO's
in the first place.

I love DEMO's, but everything has its place. I do believe however,
that DEMO or NO DEMO, if it can't run on all machines, its not a
very good DEMO. Or at least I am not too impressed.
(Personal Opinion, everbody knows Gregory has lots of OPNIONS.)

Or should I say, I am DEPRESSED that the manufacturer I buy the machine
from is such a COMPLETE IDIOT as to undermine the software communities
ability to write consistent programs for its machine..

Hardware manufacturer here is left up to the person reading this to
figure out...

--Greg

Computer Aided Engineering Center - UW - Madison carter@cae.wisc.edu
----

3485. Re: Unix Windows Help

Newsgroup: comp.sys.atari.st
Date: 1991-10-13 16:53:42 UTC
From: katzung@i88.isc.com
Message-ID: <1991Oct13.165342.4104@i88.isc.com>
Source record: 228159

In article <1991Oct9.075534.15439@nmt.edu> eahsnsr@nmt.edu (Eric A. Hobbs) writes:
|[...] I was wondering whether
|the accompanying unix utilities, uwtool, uwplot, uwterm, and
|uwtitle work with the ST implimentation of UW. [...]

Those facilities came along in the later Mac versions that support the extended UW protocols (I believe there are currently two extensions). Since the ST implementation was based on the original protocol and no development effort has been put in to evolve it (at least by us), these features are not supported.

You can use select the rename operation (or alt-R) to retitle the window. Alt-T is a synonym for "hide top".

-- Brian Katzung katzung@i88.isc.com

3486. Demos and what is important (was Re: Crikey)

Newsgroup: comp.sys.atari.st
Date: 1991-10-13 17:42:27 UTC
From: chu@acsu.buffalo.edu
Message-ID: <1991Oct13.174227.2161@acsu.buffalo.edu>
Source record: 228158

I just wanted to mention that the "implicit assumptions" of the two sides of the argument seem to be different. One side seems to say, "These techniques allows to do really impressive things!" and the other side seems to say, "But they don't work on all STs!"

I hope I'm not giving away any big secret by saying that these two facts are not contradictory. It's just this mini-flamefest could go on forever if that's all the two sides say to each other. It seems fairly clear that one side really doesn't care if they release programs that may not perform as expected on all STs, whereas to the other side, uniform performance from released programs is quite important.

(Note the use of the word "released".)

It seems that if there are any further discussion on this topic, it should take this into account.

john
chu@acsu.buffalo.edu

3487. Re: Problems with Supra HD I/F

Newsgroup: comp.sys.atari.st
Date: 1991-10-13 18:09:13 UTC
From: dxper@dtek.chalmers.se
Message-ID: <5536@chalmers.se>
Source record: 228160

ue@nathan.ruhr.de (Udo Erdelhoff) writes:

>In <5251@chalmers.se>, Per Anders Olausson writes:

>Hi,
>> The problem I'm experiencing is that when I power up the system won't boot
>> and I always have to do a reset manually (after the cold start has finished)
>> and the it works ok. (the 1375 drive does spin up, though, at power up)
>sounds quite familiar to me. I think you have one big switch for all
>machines, right? Well, the hard drives need some time to spin up. This time

Sorry to disappoint you, but I actually have 3 switches:

atari
supra i/f and drive
micropolis drive

It's quite primitive and some day I'll just have get one main switch...

>The solution is to switch on everything except your Atari, wait approx. 30

Since it actually don't matter how long I wait before powering up the atari
I'd suspect that the problem is as som kind soul mentioned that the
micropolis drive needs a physical reset signal which the atari don't send
until I do a reset after power up. The only sollution as I see it is to
buy/get/copy/steal a new micropolis ROM...

--
.............................Andrew Olausson.................................
.............................Systems Architect.............................
..........................dxper@dtek.chalmers.se...........................
..............................pao@proxxi.se.................................

3488. Re: Supra 10FD

Newsgroup: comp.sys.atari.st
Date: 1991-10-13 18:18:54 UTC
From: dxper@dtek.chalmers.se
Message-ID: <5537@chalmers.se>
Source record: 228161

sytang@lamar.colostate.edu (Shoou-yu tang) writes:

> Looking back the old magazine and found Supra's old AD about their 10FD drive,
> (the 10MB floppy). It said the drive can read 360KB and 1.2 MB IBM floppy disks
> too. Is there any ST user with Supra FD-10 has try that? Does it reads IBM
> floppy disks? If so, how does it access the floppy? (i.e. does it read the disk

Yes it can, you access a floppy just as you would with any floppy...

> simply when one double click the drive icon, or needs to go through a program?
> afterall the floppy disk has different FAT and structure from the hard drive).

It detects this difference and is working as it should be.

Please note, though, that it cannot write 360, 720 and 1.2 floppies so it is
of limited usability.

--
.............................Andrew Olausson.............................
............................Systems Architect............................
.........................dxper@dtek.chalmers.se.........................
.............................pao@proxxi.se.............................

3489. ZOO V21 troubles... and gawk extraction

Newsgroup: comp.sys.atari.st
Date: 1991-10-13 20:42:58 UTC
From: ttensfeldt@eagle.wesleyan.edu
Message-ID: <1991Oct13.154258.56856@eagle.wesleyan.edu>
Source record: 228163

Hi folks,

Has anyone been able to un-zoo (V21) the gawk213b.zoo and gawk213s.zoo files
on atari.archive. ZOOV21 keeps giving me a bad decode table error. If I
try to extract (zoo x) or test (zoo -test) I get the same error. The version
of zoo that I have is ZOO 2.1 91/07/09 02:10:34. Any help would be
most appreciated... Thanks...

==========
Tom Tensfeldt Bitnet: TTENSFELDT%Eagle.WESLYN@Wesleyan.Bitnet
Internet: TTENSFELDT@Eagle.Wesleyan.Edu

4 Laurel Avenue, Ledyard, CT 06339 (203)-464-9009
Pfizer, Inc., Box 100, Groton, CT 06340 (203)-441-4835
Chemistry Dept, Wesleyan Univ, Middletown, CT (203)-347-9411 X2635
==========

3490. How does the market look to dev.s?

Newsgroup: comp.sys.atari.st
Date: 1991-10-13 22:27:57 UTC
From: sourada@iastate.edu
Message-ID: <sourada.687392877@vincent1.iastate.edu>
Source record: 228165

Can I get some expert opinions about how the Atari ST software market looks from the point of a developer? I would like to know how both shareware and commercial products sell, for all areas of programs (like games, word processing, programming tools, etc.)

Thank you for your time,
Steven Ourada

3491. Atari Gods

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 01:17:05 UTC
From: ws523669@longs.LANCE.ColoState.EDU
Message-ID: <18441@ccncsu.ColoState.EDU>
Source record: 228168

I thought my atari 1040STe was the best until I started reading this
news group.
After see how pathetic it was I decided to jam a few more megs in.
I took off the cover and ripped out one of the sims, took it down to the
local computer store
and ask for some 1 meg simms. Noooo problem except the simms they had
the 41256-12 9037 chips but
did not include the four caps and the two 513256AJ-100 8927 mystery chips.

Does It matter?

I thought simms were simms why are theses chips different?

Can I really upgrade my machine to 4 megs?

And now for something completely different.
Whenever I turn my machine on with a disk in the drive, the mouse
directions are reversed.

Is this some sort of messed up desktop info?

Many Thanks

Lord William |
Overlord of the northern realms |
| | |
--+-^ |
|/ \|

3492. Odd Keyboard Happening

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 03:28:43 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91286.232843JJL101@psuvm.psu.edu>
Source record: 228167

Recenly I have had an odd keyboard occurence on my 1040 ST. First the m and
n keys would not work, so I rebooted, they came back. Then I lost the x,z and
v keys. They simply would not 'click' or print. I treid a number of bootup
disk, same thing. I then gave the st a 'little' drop (the savious of so many
problems. Everything worked again. Could it be a loose connecting somewhere
? Are the xz,v keys on one line somewhere and the same with the m,n ones?
Anyone who has any ideas on this please let me know,as this was a tad bit scary

****
* * John J. Lehett * JJL101@PSUVM *
* J.J. * Penn State * *
* * Center for Academic Computing * JJL101@PSUVM.PSU.EDU *
****
* Atari ST's!, Games, Puzzles, Cryptos, Programming, Chaos Theory *
****

3493. Seeking Recommendations ST Mouse & Hard Disk utils

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 05:26:29 UTC
From: daw@locus.com
Message-ID: <1991Oct14.052629.2511840@locus.com>
Source record: 228172

Hi, I'm sure this has been talked about before so bear with me.

My Mega 2 ST mouse is real crappy, awfull feel. I've heard there are some
cheap (50 $) mouse replacements that feel like nice (like a Mac mouse).

I'm also seeking recommendations on a hard disk file checker. I have
an 85 mega Supra but I don't think thats important. I'm looking for disk utils
that'll just read sectors and update the back track table.

Any recommendations on mice and hard disk utils???

Thanks

--
--
Jeremy Daw daw@locus.com
--

3494. The son of Re: Crikey

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 05:53:56 UTC
From: boyd@bind.cs.fsu.edu
Message-ID: <1991Oct14.015356.10748@mailer.cc.fsu.edu>
Source record: 228191

In article <1991Oct13.110137.22444@doug.cae.wisc.edu>, carter@cae.wisc.edu (Gregory Carter) writes:
>>Until someone writes a compiler with artificial intelligence, C will
>>never generate code on par with pure assembly code.
>>
>
>Mmmm. I don't know. I once knew this guy, that always told me:
>
>"If you have to resort to assembly language, you don't understand the
> problem."

Or you need to meet a hard time constraint, or you need it to run a bit faster, or you have to access some hardware at a very low level, or you wish to use a resource in a non-predetermined way from the OS's point of view, or . . .

>
>I have found that to be very true in most cases today, as hardware
>is pretty cheap per MIP. Plus, compilers are really getting good
>at compiling.

Good yes, even great, but to truly get the most optimal code programmers often resort to at least some assembly. This can often be done with a few lines of inline assembly in the right places, which can be rather difficult to find :-). Also, our software and our problems have a funny way of expanding to fill available resources as fast as they are technologically extended.

>Personally I think we could work both ends of the stick if we had
>better education in this country about software design in general.

I agree, but this does not always mean "high level programming is better". High and low level programming both have their pros and cons, which I won't bother to point out since they are part of every school's Comp Sci curricula.

>
>I attend school at this University and the software design
>curricula is absolutely horrendous. 4th year seniors still
>don't know what the hell "source debugger" means, or even know
>how to correctly externalize and organize thier data structures.

Hell, I've run into a bunch of Master's degree candidates that are the same way (and an occasional Doctoral candidate <shudder>). It is pretty sad, huh.

>
>If we could make better programmers, I don't think there would be
>such a great demand for optimizing compilers.

Sorry, but optimizing compilers are here to stay, for a number of very
good reasons. Also, the field of code optimization study will be
marketable for the forseeable future (I damn well hope so!).

>
>I would also like to point out, that assembly language skills,
>are OK, to a point but:
>
>1) If you over do it, your putting a lot of effort into a machine
> architecture that will soon be obsolete, and if you really over
> do it, YOU will be obsolete TOO.

As a famous ST programmer once said, "Assembly language = job security"
(Dave Small). You are correct if you are talking about a totally obsolete
chip set, but
a) most chip set instruction sets scale up to a large degree,
without many suprises, and
b) if you can become an expert on even an obselete chip set, you
should have the smarts needed to figure out a newer one.

>
>2) Nobody, or Corporation can afford to hire obsolete people, guru
> days of machine level programmers are gone.

Heehee.

>
>3) Nobody wants to buy obsolete software written by obsolete people.
> People want, they have the right to demand:
>
> a) Software that runs on all platforms (If your a UNIX vendor).
> b) Software that runs consistently from machine to machine.
> (Unless your in the USSR, where some instructions don't
> always work on all machine models..WHAT A NIGHTMARE).
> c) Software with a reasonable price.
> d) Software that is easy to use.

Fortunetely this list is presently impossible to achieve consistantly, which
is why we are still making bucks (and not digging ditches, like all those
telephone switchmen). Platforms change out from under you, subtle bugs in
your code kill you, subtle bugs in the compiler kill you, subtle bugs in the
OS kill you, etc etc. Also, "nobody" is a pretty broad term.

>
>You can't do either one, or both with the techniques employed by
>writing these "hot" demo's for the ST.

Some of these demos took a lot of work. Lots of very clever programming, and
making the machine do things it was not supposed to be able to do. There is
still PLENTY of room for such innovative programmers.

>
>Which is were we overstepped the line in our discussion. Because
>everyone has to get their jobs done. And everbody wants to play,

>or be entertained.
>
>I hope its clear that these are two very different paradigms people use
>to make the software for either play or work..

I think it might more accurately split between "generic portable coding" and "maximum optimized coding". For example, if you wished to process some very mathmatically intensive problem on some machine, and you manage to find some weird little hack which speeds it up for your machine, you could probably care less if it runs on anything else. On the other hand, if you are trying to produce a word processor, you would be very concerned about portability and conformation to manufacturer standards. There is quite a bit of grey area in between, which many demos fall into. The programmers want as many STers possible to be able to enjoy their work, but if it bombs on some STs . . . If I could produce a demo that could display 16 million colors on the screen without flicker, but it would only run on 70-80% of the ST's out there, I would do still it (given that my machine was one of them!) because it would still be a really neat hack (and hopefully 70-80% of the users would agree with me :-).

>
>>>language blitting and scrolling routines is quite an art, and requires
>>>enormous knowledge and talent. Squeezing more colors or pixels out of
>>>the shifter chip by exploting undocumented hardware features is neither
>>>impressive nor correct. It's a failure, not a success. It just puts
>>>more broken software out there.
>
>Mmm, I have never known any area in computer science, that requires
>more talent than writing and designing compiler/language tools.

Alright! Nice to hear some recognition for my chosen area of research.

>
>If you want to see enourmous genius, take a look at BORLANDS compiler's,
>its rumored the central engine scanner/code generator is PORTABLE,
>accross any machine platform! The performance is outstanding.

Strange how this thread has actually twisted into my thesis project?!? I am currently working on a debugging tool for such a "portable" compiler. Because of this, I am familiar with Borland's work. It is true that the scanner/optimizer is machine independent. This is achieved by translating the source code (in whatever language the compiler is for) into a machine independent secondary language, then optimizing it. Knowledge of the specific machine being compiled for is in the form of a "machine description", which is actually a grammar that describes legal assembly for that machine. It is consulted a bit during optimization (for example, to get the number of registers), but for the most part the optimizer works machine independently. After the optimizer is done, the secondary language (often called RTLs for "register transfer list", by the way) is naively converted into either native assembly or object code. If the former, a peephole optimizer can be applied to look for opimizations introduced by the code generator. Assembly is the final step (again for the former).

My point for this little spiel (other than showing off :-) is that there is still quite a bit of very low level skill needed to produce the machine description and code generator. Also, some machines benifit from a few very special optimizations, which can be added to the machine independent optimizer only for that machine. And, I can tell you from hard won experience that working on compilers requires a very in-depth knowledge of assembly in general, and whatever processor(s) you are working with in particular.

>Let alone the environment that comes with it!
>
>As for your comments about hardware, and sqeezing colors and pixels,
>actually I would thinnk that would be quite straightforward, hardware
>display capabilities are always a limit and very determinable factor.

The point here is that some of the demos go beyond the limits thought possible by Atari (who did build the damn thing). That is what is so cool!

>
>Its pretty straightforward what hardware can and cannot do.

The thing which attracts and fascinates me about some of these demos is the way some of these programmers have managed to make the ST hardware do things it was never designed to do. I am reminded again of Dave Small, who states that everybody (Apple, Atari, Byte Magazine, etc) insisted that there was no way an ST could emulate a Mac very well. They all feel a bit dumber now . . Another interesting thing which crops up is accomplishing something in software which everyone thought you needed additional hardware for. This "pushing the envelope" (another Smallism, by the way) type stuff is what keeps me downloading demos.

>
>So I think I disagree with part of that statement.
>
>>
>>I've tested Crikey, Dark Side of Spoon, Aenigmatica, and
>>Cuddly and on 5 ST's so far and all have ran the demos
>>fine. Only the first two screens on the Cuddly demo
>>seemed to have problems on 2 of the machines.
>>Messing with the ntsc/pal bit for overscan will NOT crash a computer.
>>It is the interrupt routines most likely cause problems, but of course,
>>interrupts are 'documented' so that is okay.
>>
>
>I think, people we have gotten off track a bit about this topic of
>do's and don't about good programming practices.

Jeez, we left the tracks some time ago :-). However, this has been a rather interesting thread. I even got to announce to the world what I have been crouched in my office doing for the last year :-).

>
>The ORIGINAL thread, was meant to point out that DEMO's use coding
>and design practices that are not very productive in the real world.

Ah, a very real (and very high paying) part of the "real world" is snapping up good assembly hackers as fast as they can find them. Deep in the bowels of AT&T, Borland, Microsoft (actually, Bill Gates is such a guy, so "bowels" might be aiming a bit low) etc there are such folks. A touch of irony is realized by the fact that their achivements enable high level programing to yield decent runtime performance. Compiler folks are notoriously "low level", which is why compiler output has gotten dramatically better in the last 10 years.

There is a bit of a chicken-and-egg type logic here. First, one must learn to program in high level languages, and unlearn evil gotos and unstructured approaches. If one gets really good at it, one realizes that to get optimal performance one must descend to a lower level, where tightly structured highly modular code is much harder to produce (and may not be the best way to go about it anyway). A full circle is made. It is amazing how my coding style has changed from my undergraduate "high-levelness" to my current work. Having a good understanding of how compilers work has changed my programming forever (and for the better). My awareness of the low-level wizardry needed to enable the majority of programmers to work in high-level environments makes me even more impressed by some of the stuff I have seen in various ST demos.

By the way, yesterday's "neat hacks" become todays "operating system features". The industry is not stupid. One good example is the Twister format (damn, I can't get rid of Dave Small). Some of the earlier ST drives could not handle any kind of extended formats. However, since they have become so popular, Atari now supports them (and even supplies such formats from their new desktop, I believe). If overscan really took off, Atari would alter their design specs to ensure it would work on future ST's, and perhaps even extend TOS to be able to use canned overscan routines. My point here is that this is progress, not just piddling around.

>
>Now we are arguing about the relative merits about doing DEMO's
>in the first place.
>
>I love DEMO's, but everything has its place. I do believe however,
>that DEMO or NO DEMO, if it can't run on all machines, its not a
>very good DEMO. Or at least I am not too impressed.
>(Personal Opinion, everbody knows Gregory has lots of OPNIONS.)

Oh no, not OPNIONS! That sounds really painful . . . . :-)

>
>Or should I say, I am DEPRESSED that the manufacturer I buy the machine
>from is such a COMPLETE IDIOT as to undermine the software communities
>ability to write consistent programs for its machine..
>

Yeah, me too. Then again, I seem to have much more fun with my ST than the various PC's and unix boxes I work with and manage. I am also able to produce great results in the "biggies" (word processing, DTP, telecommunications), so I guess I can't bitch too much. I just wish Atari could get their

advertising shit together and let more people know just how neat an ST can be. Of course, if they did manage to do this and became a huge computer giant, they would probably start doing an IBMish big brother act.

All the above is IMHO. Direct flames elsewhere (feel free to praise compiler folks though :-).

--

Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."

3495. Re: Crikey

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 06:12:15 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Oct14.061215.12448@wam.umd.edu>
Source record: 228171

In article <9110121151.AA28164@geech.gnu.ai.mit.edu> psteffn@GNU.AI.MIT.EDU (Paul Steffen) writes:
>I do not believe you at all when you say that you have not been
>able to get a single one of the demos from atari.archive to work.
>
>I don't have a hard drive on my ST so I don't know but I don't think
>you have even tried.

Oh yeah, I just go around making things up and posting them to worldwide networks. Right. Of course I've tried running them from my hard drive! Talk about the pot calling the kettle black -- you don't have a hard drive and you're telling me * I * haven't tried running things from hard drive?! Please, get your head out the sand.

>I think you are mainly saying that because some
>of the newer demos use their own format.

I'm saying that because the things don't run from hard drive.

> [Marx Marvelous steps in]

Amazing that the two of you combined still can't figure out what you're trying to argue against. In my previous response I tried to explain in great detail what I meant, and you're still handing me the same rhetoric.

> By the way, ever try running on of your sample playback programs
>on a TT? Just curious.

Why yes. In fact, every sample playing program I've ever released for the ST works on the TT. And HacMan II works just dandy on a TT. (Right, Warwick? :) Have you even downloaded anything I've written? In short, have you thought about the fact that trying to damage someone's credibilty when you know nothing about them or what they've written is really stupid?

>Bzzz

I won't even ask what you mean by "case in point: twister." Almost all my disks are twister formatted and TOS reads them * JUST FINE *.

> Why don't YOU
>just try writing a replay routine that works while the disk is loading, and
>that doesn't totally and utterly skip portions of the sound and/or slow
>down and/or produce other undesirable effects?)

I have, otherwise I wouldn't have made the claims I made. Warwick has too, and his program works * JUST FINE ON A TT *. If you'd ever downloaded anything written by any of us, you'd know that. But I guess you're content to live in your own little hacky fantasy world. You think that any time you can't get something to work it can't be done. Get a grip on reality and realise you and your little team of programmers aren't the best in the world.

>I've tested Crikey, Dark Side of Spoon, Aenigmatica, and
>Cuddly and on 5 ST's so far and all have ran the demos
>fine.

Sorry, but you can't prove things by example. You can only disprove things by example. (Which I've already done in this case, so don't bother.)

>psteffn@gnu.ai.mit.edu (Paul Steffen, aka STratoHACKster)
>with comments by,
>jpickar@caticsuf.csufresno.edu (Jon Pickard, aka Marx Marvelous)
>of Tibetan Peach Pie Inc., DEMO CODERS.

Get your facts straight and then talk. (BTW, you can have the last word. I'm not going to bother with this pointless debate any more.)

Dave Baggett
dmb@wam.umd.edu

3496. Pulldown Menus

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 06:36:56 UTC
From: raycole@matt.ksu.ksu.edu
Message-ID: <kfieo8INN2do@matt.ksu.ksu.edu>
Source record: 228173

Does anyone have or know of a program to give the ST pulldown menu's like the mac that works with MACCEL3? I have tried pulldown.acc by Joachim Honig but since it plays with the mouse also it conflicts with maccel. It`s not really a big thing, mostly cosmetic, but I've gotten used to pulldown menus instead of dropdown menu's. Any help would be appreciated.

--
Ray Cole | raycole@matt.ksu.ksu.edu
Computer Consultant | This space for rent or hire
Manhattan KS USA | Make an offer

3497. Re: Panasonic KX-P1124 and TeX

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 09:22:48 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <603@olymp.informatik.uni-bonn.de>
Source record: 228185

In article <4716@tamsun.TAMU.EDU> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>Well I have unsuccesfully installed TeX.
...
>1) If I ever do get TeX (really LaTeX) working, will I be able to print
> with my Panasonic KX-P1124 24-Pin printer (Epson-1500 and Proprinter X24

Yes.

>2) I have gulam, 5 Megs of TeX files from terminator, and a big mess.

Don't use the mess from terminator. Use the CS-TeX port by Christoph Strunk,
available for ftp at ftp.thp.uni-koeln.de and other ST servers.

This TeX comes with an installation program that does EVERYthing for you:
unpacking the files, making the directories, installing the formats,
generating the fonts, it's all automatic !!

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de [hopefully] (Bonn, Germany)

3498. Re: *.doo PICTURE FORMATS

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 10:04:08 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991Oct14.100408.29095@cs.nott.ac.uk>
Source record: 228166

>In article <1991Oct11.082834.18257@cs.nott.ac.uk> I write:
>[some wondering about Doodle's .DOO format...]
>
>You could also try Canvas, which calls such files *.IMG, but really means
>screen dumps (you can, of course, give a different extender in the file
>selector when you load the file).

In article <1991Oct11.151300.18974@watdragon.waterloo.edu> cjherborth@rose.waterloo.edu
(Chris Herborth) writes:
>THAT is a _very bad idea_... .IMG files are a GEM (both PC, a la Ventura
>Publisher and ST) standard format for compressed monochrome bitmaps. If you
>have any way of contacting the writer, you should complain.

I know. The author is my brother (or, rather, one of them :-), and at the time
he didn't know this. It's not likely to change now; maybe if a version 2 ever
gets done... :-) If Canvas does go PD, you could even do this yourself
(providing that I get his permission to upload source onto a.a, or he does it
himself).

#pragma major_sarcasm_on

As for .zoo files with funny compression methods, I thought lharc did this
fine by itself. :-) (Followups to alt.flame.lharc.and.zoo.nuclear.war, please!)

#pragma major_sarcasm_off
--
/* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
+* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
+* Olivier's Law: "Experience is something you don't get *+
*------------------------- until just after you need it." */

3499. REFBASE program for scientific references available

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 11:11:07 UTC
From: ate@cs.ruu.nl
Message-ID: <1991Oct14.111107.19268@cs.ruu.nl>
Source record: 228170

REFBASE
is a database program for scientific references, written by Jan de Boer.

From the introduction:

REF_BASE is a card box program for entering, storing, searching and
printing scientific references. REF_BASE is designed to handle titles
from publications which have appeared in journals. For the
administration of book-titles the record layout is probably somewhat
less suitable.

REF_BASE will only run in high resolution screen mode (640 x 400
pixels). It is advised to install a screen accellerator such as
Turbo ST; this will significantly speed up scrolling through the
records.

REF_BASE was developed on a Mega ST4 with TOS 1.4. The program was
briefly tested on an Atari TT and seems to function without problems
on this machine. Although REF_BASE will run on an ST with 1 Mb of
memory and a single sided floppy disk drive, it is advised to use an
ST with at least 2 Mb of RAM and a harddisk.

Assuming an average size of 400 characters per reference, a 1 Mb ST
will load only about 800 references, whereas a 4 Mb machine has enough
space for about 6000 references. If a file becomes too large for
the memory of the computer, it can be split up into two or more
smaller files, which can still be 'chain searched' by REF_BASE in a
single run.

REFBASE is available via anonymous ftp from archive.cs.ruu.nl

---
We, Computer Science department, Utrecht University, are running an
anonymous FTP server on one of our systems. In addition to the FTP
service we're also running a mail server, for those of you without
direct Internet access.

--> How to get 'REFBASE' via anonymous FTP:

Site: archive.cs.ruu.nl [131.211.80.5]
Login: "anonymous" or "ftp"
Password: your own email address (you@your_domain)
File: ATARI-ST/misc/refbase.zoo
Don't forget to set binary mode!

--> How to get 'REFBASE' via e-mail from our mail-server:

NOTE: In the following I have assumed that your mail address is
"fred_flintstone@stone.age.edu"; of course you must substitute
your own address for this.
** PLEASE USE VALID DOMAIN ADDRESSES. DO NOT USE ADDRESSES **
** WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET **

Send the following message to
mail-server@cs.ruu.nl
or the old-fashioned path alternative
uunet!mcsun!hp4nl!ruuinf!mail-server

begin
path fred_flintstone@stone.age.edu (SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/misc/refbase.zoo
end

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:

send HELP

A complete "ls-lR" listing of the archive is kept in the top-level
directory, it will be updated every night. To get it, issue the command:

send ls-lR.Z

That's all for now. If you encounter problems using the FTP service
and/or the mail-server, feel free to drop me a line (by e-mail, please).

Ate Brink
Moderator of the Atari archive at the Utrecht University
--
Ate Brink, Dept. of Computer Science, Utrecht University
P.O. Box 80.089, 3508 TB Utrecht, The Netherlands
Telephone: +31-30-534408 Email: ate@cs.ruu.nl

3500. Re: Crikey

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 12:12:19 UTC
From: stefan@spc.nl
Message-ID: <1991Oct14.121219.23478@spc.nl>
Source record: 228175

Err... I have been reading a heated discussion about the yes and nos of
demo programming, some people think it is OK, and some people think it
is bad, relying on undocumented features of the hardware, unportable code
etc.
I have been programming the ST a lot, a lot of low-level code, and I have
contributed bits and bobs to demos like Mind Bomb and Ooh Crikey.
I think some people are missing the point here.
What we do it program for fun, program because we like to excercise our
skills, to improve them. Also, there is a close 'scene' of demo programmers
that like to show off to each other, and we think it is nice for other people
to see what their machine can do.
The fact that we use hardware tricks is something people will have to live with.
Even the nice, ANSI C application programmer that writes applications that will
work on a thousand machines will have to accept this. We write our stuff the
way we like, we use the hardware to its fullest extend. Also, we actually
test it on other machines (believe it or not). Crikey was finished in the summer
of '91 and it worked on all machines we tested it on, Swedish, German, English,
Dutch, old, new, Mega, whatever. Now there are machines out there that don't
work with our demos, well, errr... too bad. A lot of people DO like them,
and that is what we wrote them for. Also, do not forget the fact that they are
free, it didn't cost you anything.
Also, the demos have never been designed to be downloaded from bulletin boards
or whatever. I mean they have to be cracked first, and if the person that does
this screws up, things don't work and they blame us. Get a disk instead, one
that was properly copied.
We worked for about a year on Crikey, using pretty clever code if you ask me
(all modesty aside for a moment) and we released it so other people could enjoy
it too. We never thought about 'playing by the rules', what rules?

Stefan Posthuma (Digital Insanity, Lost Boys)
--
"We convoke the Nephilim and they come {*} Stefan Posthuma, SPC Company
to us, strangers with the eyes of men." | stefan@spc.nl

3501. Re: Atari Gods

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 12:30:41 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1991Oct14.123041.26755@link-1.ts.bcc.ac.uk>
Source record: 228174

It sounds like your boot floppy as a Virus!

Solution... get a virus killer, boot without a floppy, run the virus killer on your boot disk.

Steve

Addresses:-
JANET ucacmsu@uk.ac.ucl or ford@tharr.uucp@uk.ac.uknet
Internet ucacmsu@ucl.ac.uk or ford@tharr.uucp@uknet.ac.uk

3502. Re: New products

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 13:51:14 UTC
From: Jan.Willekens@p12.f202.n281.z2.fidonet.org
Message-ID: <fido_2_281/202.12_28f99484@linn.fidonet.org>
Source record: 227995

In a message of <07 Oct 91 10:01:09>, kiki@uhunix.uhcc.Hawaii.Edu
(2:320/100.1) writes:

k> Anyone with more information about the following?:

Well, i'll try :-)

k> Atari multi-tasking TOS release on March '92 (is it in a form of ROM
k> upgrade?)

Hmm, rumors, only rumors. Quite dareing of them to put a date to it. You never
know, with Atari, they should have learned that by now...

k> Atari Ajax processor (any details available?)

Nope, wasn't that a new chip for in their new game consoles?

k> Atari Falcon (68040-based system? What about Panther, Jaguar?

Some Atari official made a statement somewhere about this 040TT. It is due
somewhere next year or so... Panther has been cancelled, Jaguar is under
development.

k> Chips & Technology $35 PC 386 system-on-a-card heralding the age of
k> calculator-priced DOS machines. Also introduced six other
k> processors. (Will Atari integrate them into ST models?)

No, guess not. Third party companies will, i guess.

k> STabloid is a shareware disk-based magazine featuring demos along
k> with source code that is distributed by BBSs. (Is it available at any
k> net archive?)

Ah, that's more like it. I guess i could tell you something about that. (being
it's chief editor :-)) Well, it does not only feature demos, of course, but
also lots of other stuff you might find in a magazine. We are currently
working on the MegaSTE compatibility, which gives us quite some hard times. I
will let you know more when all is ready. The prerelease has been spread into
the FidoNet filenetwork. The 'real' releases will also be put onto UseNet.

Greetings... - Jan -

--- STabloid's Chief Editor... Prerelease out NOW!
Jan.Willekens@p12.f202.n281.z2.fidonet.org
or Jan.Willekens@p12.f202.n281.z2.linn.gna.tfd.com

3503. Re: UK ST stuff

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 14:00:22 UTC
From: Jan.Willekens@p12.f202.n281.z2.fidonet.org
Message-ID: <fido_2_281/202.12_28f9968f@linn.fidonet.org>
Source record: 227994

In a message of <05 Oct 91 06:30:22>, boyd@bind.cs.fsu.edu (Mickey Boy
(2:320/100.1) writes:

b(> A memory board that allows one to use SIMMs in any ST (!)

Right, you're talking about the XTRA Ram Deluxe board. You can plug 1Mb SIMMS
into it (max 4). No soldering is required. You just plug one plug onto the MMU
and one 'onto' the shifter, that's all. And it works on any ST. If you want
some more info write to: P.O. Box 113, Harrogate, North Yorkshire, England
HG2 OBE. Tel: Engl/423/567140. Fax: Engl/423/522874. It costs about 140 US$
without SIMMs.

b(> About a zillion great looking games, including a completely
b(> rewritten Populous 2.

Yeah, seems to be a rally great game!

b(> impressed at the
b(> quality of the mags. They are about 70% game oriented (thats ok, I
b(> play games
b(> about 70% of the time :-), the rest being programming tutorials and

Yep, England is almost completely games oriented (about 90% color monitors are
sold with STs) and Germany is the other way round. (about 90% monochrome
monitors sold)

Greetings... - Jan -

--- STabloid's Chief Editor... Prerelease out NOW!
Jan.Willekens@p12.f202.n281.z2.fidonet.org
or Jan.Willekens@p12.f202.n281.z2.linn.gna.tfd.com

3504. Re: Gloom and doom in the UK?

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 14:07:56 UTC
From: Jan.Willekens@p12.f202.n281.z2.fidonet.org
Message-ID: <fido_2_281/202.12_28f99700@linn.fidonet.org>
Source record: 227992

In a message of <05 Oct 91 06:51:41>, boyd@bind.cs.fsu.edu (Mickey Boy
(2:320/100.1) writes:

>> Would you rather have Atari UK? You may have a raw deal but you 'aint
>> hit rock bottom yet!
b(>
b(> Strange, I got a very positive impression from a stack of UK ST
b(> magazines (july aug sept issues). Some Atari Inc. gripes, but
b(> overall lots of new products and interest.

Well, Atari USA is a lot better (service and stuff) than Atari UK. Only i
guess the magazines are better in the UK and the OTHER countries of Europe.

Greetings... - Jan -

--- STabloid's Chief Editor... Prerelease out NOW!
Jan.Willekens@p12.f202.n281.z2.fidonet.org
or Jan.Willekens@p12.f202.n281.z2.linn.gna.tfd.com

3505. Re: Seeking Recommendations ST Mouse & Hard Disk utils

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 14:15:51 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Oct14.141551.6960@magnus.acs.ohio-state.edu>
Source record: 228176

>Hi, I'm sure this has been talked about before so bear with me.
>
>My Mega 2 ST mouse is real crappy, awfull feel. I've heard there are some
>cheap (50 $) mouse replacements that feel like nice (like a Mac mouse).
>
>I'm also seeking recommendations on a hard disk file checker. I have
>an 85 mega Supra but I don't think thats important. I'm looking for disk utils
>that'll just read sectors and update the back track table.
>
>Any recommendations on mice and hard disk utils???
>
>Thanks
>

Well, you might want to try a trackball (try one before you buy one, some people hate them). I have tried almost all of the mice out there, and they all seem to have one standard problem, when you move the mouse at any speed above a crawl (at least, what I consider a crawl, many people swear they never move their mouse anywhere close to as fast as I do), the mouse cursor on the screen jumps around in circles, but does not go in the direction you want it to. This drives me crazy, so I never bought one of the replacement mice (the worst is the "golden image" mouse, I can't get the damn cursor to move anywhere, even when moving the mouse at speeds I consider to be ultra-slow). I eventually bought a trackball that I am fairly happy with, the one with the thumb activated ball and finger buttons (sounds weird, but works well for me).

Oh, a tip for trackball owners: When I first got mine, I had a hard time controlling it, especially after long hours of use. It turns out that the shiny ball was too slick to properly drive the rollers, and got even worse when oil from my hands built up on it. Eventually the mouse would barely move. So, at one point I popped out the trackball itself, and took nice fine steel wool, and went over the whole surface with it until it was a nice matte finish, instead of shiny. This worked great, I have far superior traction with my fingers to the ball (it is almost "grippy"), and have had absolutely no control problems since.

Also, I put a bunch of those little rubber feet (you know, the kind you buy at Radio-shack, about 1/2" squares, the kind you have to put under your Mega if you want to be able to get disks in and out without moving the keyboard every damn time) under the trackball, and just kept adding them until I got it up to a level equal to the back of my keyboard. This way I can rest my hand on the upper right side of the keyboard while using the trackball - very Ergonomic?

well, let me end my ramblings, hope this helps someone out there...

- David Butler -
"What ever happened to free love anyway?"

-innagaddadaviddababy-

dhbutler@magnus.acs.ohio-state.edu

3506. Re: Is SuperCharger useable??

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 14:50:37 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <190009@unix.cis.pitt.edu>
Source record: 228179

In article <1991Oct9.195139.19819@lonex.rl.af.mil> longj@lonex.radc.af.mil (Jeffrey K. Long) writes:
>I am seriously considering an offer I have received to buy a used Supercharger.
>
>It is the newer model, with 1.4 version Software and has an 8087 installed.
>
>I know it won't be a speed deamon, but will it run programs like Quicken
>at an acceptable pace, I'm told it pushes a blazing Norton SI of 4.
>
>Also, if I buy this, can someone tell me something about the 286 expander
>that is supposed to be available for the SC? Is it on the market yet?
>Anyone upgraded their SC with it??

Well, the SC is very usable (used to have one, but did not need it after awhile). Anyways, I used to do classwork with TurboC and Smalltalk/V on the SC, and it seemed to work really well. Of course you are stuck with the 1 meg inside it (ways to get around that). There is a program at msdos.archive that lets you use some of the extra RAM above 640k as extended memory (I can't think of the name off hand) but this definitely speeds things up (like with TurboC, less dis accessing since some of the previously loaded LIB files stay in RAM). If you can get a good deal on it, I'd say try it out - Like you said - it's not a speed demon, but it does the trick. As for the 286 expansion, plan on spending at least an extra $200 or so...

Robert Anisko
rjast1@unix.cis.pitt.edu

3507. Re: Demos and what is important (was Re: Crikey)

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 15:46:37 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1991Oct14.154637.3370@uvm.edu>
Source record: 228183

From article <1991Oct13.174227.2161@acsu.buffalo.edu>, by chu@acsu.buffalo.edu (john c chu):
> I just wanted to mention that the "implicit assumptions" of the two
> sides of the argument seem to be different. One side seems to say,
> "These techniques allows to do really impressive things!" and the other
> side seems to say, "But they don't work on all STs!"
>
> I hope I'm not giving away any big secret by saying that these two
> facts are not contradictory. It's just this mini-flamefest could go on
> forever if that's all the two sides say to each other. It seems fairly
> clear that one side really doesn't care if they release programs that
> may not perform as expected on all STs, whereas to the other side,
> uniform performance from released programs is quite important.
>
> (Note the use of the word "released".)
>
> It seems that if there are any further discussion on this topic, it
> should take this into account.
>
> john
> chu@acsu.buffalo.edu

Dave Baggett said what the real problem is, but didn't EMPHASIZE IT!
Demos run on an UNPREDICTABLE subset of machines. The only way you
can tell whether a demo will run is to try it on your machine - very
disappointing if it doesn't work, even if the demo is free. Nobody
objects if you say that your demo only runs on TTs or on STEs or on
double sided floppy machines, but when you pound the hardware to the
point where any one of a lot of incompatibilities could throw you off,
the program just isn't worth it except as a curiosity. BTW, machines
that don't synch up to 50Hz make most demos unviewable, and it IS
possible to use timers and things legally so that NoiseTrackers can
work in Mono - relying on the vertical blank for timing is a bogosity
really. That said, I definitely fault Atari for keeping the
"legalities" of programming STs so well hidden.

ciao,
Bob Pegram

pegram@{griffin,newton,kira,sadye}.uvm.edu
or
...!uunet!uvm-gen!pegram

p.s. Sorry to prolong this flamefest - but I'd like to see a little
light come along with all the heat. RBPIII

3508. Re: Atari Gods

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 16:55:33 UTC
From: england@milton.u.washington.edu
Message-ID: <1991Oct14.165533.21921@milton.u.washington.edu>
Source record: 228187

In article <18441@ccncsu.ColoState.EDU> ws523669@longs.LANCE.ColoState.EDU (William Speiser) writes:
>I thought my atari 1040STe was the best until I started reading this
>news group.
>After see how pathetic it was I decided to jam a few more megs in.
>I took off the cover and ripped out one of the sims, took it down to the
>local computer store
>and ask for some 1 meg simms. Noooo problem except the simms they had
>the 41256-12 9037 chips but
>did not include the four caps and the two 513256AJ-100 8927 mystery chips.
>
>Does It matter?
>
>I thought simms were simms why are theses chips different?
>
>Can I really upgrade my machine to 4 megs?
>

Yes you can really upgrade to 4 meg. Just go to someone who supports
the mac and tell them you want FOUR 1 meg SIMM modules (I'd get 80ns ones)
for your Mac (don't admit that you have an ST, they'll claim that they
don't know what you're talking about!) and pop them in. Or you can do what
I did; call Microprocessors Unlimited, and tell them the same story; i.e.
you need FOUR 1megX8 SIMMs 80 nanosecond speed, for your MAC.

Microprocessors Unlimited has an ad in each issue of Computer Shopper.
They have competitive prices and , IMHO, the best service.

>And now for something completely different.
>Whenever I turn my machine on with a disk in the drive, the mouse
>directions are reversed.
>
>Is this some sort of messed up desktop info?
>

No it ain't some sort of desktop info mess-up. You've got a VIRUS!!!

--
I will not be pushed, filed, stamped, indexed, ///
briefed, debriefed, or numbered. __ /// Only Amiga makes
\\\/// it possible.....
My life is my own. \XX/
---

england@u.washington.edu

- -

3509. Downloading to ST disk's using MTools on a SPARC.

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 17:02:12 UTC
From: adm2@doc.ic.ac.uk
Message-ID: <1991Oct14.170212.29150@doc.ic.ac.uk>
Source record: 228194
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Netters,
WE've just got some new SPARC IPX stations here,and I've been trying to download ST software from it to a ST or PC disk using SPARC-MTOOLS,which is a program for operating the sparc's floppy as a PC disk.But sadly it doesn't seem to work.So for instance when downloading a text file,you only get the first page or so repeated an infinite number of times,rather than the complete file.

Has anyone ever successfully downloaded ST software on a SPARC???

Has anyone even tried????

All possible replys would be appreciated.....

Alan.

--
+----------------------------+---+
Alan Messer.	Janet: adm2@doc.ic.ac.uk
Dept. of Computing,	Internet: adm2%doc.ic.ac.uk@nsfnet-relay.ac.uk
Imperial College,	BITNET: adm2%doc.ic.ac.uk@ukacrl

3510. Re: GCR disk problems PLEASE HELP

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 17:06:45 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Oct14.170645.9009@magnus.acs.ohio-state.edu>
Source record: 228186

>I have just obtained a GCR but am having trouble trying to get it to
>read disks formatted on a Mac. I managed to install a system 6.0.4
>from the disks but MS word would not copy of the floppy reporting the
>disk damaged.
>
>I ran GCRTEST.PRG to investigate further.
>

>increase in errors (which now start at the 10sec/track column) be
>attibuted to the mac using a HD drive?
>
>Finally the last thing I could think of trying was to format the disk
>with the GCR and transfer the software to this disk on the mac. You
>gessed it lots of errors again.

(lots of stuff deleted).

From your post, it looks like you tried all the tricks I know (you may have seen my earlier posting on these problems). Anyway, the problem is almost surely the fact that the disks were formatted in an HD drive. In fact, ne matter what drive the disk if formatted in, if files are written to in with a HD drive, the GCR can't read them well. Most manufacturers are using HD drives to write thier 800K disks now, and this causes problems even with purchased software (system 7 disks have this problem, but that does not much matter at this point). Gadgets is aware of the problem, but has no solution at this point (the mac HD drives just write the disks enough differently to really screw the GCR up). Find a mac with the standard drive, and re-write all your disks there and then try them. If you GCR can format a disk itself (as you said above somewhere), then the problem *should* be the HD written disks. I even re-copy all my original software disks that I get written on HD drives at the company, this way I don't have to go back to another computer if my backups go bad and I have to re-install the software.

- David Butler -
"What ever happened to free love anyway?"

-innagaddadaviddababy-

dhbutler@magnus.acs.ohio-state.edu

3511. Simple question -- Where'd the Panarthea server go?

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 17:19:22 UTC
From: ad0834@csc.albany.edu
Message-ID: <AD0834.91Oct14171922@sarah.albany.edu>
Source record: 228196

I think the title says it all...

I remember someone posting a general announcement that the arhive-server@ panarthea.sun.com had moved, but I've since lost the address..

Can anyone help? Please send e-mail...

Thanks,

Andy Dickinson

--
Internet : ad0834@sarah.albany.edu Bitnet : AD0834@ALBNYVMS.BITNET
USMail : 271 Lark St. #3, Albany NY 12210 Ph : (518) 426 - 7907
* * Capital Dist. Draft and Military Counselors : [Info : (518) 434 - 4037]
--
Internet : ad0834@sarah.albany.edu Bitnet : AD0834@ALBNYVMS.BITNET
USMail : 271 Lark St. #3, Albany NY 12210 Ph : (518) 426 - 7907
* * Capital Dist. Draft and Military Counselors : [Info : (518) 434 - 4037]

3512. Re: Quantum HD

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 17:40:29 UTC
From: jgj@ssd.csd.harris.com
Message-ID: <JGJ.91Oct14124029@rcx1.ssd.csd.harris.com>
Source record: 228184

> I have recently bought a Quantum LPS105S (105 meg, 20msec, 1130kb/sec)
> and daisychained it to my existing ICD host adapter and Seagate ST177N.

Well, I have one of those and an ICD host adapter and it works fine.
I have a couple of thoughts:

- bad SCSI cable try another one or swap the drive with the Seagate
and see what happens.

- terminating resisters. Never have figured out what they are for.
From what I've heard, whether you need them or not is determined
by a random number generator when the drive is made. I had to remove
mine.

- bad connection on the drive id jumpers.

- bad power supply connection

But, hey, I'm just guessing the obvious. I doubt this is much help.
--
==
Jeffrey Glen Jackson _|_Satan jeered, "You're dead meat Jesus, I'm gonna
jgj@ssd.csd.harris.com | bust you up tonight."
x5120 | Jesus said, "Go ahead, make my day."
~~~~~~~~~ -- Carman, "The Champion"
~~~~~~~~~

3513. Re: Random Mazes...!

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 17:56:34 UTC
From: bill@mwca.UUCP
Message-ID: <1923@mwca.UUCP>
Source record: 227962

In article <g96o01w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
~>Does anyone know how to generate random mazes, or have a fragment of code
~>they would be willing to post to demonstrate how?

```
int a[1817];main(z,p,q,r){for(p=80;q+p-80;p-=2*a[p])for(z=9;z--;)q=3&(r=time(0)
+r*57)/7,q=q?q-1?q-2?1-p%79?-1:0:p%79-77?1:0:p<1659?79:0:p>158?-79:0,q?!a[p+q*2
]?a[p+=a[p+=q]=q]=q:0:0;for(;q++-1817;)printf(q%79?"%c":"%c\n"," #"[!a[q-1]]);}
```

I stole this code from someone's signature - it compiled as is (actually, with no line feeds), and it's incredibly convoluted, but it produces a very nice pseudo-random 80x24 ascii maze.

--

```
##############################################################################
# Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill #
# Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201 #
############### Opinions expressed are my own and usually wrong ##############
```

3514. Re: Problems with Supra HD I/F

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 18:00:30 UTC
From: bill@mwca.UUCP
Message-ID: <1924@mwca.UUCP>
Source record: 227963

In article <1991Oct13.041912.3023@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
~>In article <1921@mwca.UUCP> I write:
~>> In article <5251@chalmers.se> dxper@dtek.chalmers.se (Per Anders Olausson) writes:

~>> ~> I'm experiencing boot:ing problems with the following setup:...

~>> I have the same drive (nice drive!), with a BMS-200 board (nice board!). I
~>> was told by the BMS guys that the ROM in the Micropolis has to be told to do
~>> a physical reset upon power up, and the ST doesn't provide this signal...
~>> Micropolis has a replacement ROM which will fix the problem...

~>Bill there are a Lot of PD Reset Programs to do this, just install
~>into your Auto Folder, this will cause a reset at bootup..

I'm sure they'll work, but replacing the ROM will save lots of reboots over
time (though I appreciate that getting the ROM may not be as easy for those
of you not in Micropolis' back yard...).
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ##############

3515. Re: Keyboard recommendations

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 18:21:07 UTC
From: bill@mwca.UUCP
Message-ID: <1925@mwca.UUCP>
Source record: 227964

In article <9110131352.AA10781@ucbvax.Berkeley.EDU> allenmj@gdlvm7.vnet.ibm.com ("Michael Allen") writes:
~>My wife is interested to learning to play the piano. I'd like to buy a
~>Midi compatible keyboard and hook it up to my Atari. What would be a good
~>keyboard for the beginner (name/model, functions, cost)?

What's right for your wife will depend on her goal; if her primary interest is learning to play, I would suggest you look for a keyboard with full-size, velocity-sensitive keys. I purchased the Yamaha YPR-20 digital piano - it only plays 5 sounds and has no rhythm, but it does have a reasonable MIDI implementation, and has good keys. Cost me just under $300. I also purchased a Yamaha PSS-790, which has mid-sized non-velocity-sensitive keys, but has great sounds (100 or so), incredible rhythm and accompaniment (best I've heard for under $1200), and a full MIDI implementation, all for $260. Therefore, I use the YPR-20 for playing, and the PSS-790 for great sounds, rhythm, or sequencing via the Atari. The combined cost of $560 is much less than an equivalent full-sized keyboard with comparable sounds and rhythms, though Yamaha does now have a keyboard with velocity-sensitivity and OK (not great) sound and rhythm for $350 or so.

~>Are there any
~>programs for the Atari that teach you to play the piano? Something that
~>can display sheet music on the screen and tell if you've played it
correctly.

I've seen some packages at B&C Computervision in Santa Clara that do claim to be educational, but I'm not sure how far they go. It didn't look like a complete "learn to play" package, more of a helper for certain styles and chords once you've got a background in playing. The package I've seen for Nintendo looks like what you are looking for, but I've not seen it for the ST.

~>I'm also interested in programs (PD to start) that would let me program/play
~>the keyboard from the ST. I don't know anything about Midi or keyboards,
~>so I'd also like a reference to a book or magazine to get me started.

There are two programs I'd suggest you download (both are shareware). The first is MMM, for Midi Music Maker. It will play virtually any music file for any platform (Atari ST, 8-bit, C64, Amiga, IBM) through your speaker or your MIDI keyboard. Second is Alchemie Jr, which is a very full-featured, though not simple, sequencer. It may be somewhat daunting at first due to it's complexity, so you may want to download a simpler sequencer first to gain familiarity with the concept.

~>Thanks,
~>MikeAllen allenmj@gdlvm7.vnet.ibm.com

You're welcome.
--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ##################

3516. Re: Quantum HD

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 18:29:42 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1991Oct14.182942.96855@link-1.ts.bcc.ac.uk>
Source record: 228193

What you are describing could be caused if either your original disk-drive still has it's terminator fitted, and/or your new drive isn't terminated.

The new drive could work fine on other systems, even unterminated, as long as where they were tested was relitively free of RF interference.

I hope this is helpful.

Steve

3517. Will the SST board require more than 1 meg of ST ram?

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 18:47:04 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <6812.28f99fd8@miavx1.acs.muohio.edu>
Source record: 228189

Does anyone know if the SST board will require you to have four megs of
ST ram? (Can you use the SST with a regular 1 meg ST?)

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

3518. DIVERT

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 19:22:38 UTC
From: adm2@doc.ic.ac.uk
Message-ID: <1991Oct14.192238.3524@doc.ic.ac.uk>
Source record: 228195

Hi,

Just wondering whether anyone out there has seen a program called DIVERT,
which is supposed to caused the external drive to be addressed as A: and
vice versa.I heard that it's supposed to be very good adn is on the Bath BBS
,but sadily I do not have a modem and so I can't get hold of it.

Has anyone seem this around?????

I really need it a.s.a.p.

Thanks,

Alan.

--
+----------------------------+---+
Alan Messer.	Janet: adm2@doc.ic.ac.uk
Dept. of Computing,	Internet: adm2%doc.ic.ac.uk@nsfnet-relay.ac.uk
Imperial College,	BITNET: adm2%doc.ic.ac.uk@ukacrl

3519. Re: Atari Gods

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 19:22:52 UTC
From: u1398@JSP.UMontreal.CA
Message-ID: <1991Oct14.192252.8122@jsp.umontreal.ca>
Source record: 228190

In article <18441@ccncsu.ColoState.EDU> ws523669@longs.LANCE.ColoState.EDU (William Speiser) writes:

>And now for something completely different.
>Whenever I turn my machine on with a disk in the drive, the mouse
>directions are reversed.
>
>Is this some sort of messed up desktop info?

No. It is most likely a virus. I think it is called 'Signum virus'.

==========
Odi.. u1398@jsp.umontreal.ca

3520. ATARI ST SYSTEM!

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 20:03:20 UTC
From: chan@dg.dg.com
Message-ID: <1442@dg.dg.com>
Source record: 227953

Atari 520ST, Complete system for serious user.

Hardware: 1 meg memory, color monitor, dual sided
floppy drive, 30 meg harddrive, MIDI, etc.

Langauges: Pascal, Modula-2, LISP, 68K macro assembler.

Tools: Unix, multitasking package, communications package,
VT100 emulator.

Applications: Word processor with real time spell checker,
1-2-3 like spreadsheet with write 90, database, CAD program.

Books & Manuals: 68K programmer's books, TOS BIOS book, system
manuals, applications manuals.

Fun Stuff: Music program, copy protection breaker, two
draw programs, too many games to mention.

works perfectly. Sell whole system or parts.
$950/bo for whole system.
Allen Chan W (508) 870-9875 H (508) 820-7236

3521. Re: Seeking Recommendations ST Mouse & Hard Disk utils

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 20:14:43 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1991Oct14.161443.1659@mailer.cc.fsu.edu>
Source record: 228192

In article <1991Oct14.052629.2511840@locus.com>, daw@locus.com (Jeremy Daw) writes:
>
>Hi, I'm sure this has been talked about before so bear with me.
>
>My Mega 2 ST mouse is real crappy, awfull feel. I've heard there are some
>cheap (50 $) mouse replacements that feel like nice (like a Mac mouse).
>
>I'm also seeking recommendations on a hard disk file checker. I have
>an 85 mega Supra but I don't think thats important. I'm looking for disk utils
>that'll just read sectors and update the back track table.
>
>Any recommendations on mice and hard disk utils???
>
>Thanks
>
>
>--
>--
>Jeremy Daw daw@locus.com
>--

Well, as for availability, I can rattle off one good mail order place I
have used. It is Computer Garden, 1-800-456-5689. As for mice, there are
many choices. Atari redesigned their mouse, and it is much nicer than the `
earlier models. Also there are a bunch of third party mice. One really
neat one is the beetle mouse (which looks a bit like an art-deco beetle).
Anyway, call around and see what's out there. Current Notes recently did
a review of various mice for the ST, and found them all to be acceptable
(and fairly similar). You want to stay away from huge DPI values, as this
will make the mouse track too fast (better to stick with a standard value
and accelerate in software). There is also a cordless mouse out there,
using an infared thingy.

What is a back track table? There are several good hard disk utilities
out there. If you own a hard disk with an ICD host adaptor (it should
say at bootup if you do), you can use Cleanup (it may work with all
host adaptors, I am not sure). Michtron released a package called
Turbo Hard Drive kit, which includes a defragger, consistancy checker, and
some cache utilities. Let me know if this is what you wanted (I could have
misunderstood your question).

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend

```
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------
```

3522. More on TeX 3.1

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 20:37:42 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <4811@tamsun.TAMU.EDU>
Source record: 227969

I am about 90% done installing TeX. Could some one send me the "tex.setup"
file mentioned in the last "Welcome to comp.sys.atari.st" article?

Or could someone simply tell me:

1) Their TeX directory structure, what files are where

and

2) The setup information for

gulam, or
bash, or
MiNT/ksh

I simply was to start using TeX 3.1 that I downloaded from the atari archive.
I will happily post to Atari Archive a "So, this is your first time to install
TeX on the Atari" manual as soon as I get it set up myself.

Thanks.
Mark Lehmann
tamuts.tamu.edu!n160ao

3523. Re: KR2ANSI

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 22:42:08 UTC
From: harryk@bucsf.bu.edu
Message-ID: <91602@bu.edu>
Source record: 228197

In article <1991Oct3.185115.22082@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <90870@bu.edu> harryk@bucsf.bu.edu (Harry Karayiannis) writes:
>>
>> I just put kr2ansi.zoo on atari.archive. kr2ansi is a small utility that
>>generates ANSI prototypes from K&R-style C source files.
>>
>> Using output redirection one can generate header files (the program puts
>>an "extern" in front of every prototype line) with prototypes of all the
>>functions present in the file read...with the appropriate #include lines in
>>the K&R source code old-fashioned programs can be compiled with an ANSI
>>compiler (thus taking advantage of the parameter-checking during compilation).
>
>Unfortunately, I've found that just using the prototypes is not enough. The
>actual function declarations must also be the exact same as the prototype.
>e.g., if you have a prototype:
>
> int foo(char bar, int baz);
>
>then an old-style function declaration of
>
> int
> foo(bar, baz)
> char bar;
> int baz; { }
>
>causes a prototype mismatch. (The old-style declaration seems to imply
>promoting the char to an int, and so the prototype needs to be changed to
>int as well, or the declaration needs to be fixed...)
>
[stuff deleted]

Hi Howard,

Sorry, but I don't see any relation betwen the above problem and KR2ANSI...
on the other hand, i may have misunderstood your message. If I understand
correctly, you say that K&R function declerations promote every character
parameter to an integer (which IMHO is a compiler-dependant situation).

But even if this is the case, how does it affect the usage of KR2ANSI ?

Suppose the following situation:

A K&R style source file called, say "test.c", contains among other funs
the function:

```
int foo(bar, baz) /* BTW, your programming style is not supported */
char bar; /* by KR2ANSI (the character '{' must be the 1st */
int baz; /* word on a line)...but you have the source code */
{ /* for kr2ansi */
...
}
```

Now using KR2ANSI and output redirection, you can generate a file, say "test.ans" which will contain

```
extern ...
...
extern foo(char, int);/* or extern foo(char bar, int baz);(see kr2ansi.1) */
...
```

Now you can go back to "test.c" and add a new line:
#include "test.ans"

and compile it with an ANSI compiler, thus gaining parameter-checking...

IMHO this works no matter what an old-style C compiler does with the parameters of the functions...am I wrong?

If I'm missing something please let me know.....

>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA


```
==========================================================================
Author of ATZENTA2 Harry Karayiannis ________E-Mail________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@bucsf.bu.edu
** /||\ MegaST ** U.S.A. |BITnet:
=====================================================| cscrzcc@buacca.bu.edu
----------------------
```

3524. Printing Mac stuff with Ultrascript

Newsgroup: comp.sys.atari.st
Date: 1991-10-14 23:54:58 UTC
From: dcrevier@jarthur.claremont.edu
Message-ID: <1991Oct14.235458.29718@muddcs.claremont.edu>
Source record: 228198

I recently got an SLM804 and Ultrascript, and I have been using it
to (among other things) print stuff from the macintosh. I would like to use
either true type or adobe type manager, but Ultrascript doesn't seem to like
files created by either. When printing something created with ATM it
complains about an illegal font format or something, and when trying to use
something produced with True type, it gets an illegal setmatrix command.
Has anyone else had any luck getting either of these programs working with
a ultrascript?

thanks

Dan

(dcrevier@jarthur.claremont.edu)

3525. Re: Problems with Supra HD I/F

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 00:07:26 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct15.000726.5442@actrix.gen.nz>
Source record: 228199

In article <5536@chalmers.se> dxper@dtek.chalmers.se (Per Anders Olausson) writes:
> ue@nathan.ruhr.de (Udo Erdelhoff) writes:
>
> >In <5251@chalmers.se>, Per Anders Olausson writes:
>
> >Hi,
> >> The problem I'm experiencing is that when I power up the system won't boot
> >> and I always have to do a reset manually (after the cold start has finished)
> >> and the it works ok. (the 1375 drive does spin up, though, at power up)
> >sounds quite familiar to me. I think you have one big switch for all
> >machines, right? Well, the hard drives need some time to spin up. This time
>
> Sorry to disappoint you, but I actually have 3 switches:
>
> atari
> supra i/f and drive
> micropolis drive
>
> It's quite primitive and some day I'll just have get one main switch...
>
> >The solution is to switch on everything except your Atari, wait approx. 30
>
> Since it actually don't matter how long I wait before powering up the atari
> I'd suspect that the problem is as som kind soul mentioned that the
> micropolis drive needs a physical reset signal which the atari don't send
> until I do a reset after power up. The only sollution as I see it is to
> buy/get/copy/steal a new micropolis ROM...
>
> --
> ....Andrew Olausson.................................
> ....Systems Architect..............................
> ....dxper@dtek.chalmers.se............................
> ....pao@proxxi.se................................

No ! Just get one of the PD reset programs that go into your Auto Folder,
that force a reset..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3526. Inrtoducing-> Atari power-user mailing-list

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 00:46:04 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.91Oct15014604@nic.funet.fi>
Source record: 228200
Cross-posted to: comp.sys.atari.st,dnet.atari

This list has been working now for quite a while, but everything has
been pretty quiet.

So now officially:

I have put up a mailing-list for serious Atari-users.
It is quite parallel to comp.sys.atari.st, but more expert-oriented
and only for certain group of people; developers, hardware-wizards,
hobby-importers, moderators, user-clubs etc. = really serious users.

The address of the list is: ataripu@otax.hut.fi

Requests & stuff concerning the list: jartsu@otax.hut.fi

Things concerning Atari, not especially the list: jartsu@nic.funet.fi
(I am one of the Atari pd-area moderators at nic)

The list has been up for several months now, and it has about 50
members now, majority is TT-users.

Especially I would like to have more German members to the list, since
their own group in news dnet.atari is not so widely distributed.

Comments, flames etc. accepted with gratitude, but preferred to be
public ones. Emailed comments are not woth it...
-> So post your opinions & suggestions to these newsgroups or
to the list.

Concerning the list, I am also an unofficial contact to the Finnish
ST-user club.

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator in nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

3527. Atari ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 01:10:40 UTC
From: kimmel@umvlsi.ecs.umass.edu
Message-ID: <1991Oct15.011040.5992@risky.ecs.umass.edu>
Source record: 227951
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,ne.forsale

I'm selling the following Atari ST software:

Personal Pascal v2.0 $15

Philon FAST/Basic-M $20
An elaborate BASIC compiler which
claims to be MS-BASIC compatible.

MT C-shell $15
Unixlike multitasking, multiuser
(supports modems as dialups) environment.

All of the above come with the original documentation. Prices do not include shipping. All prices are negotiable, and I'll also trade for old Infocom games. Please e-mail me if interested.

-Matt
--
Matt Kimmel University of Massachusetts Amherst, Mass.

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kimmel@risky.ecs.umass.edu

3528. Re: Atari Gods

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 02:20:08 UTC
From: as903@cleveland.Freenet.Edu
Message-ID: <1991Oct15.022008.8754@usenet.ins.cwru.edu>
Source record: 227952

the inverse mouse could be a ghost virus.. start checking your floppies with
V kill 1.84

3529. Re: Atari Gods

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 04:23:40 UTC
From: dbsuthe@PacBell.COM
Message-ID: <24869@pbhya.PacBell.COM>
Source record: 227965

In article <18441@ccncsu.ColoState.EDU> ws523669@longs.LANCE.ColoState.EDU (William Speiser) writes:
>I thought my atari 1040STe was the best [TEXT DELETED]
>Whenever I turn my machine on with a disk in the drive, the mouse
>directions are reversed.
>
>Is this some sort of messed up desktop info?

Your symptoms sound like a virus I've heard about.

The clincher is that it only happens when boot with a disk in the drive. This is typical of a boot sector virus. You now need to run a virus eradicator.

Good luck, and don't forget to check ALL your disks.

P.S. An ounce of prevention etc, etc; always boot from the same disk, leave it write-protected, and check any new disks your friends might give you.

Dan Suthers, Systems Analyst, Pacific Bell
uucp: {backbone}!pacbell!pbeos!dbsuthe

Youth's a difficult time, and it gets harder the longer you try to draw it out.

3530. Re: KR2ANSI

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 04:25:32 UTC
From: ersmith@julian.uwo.ca
Message-ID: <5275@julian.uwo.ca>
Source record: 227954

```
In article <91602@bu.edu> harryk@bucsf.bu.edu (Harry Karayiannis) writes:
> Suppose the following situation:
>
> A K&R style source file called, say "test.c", contains among other funs
> the function:
>
> int foo(bar, baz) /* BTW, your programming style is not supported */
> char bar; /* by KR2ANSI (the character '{' must be the 1st */
> int baz; /* word on a line)...but you have the source code */
> { /* for kr2ansi */
> ...
> }
>
>
> Now using KR2ANSI and output redirection, you can generate a file, say
> "test.ans" which will contain
>
> extern ...
> ...
> extern foo(char, int);/* or extern foo(char bar, int baz);(see kr2ansi.1) */
> ...

The problem is that the correct prototype (according to the ANSI
rules) for the example above is:

extern foo(int, int);

Why? Because of the old-style declaration; because the function was
declared in the K&R style, parameters must be promoted like K&R says,
i.e. char->int, float->double, etc.

I wrote a program called "mkptypes" that should be floating around
various archive sites that does this; given the input:

...
/* A K&R type declaration */
int foo1(bar, baz) char bar; int baz; { ... }

/* an ANSI declaration */
int foo2(char bar, int baz) { ... }
...

It produces the output:

#ifdef __STDC__
#define P_(x) x
#else
```

```
#define P_(x) ()
#endif
...
extern int foo1 P_((int bar, int baz));
extern int foo2 P_((char bar, char baz));
...
#undef P_
```

i.e. it promotes parameters automatically, and it protects the prototype headers by a macro so that they can also be used by non-ANSI compilers (of course, this can be turned off, and the output style can be changed). Plus, it doesn't care where on the line the '{' character is :-).

You may want to try mkptypes out if you liked kr2ansi.

Regards,
Eric
--
Eric R. Smith ersmith@julian.uwo.ca eric.smith@uwo.ca

3531. problems with gs 2.3 & gulam (solved)

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 04:30:23 UTC
From: millert@cs.Colorado.EDU
Message-ID: <1991Oct15.043023.9717@colorado.edu>
Source record: 227955

GhostScript 2.3 and gulam do not seem to get along. Gs works fine from the desktop but not from gulam. Changing a line in gs_config.ps from Fontmap to fontmap fixes this (the error reported was that gs couldn't find the fontmap) . Here is the diff for interested parties:

```
38c38
< { (fontmap) findlibfile not
---
> { (Fontmap) findlibfile not
```

- todd

--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

3532. TOS 1.4 {{For Sale!}}

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 04:41:38 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Oct15.004138.12440@umiami.ir.miami.edu>
Source record: 227966

I am posting this for a friend. But leave all replies to me INCLUDING your phone number and I will pass it on to him.

Rainbow TOS 1.4 (2 chip set)

They work just fine. Reason for selling them, he bought a MEGA used and it had TOS 1.2 in it. He wants 1.4 in it. However, it needs 6 chips. He wants $55 dollars for them plus shipping. Leave me email if interested.

Mark Santora
RETURN in '92

3533. Crikey

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 07:47:45 UTC
From: psteffn@GNU.AI.MIT.EDU
Message-ID: <9110150747.AA16105@geech.gnu.ai.mit.edu>
Source record: 227968

- 1 -

>>I do not believe you at all when you say that you have not been
>>able to get a single one of the demos from atari.archive to work.

- 2 -

>>I don't have a hard drive on my ST so I don't know but I don't think
>>you have even tried.

>Oh yeah, I just go around making things up and posting them to worldwide
>networks. Right. Of course I've tried running them from my hard
>drive! Talk about the pot calling the kettle black -- you don't have
>a hard drive and you're telling me * I * haven't tried running things
>from hard drive?! Please, get your head out the sand.

And you said that > I < was getting personal. Well, to keep this from
becoming a flame war, let me re-state what I mean. Append the words
'boot off floppy.' at the end of sentence 1 and 'hard enough.' to
sentence two and you'll see what I originally meant. No hypocrisy
involved here.

>>I think you are mainly saying that because some
>>of the newer demos use their own format.

>I'm saying that because the things don't run from hard drive.

I assume that you have tried every demo every written for the ST
to come up with that assumption. See above.

>> [Marx Marvelous steps in]

>Amazing that the two of you combined still can't figure out what you're
>trying to argue against. In my previous response I tried to explain in
>great detail what I meant, and you're still handing me the same rhetoric.

I'm sorry if we confused you. I believe we understand this disagreement
entirely. I can write code that is just as system-independant as anybody.
As I said to John Chu in e-mail, I personally feel that the only difference
between the two approaches is that the demo coders involves himself in the
hardware much more and in turn, takes more risks. If the demo coder has
no difficulty in writing compatible code because it just means taking less
risks.
I think a good analogy is a Classical and a Jazz performer. It's generally
much easier for a Jazz musician to cross over into the strict world of
Classical performance than it is for a Classical performer to cross-over
into freeform Jazz. While Jazz can be very schooled, you don't learn rules
set by others because there simply AREN'T any rules. The more a Jazz

musician breaks from tradition [i.e. takes more risks], the less he/she may be understood, the less he/she will be appreciated, and less people will buy his/her records. However, the people who do understand the music are more and more devoted. Trends are started this way.
What relation does this have to computers? Well, think of the Jazz musician as a computer programmer who writes his code, completely uninhibited of compatibility with other platforms [i.e. commercial success] but the platforms that DO run his code, run it increasingly well [i.e. devoted fans] and may start a trend. [as they have in Europe]

I don't know if it was your remark about how people who appreciate demos are the ones who don't understand what goes on inside a computer but I find that one of the most ridiculous and illogical remarks I have seen on this subject. Why? Because generally people who have no clue on what goes on inside their machine will usually get bored by a demo in a matter of milliseconds [What? Why isn't the joystick doing anything? Isn't this a game!?!?!?]. The primary reason I like demos is because I enjoy trying to guess what the algorithm or hardware quirks that the programmer took advantage of. Other people may like the demos because they are great for showing off hardware in front of Mac's and Amiga's.

>> By the way, ever try running on of your sample playback programs
>>on a TT? Just curious.

>Why yes. In fact, every sample playing program I've ever released for
>the ST works on the TT. And HacMan II works just dandy on a TT.
>(Right, Warwick? :) Have you even downloaded anything I've written? In
>short, have you thought about the fact that trying to damage someone's
>credibilty when you know nothing about them or what they've written is
>really stupid?

Okay, I am perhaps the only person in the whole networld who isn't familiar with your God-li-ness. My intention of this argument is to argue programmer to programmer but, I guess, since I am a lowly assembly programmer of 7 years [since 12 years of age] and you are a world-known software developer, my opinion is insignificant and any criticism from me is an uncalled for attack. After all, it was a simple question I asked..

>>Bzzz

Be kind to Marx, he's probably half your age. I personally believe he
is quite correct [I'm pretty much the Amiga coder of the group] in what
he is saying. Nobody can ever know for sure if they are right or wrong
but I think Marx has a pretty good idea. If you disagree, please state
so instead of irrelevant attacks. By the way, Marx spent quite a bit
of time looking at disassembled TOS code.

>I won't even ask what you mean by "case in point: twister." Almost all
>my disks are twister formatted and TOS reads them * JUST FINE *.

I do believe that he is talking about Twister format built into TOS. Everybod
pretty much knows that TOS is flexible enough to read twister format and
11 sector/track disks but his point is that it may take someone out of Atari
to find a better way of doing something. Even to the point of Atari deciding
to include it as part of the operating system... [Which should have been
done with KAOS!!]

>> Why don't YOU
>>just try writing a replay routine that works while the disk is loading, and
>>that doesn't totally and utterly skip portions of the sound and/or slow
>>down and/or produce other undesirable effects?)

>I have, otherwise I wouldn't have made the claims I made. Warwick has
>too, and his program works * JUST FINE ON A TT *. If you'd ever
>downloaded anything written by any of us, you'd know that. But I guess
>you're content to live in your own little hacky fantasy world. You
>think that any time you can't get something to work it can't be done.
>Get a grip on reality and realise you and your little team of
>programmers aren't the best in the world.

I'll just type something while my subconcious tries to sort out any
logic in that previous paragraph. I, myself, wrote a continous
sound playback/record program several years back that worked relatively
well at 8KHz using TOS routines on a Twister formatted disk.
I used two 80k buffers [as I wanted to give the user enough time to
switch disks for multi-disk continous samples] but every once in a
while, the head would move back and forth. While this rarely caused
skipping, it was an undesirable effect [particularly on the tracks
nearing the end]. Marx's DMA disk routines could probably do 15KHz
without any problem, particularly if a circular method were used where
only side one is written from tracks 0-79 then side two going backwards
79-0. Little wasted head movement. Something impossible to do using TOS.

>>I've tested Crikey, Dark Side of Spoon, Aenigmatica, and
>>Cuddly and on 5 ST's so far and all have ran the demos
>>fine.

>Sorry, but you can't prove things by example. You can only disprove
>things by example. (Which I've already done in this case, so don't
>bother.)

So, I am wrong and you are right?

>Get your facts straight and then talk. (BTW, you can have the last
>word. I'm not going to bother with this pointless debate any more.)

Well, you attack Marx and I irrelevantly to the discussion and then walk away. Do I sense defeat? I have nothing against a discussion if the two people are open-minded [which I believe I have been more than you] and if the discussion may be even remotely informative to other people. This is not a flame-war and I think we both have made good points so far. However, I am only talking about a style of programming that you simply cannot accept while I have already said that I accept yours.

>Dave Baggett
>dmb@wam.umd.edu

psteffn@caticsuf.csufresno.edu
psteffn@gnu.ai.mit.edu
STratoHACKster @ tppi.polyslo.com [I wish!]

3534. Re: Downloading to ST disk's using MTools on a SPARC.

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 09:00:40 UTC
From: huber@skye.gmd.de
Message-ID: <5909@gmdzi.gmd.de>
Source record: 227967
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

MTOOLS on a SPARC - Station with SUN OS 4.1.1 did not work for me, but you
can do the following:

format an MSDOS compatible floppy (DD) on the SUN:

fdformat -Ld

mount the floppy drive as a PC file system:

fdmount

use the filesystem on the floppy as if it was a UNIX file system
(with the well known restrictions on file names):

cp *.txt /pcfs

(the floppy filesystem is called /pcfs)

unmount the filesystem after work is done:

fdumount

go to your Atari and simply use the disk as if it were an ST one.

If you want conversion between UNIX and Atari text format, use dos2unix
and unix2dos programs on the SUN.

Hope this helps. Hans
--
Hans Huber, German National Research Center for Computer Science (GMD)
Project E.I.S., Schloss Birlinghoven, P.O. Box 1240, W-5205 Sankt Augustin 1
Phone: +49 2241/14-2735 FAX: +49 2241/14-2342 UUCP: huber@gmdzi.gmd.de

3535. Re: Downloading to ST disk's using MTools on a SPARC.

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 09:26:47 UTC
From: raichle@azu.informatik.uni-stuttgart.de
Message-ID: <RAICHLE.91Oct15102647@azu.informatik.uni-stuttgart.de>
Source record: 227956
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> WE've just got some new SPARC IPX stations here,and I've been trying to
> download ST software from it to a ST or PC disk using SPARC-MTOOLS,which is
> a program for operating the sparc's floppy as a PC disk.But sadly it
> doesn't seem to work.

I'm using Mtools 2.0 Patchlevel 4 with an additional patch to allow
disk formats with 10 sectors/tracks.

> So for instance when downloading a text file,you only
> get the first page or so repeated an infinite number of times,rather than
> the complete file.

I have compiled Version 1.6 with Optimizer, etc... and these version
wrotes disk with bad fat entries! (Larger files contains a loop, very
slow reading, unreadable files, ...)

Try to get the newest version of Mtools.

-bernd

3536. Twister (was Re: Crikey)

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 10:10:47 UTC
From: jpickar@CATICSUF.CSUFRESNO.EDU
Message-ID: <9110151010.AA19664@caticsuf.cati.CSUFresno.EDU>
Source record: 227961

(lacking quoting ability....)

dmb@wam.umd.edu (Dave Baggett) talks about Twister's ability to be read by the normal standard TOS.

However: I'd like to challenge you, using only versions of TOS 1986 or earlier, to write a Twister formatter WITHOUT resorting to using the DMA hardware directly. (Bit of a challenge, no?)

Unless i'm totally mistaking your idea of "good" programming, this isn't something that's very possible now is it?

Personally, i'd say we should all chip in and buy you a new set of custom chips for your ST so that you could actually run these demos without anything bombing or not working. (And by custom chips i mean standard Atari issue GLUE, DMA, MMU, and Shifter...)

And all this talk has got me started thinking.... maybe, just MAYbe, i'll write a terminate-and-stay-resident ProTracker player that slows your machine down fourfold but still gives you great sound while you're wordprocessing, manipulating files (yes! Even while disk DMA runs! Be shocked!), or even playing an accompanying tune out the MIDI port on your bank of DX7's.

Now, the point of that is that most applications can be made system friendly (e.g. Spreadpoint's Cube-O-Matic demo for the Amiga), but some, like overscan and supercolor, though hardware-friendly (perhaps overscan isn't such a good example of this, i'm not certain...), are not OS-friendly. And i think this is the OS' fault.

It all boils down to portability versus performance (as someone said earlier), and we all have different positions on this continuum.

Marx Marvelous of TPPI
jpickar@caticsuf.csufresno.edu
jeanluc@shadowfax.knox.tn.us (infrequently checked)
jeanluc@b0rd.com (Real Soon Now)

3537. Re: problems with gs 2.3 & gulam (solved)

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 12:31:03 UTC
From: covert@cactus.org
Message-ID: <9636@cactus.org>
Source record: 227970

In article <1991Oct15.043023.9717@colorado.edu> millert@cs.Colorado.EDU (Todd C. Miller) writes:
>GhostScript 2.3 and gulam do not seem to get along. Gs works fine from the

Could you post the binaries and fonts to GhostScript 2.3 on
the atari st binary newsgroup? And then post the source on
the atari st source newsgroup? I don't have FTP privileges
on my cactus account.

It would sure be appreciated!!

Also, which version of gulan do you have? I don't seem to have the
current version.
Thanks.

--
Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert

3538. Re: Twister (was Re: Crikey)

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 12:47:01 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Oct15.124701.1@simvax.labmed.umn.edu>
Source record: 227974

In article <9110151010.AA19664@caticsuf.cati.CSUFresno.EDU>,
jpickar@CATICSUF.CSUFRESNO.EDU (Jon Pickard) writes:
>However: I'd like to challenge you, using only versions of TOS 1986 or earlier,
>to write a Twister formatter WITHOUT resorting to using the DMA hardware
>directly. (Bit of a challenge, no?)

Although David Small had to address the floppy drive routines (through
intercepts of valid TOS calls, mind you) in order to FORMAT in Twister mode,
no such routines are necessary to READ a Twister-formatted disk. The fact that
one could read a Twister-formatted disk on a stock 520/1040ST disk drive
implies 'good programming technique' on the part of Mr. SMall.

The fact that several European hackers could format 82-track disks, while not
all stock 520/140ST disk drives could read 82-tracks, implies 'bad' programming
technique'.

What is the difference? The former provided benefits to everyone owning an ST,
while the latter provided benefits to the few people who happened to have disk
drives which could perform better than the specifications.

It would be suicide for COMMERCIAL software to provide benefits only to those
few people whose machines exceed the specifications!

That's why 'demo programs' can only be demo programs, and are not commercially
viable (in the sense that people wouldn't pay good money for half-assed, or no,
performance on their machines).

> And all this talk has got me started thinking.... maybe, just MAYbe, i'll
> write a terminate-and-stay-resident ProTracker player that slows your machine
> down fourfold but still gives you great sound while you're wordprocessing,
> manipulating files (yes! Even while disk DMA runs! Be shocked!), or even
> playing an accompanying tune out the MIDI port on your bank of DX7's.

Fine. Just don't expect me to be impressed if it

a) doesn't work on my Mega 4 ST

b) doesn't work with my CZ 230S synthesizer.

> It all boils down to portability versus performance (as someone said earlier),
> and we all have different positions on this continuum.

Indeed. And the reason demo programs are only 'demo programs' is that they
don't perform well on all platforms. They are not truly 'portable'.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

3539. Atari 1040 STe MIDI setup for sale or trade (for 386)

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 14:42:27 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <10624@vela.acs.oakland.edu>
Source record: 227972
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.wanted,misc.forsale.computers,mi.wanted,ne.wanted,ba.forsale,chi.forsale,na.forsale,ne.forsale

I have the following for sale:

NEW Atari 1040 STe (1 Meg, DSDD internal, stereo sound, TOS 1.4)

just traded my old 520 ST in for it, and found out that
I can no longer use Flight Simulator on it

Computer includes the following:

SF354 SSDD external floppy drive, PS and cables

NAP analog (orange on black) monitor and cables

Hayes 2400 Bps Personal modem

Two Joysticks and a mouse

Software includes the following:

Master Trax Pro and 2 MIDI cables cables (CPU has in and out)
Michtron Super Conductor Sequencer
Ultra MIDI Music Workstation from MIDI Mouse Music Software

DBMan V database III+ compatible database

LDW Power Spreadsheet (VP planner compatible Spreadsheet
with graphical support)

GSTC C compiler

Liesure Suit Larry I The land of the lounge lizards
Liesure Suit Larry II Looking for love in several wronge places
Police Quest II The Vengeance

Lots of PD Software including Sozobon C, Uniterm 2.0e,
Gulam, Nethack, Moria, and lots of utilities/ham radio programs.

Books that I have for it inlude:

Computes Atari ST programmers Guide
Abacus:
2 Atari ST Internals
3 Atari ST GEM Programmers Reference
4 Atari ST Machine Language
5 Atari ST Tricks & Tips
6 Atari ST Graphics & Sound
10 Atari ST Introduction to MIDI Programming

11 Atari ST BASIC to C
12 Atari ST 3D Graphics (with disk)
6502 Assembly language programming (for xfrmr software)

I will include a nice little computer stand, most of the original packaging materials, as well as 50 + disks. The reason that I am selling it all, is because I am looking to get an IBM or an Amiga, or at least perhaps a Stacy so that I can use the ST portably. Might be getting a 386 machine since I want to run Fsim IV, so I would be interested in offers for trades.

I am interested in any and all offers, will try to get rid of the whole shot if possible as a set, but will keep offers for partials. I will also include with the package, Flight Simulator II for the older ST's (if you have a use for it) and the Prodigy Software that came with the Modem for PC's. Please be sure to include whether your offer includes shipping or not. Thanks, and hope to do business with you soon...

swood

313-394-0080
--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

3540. lasers n things

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 16:10:35 UTC
From: M19701@mwvm.mitre.org
Message-ID: <91288.43835.M19701@mwvm.mitre.org>
Source record: 227975

The other day I asked several misc questions about several different things. One of those was whether or not to buy a laser printer. Well, after a quick tally of the votes (more to convince my wife then me) we proceeded back to "Price Club" to get LP. Needless to say at $350/LP they had sold out. I talk to department manager about getting a "rain check" and he laughed. Price Club sold 12 units at $349 due to a "computer" error when actual selling price should have been $799. (Something about wrong line being typed in). Anyway, to the people that said to get it thanks and if I ever see a deal like that one again, I buy first and ask opinions later. sigh . . . 12 units at a loss of $450 each . . . . sigh . . . if I'd only known . . . I'd've bought 3. . .

thanks . . . . ed.

3541. How do MOD files get played?

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 16:19:12 UTC
From: gpinzone@GEORGE.POLY.EDU
Message-ID: <9110151619.AA13299@george.poly.edu>
Source record: 227971

I noticed all this talk about .MOD files going on, and I'd like to know how the ST plays these files.

I know that the ST's sound chip only has 3 voices, but MOD files have 4 sampled voices. Furthermore, the ST (I think) uses all three to play a sampled sound, like a SPL file, as an example.

I am under the belief that these MOD players emulate Amiga chips to do this. How true is this?

Finally, has anyone tried playing a MOD file with a Tweety Board installed? I heard sampled sounds/music was awful and I'd like to know if there is any true seperation with this board.

Any news on any stereo upgrades for the ST? Any home brew ones? :-)

If the tweety board works with 3 out of the 4 voices, I wonder if it is possible that a board could be made to "find" the remaining one.

=========Gerard Pinzone=======================gpinzone@george.poly.edu=========
_______ ________ ________ Just on the border of your waking mind
/ ___/ / _____/ / __ / There lies another time
/ ___/ / /____ / __ / Where darkness and light are one
/______/ /_______/ /__/ /__/ And as you tread the halls of sanity
East Coast Anime You feel so glad to be unable to go beyond
ELO: "Prologue" -=- Daicon IV I have a message from another time...

3542. "I need SIMMs for my Mac"

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 16:55:22 UTC
From: kbad@atari.UUCP
Message-ID: <3105@atari.UUCP>
Source record: 227981

I nearly fell off my chair laughing when I read:

england@milton.u.washington.edu (Gregory Miller) writes:

>Just go to someone who supports
>the mac and tell them you want FOUR 1 meg SIMM modules (I'd get 80ns ones)
>for your Mac (don't admit that you have an ST, they'll claim that they
>don't know what you're talking about!) and pop them in. Or you can do what
>I did; call Microprocessors Unlimited, and tell them the same story; i.e.
>you need FOUR 1megX8 SIMMs 80 nanosecond speed, for your MAC.

Why wouldn't you just tell them the truth? Are you so ashamed of
owning an Atari computer? Why not just tell 'em: "I need four 1 meg by
8 Mac-type (as opposed to PC-type) SIMMs, 80 nanoseconds or better, for
my Atari computer"?

Gee, and if you wanted to be helpful to your fellow Atari owners, you
might even go so far as to let said chip supplier know that if they get
any other Atari owners looking for SIMMs to upgrade their STe's, this
is the type of SIMMs that the chip supplier should sell 'em.

Do you really expect to get looks of leprous contempt when you say the
word "Atari" at a place where you might buy SIMMs? You shouldn't. You
might get a surprised look as the uninformed chip merchant wonders why
you'd need SIMMs for your video game. On the other hand, if it's a
smart chip merchant, they might be wondering if they were missing a
chance to sell more SIMMs to Atari computer owners.

Why do people give the kind of advice quoted above? Maybe there's a
clue to the tone and nature of Miller's advice in his signature...

> __
> ///
> __ /// Only Amiga makes
> \\\/// it possible.....
> \XX/

Hmm. ;)
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

3543. Re: Running programs from acce

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 18:08:00 UTC
From: Hayo_Schmidt@hh.maus.de
Message-ID: <A375@hh.maus.de>
Source record: 228000

>In article <rjwalsh.686790424@unix2.tcd.ie> rjwalsh@unix2.tcd.ie (Robert
>Walsh) writes:
>
> I have just started messing about writing desktop accessories, and one
> of the first things I tried was to use pexec() to run genst.prg from an
> accessory
...
> it worked!

It worked just because you were running the desktop. If you run any other
application, it will crash!!! (_the application, not the ACC_)

| Hayo Schmidt Grotiusweg 1 D-2000 Hamburg 55 (Germany) |
| E-Mail (MausNet): Hayo_Schmidt@hh.maus.de |

3544. Wanted-StereoTek Glasses

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 18:39:28 UTC
From: JCROMWEL@UMAB.BITNET
Message-ID: <91288.143928JCROMWEL@UMAB.BITNET>
Source record: 227976

Does anyone have a pair of StereoTek 3D glasses that they want to sell? I have all of the Cyber programs and would like to try out some 3D animations. Any leads appreciated. Contact me here or at 301-328-6592. Thanks.

3545. Looking for ROM-port switcher for ST/Mega

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 19:16:40 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.91Oct15201640@nic.funet.fi>
Source record: 227973
Cross-posted to: comp.sys.atari.st,comp.music,rec.music.makers,rec.music.synth,dnet.atari

I would like to use two MIDI-software packages under Steinberg's MROS.
Problem is that both these have the protection key that requires to be
inserted in the ROM-port.

So now I am looking for a switcher-module that can hold 2-3 moduls. I
know these exist, but I have never seen one and don't know where to
look for one.

So if you know a source and a price for one, please Reply.
I would prefer a construction-kit (cause they are less expensive), but
ready-made ones if they are reasonable-priced will do too.

If I remember correctly, there is a Swiss firm making this kind of a
kit?

Since this is cross-posted to so many groups, I would appreciate if
you use Email instead of Followup.

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator in nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

3546. Re: Random Mazes...!

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 20:12:07 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <wmkV02w164w@ersys.edmonton.ab.ca>
Source record: 227977

bill@mwca.UUCP (Bill Sheppard) writes:

> In article <g96o01w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (M
> ~>Does anyone know how to generate random mazes, or have a fragment of code
> ~>they would be willing to post to demonstrate how?
>
> int a[1817];main(z,p,q,r){for(p=80;q+p-80;p-=2*a[p])for(z=9;z--;)q=3&(r=time(
> +r*57)/7,q=q?q-1?q-2?1-p%79?-1:0:p%79-77?1:0:p<1659?79:0:p>158?-79:0,q?!a[p+q
>]?a[p+=a[p+=q]=q]=q:0:0;for(;q++-1817;)printf(q%79?"%c":"%c\n"," #"[!a[q-1]])
>
> I stole this code from someone's signature - it compiled as is (actually, wit
> no line feeds), and it's incredibly convoluted, but it produces a very nice
> pseudo-random 80x24 ascii maze.
>
> --
> ##
> # Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
> # Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
> ############### Opinions expressed are my own and usually wrong ###############

This I'll have to try...:) It will likely take some time to puzzle it
out, but I've got time. Thanks for the information. Several others have
also helped me out with this problem. I haven't yet had the chance to go
through the code they sent me, but it looks very promising. Thanks,
everyone!

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

3547. ftp site for demos?

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 21:07:33 UTC
From: doucetdb@vax1.mankato.msus.edu
Message-ID: <1991Oct15.150733.900@vax1.mankato.msus.edu>
Source record: 227978

I am new to this board. I just read the posts concerning the demos for the ST. Is there an FTP site where one could get ahold of these? Gotta show off the ST now, right? ;)

Thanks...
Dave a.k.a. Pi-god
doucetdb@vax1.mankato.msus.edu

3548. Gulam

Newsgroup: comp.sys.atari.st
Date: 1991-10-15 22:59:31 UTC
From: downey@tripos.com
Message-ID: <1991Oct15.225931.7492@tripos.com>
Source record: 227980

I have gulam, and its a few years old. Are there any
newer releases of gulam? Whats the latest and where
can i get it? What about MiNT? Is it better? What
are the hardware requirements? (i only have 512k mem).

Thanks in advance.

****
Tom Downey downey@tripos.com
****

3549. Re: TOS 1.4 {{For Sale!}}

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 02:14:19 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct16.021419.17218@actrix.gen.nz>
Source record: 227979

In article <1991Oct15.004138.12440@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:

>
>
> I am posting this for a friend. But leave all replies to me INCLUDING your
> phone number and I will pass it on to him.
>
> Rainbow TOS 1.4 (2 chip set)
>
> They work just fine. Reason for selling them, he bought a MEGA used and it
> had TOS 1.2 in it. He wants 1.4 in it. However, it needs 6 chips. He wants
> $55 dollars for them plus shipping. Leave me email if interested.
>
> Mark Santora
> RETURN in '92

No !, No !, You Don't need the 6 Chip Version at all, the 2 chip version fits in place of the 6 chip version.

There are some solder pads to change and a IC to remove, it is all in the suplied doc's that come with the chip set..

Note: some machines that have a 2 chip Rom Set, don't have all there sockets, so its a little hard to fix a 6 chip set..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3550. Re: gnuucp

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 05:51:02 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <AjZWvcfFTv.@pfunk.hanse.de>
Source record: 228072

In <1991Oct13.112152.19832@frmug.fr.mugnet.org>, Mathias Herberts writes:
>Hi , I am presently looking for a compiled version of gnuucp on ATARI
>I have the source code in my possesion but not the C compiler neede to
>compile it .

I'm looking for that stuff too. When I looked through the sources, I
saw that the ST-bindings are written for MWC with MICRO-RTX. I got
the sources to go through GCC, but they failed when linking. I don't
know too much about C, so I went on to other projects.
It would be pretty nice, if anybody could port that stuff to go
through GCC with MinT, it's not as hard, because GCC compiles most
of the sources without any changes.
I still have to use the UUCICO by Jan Willamowius, which is written
under GFA and bombs if it's started under MinT.

Bye...Michael

--
/-----------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-----------------------------------/

3551. Re: How do MOD files get played?

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 05:57:14 UTC
From: at731@cleveland.Freenet.Edu
Message-ID: <1991Oct16.055714.25839@usenet.ins.cwru.edu>
Source record: 227982

In a previous article, gpinzone@GEORGE.POLY.EDU (Gerard Pinzone) says:

>Finally, has anyone tried playing a MOD file with a Tweety Board installed?
>I heard sampled sounds/music was awful and I'd like to know if there is
>any true seperation with this board.

The Tweety Board sounds HORRIBLE with most types of samples.
The left and right audio outs on the STe also sound horrible with some
programs, but with others (especially those designed for it [surprise,
surprise]) it sounds superb.

>Any news on any stereo upgrades for the ST? Any home brew ones? :-)

There is a stereo card out called the "Master Stereo Cartridge" I
believe that is supported by MPH's TCB Tracker program.
--
Troy L. Nothnagel
at731@cleveland.Freenet.Edu
"And for a gorilla, his English wasn't half bad." - Den of Earth
"No, now go away or I shall taunt you a second time-a!" - Guard, MP&tHG

3552. hard drive/memory/TOS upgrading?

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 07:15:54 UTC
From: doucetdb@vax1.mankato.msus.edu
Message-ID: <1991Oct16.011555.909@vax1.mankato.msus.edu>
Source record: 227983

I have an Atari 1040 ST color system with 1 meg of RAM, and just the internal 720K floppy that came with it. I have had it for just over 3 years, and although I am fed up with the support of the machines in the US, I would still like to upgrade it a bit.

1) I want a hard drive!

2) I would like 4 megs of ram.

Does anybody have any info on prices/places for this stuff? I would be willing to spend about $500 bucks for a drive, whatever that will get me, I don't know. And, is there anything I should know about the ram? Such as problems that can occur, and how to install it, etc? Also, I have TOS version 1.0, I think. Any recommendations on upgrading that? What would it do for me, and what problems might it cause? Are there any public domain programs (or commercial) that upgrade the TOS through software? And lastly, this is a different question all together, but does anybody know what happened to STart magazine? I have been too lazy to call them, but I should have about 2 years left on my subscription, since they went bi-monthly, but the last issue I got, was about 4 months ago?!? What's up with them?

Thanks in advance...
David Doucette
doucetdb@vax1.mankato.msus.edu
College Student

3553. Ghost virus (was Re: Atari Gods)

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 08:28:58 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991Oct16.082858.11329@cs.nott.ac.uk>
Source record: 227984

In article <24869@pbhya.PacBell.COM> dbsuthe@PacBell.COM (Daniel B. Suthers) writes:
>In article <18441@ccncsu.ColoState.EDU> ws523669@longs.LANCE.ColoState.EDU (William Speiser) writes:
>>I thought my atari 1040STe was the best [TEXT DELETED]
>>Whenever I turn my machine on with a disk in the drive, the mouse
>>directions are reversed.
>>
>>Is this some sort of messed up desktop info?
>
>Your symptoms sound like a virus I've heard about.

Ah! Its the #?*%$! ghost virus again! This is (apparently) the most common ST virus. If memory serves me right (it rarely does :-), this isn't actually a "maliciou"s one (ie. it doesn't do any real damage), just very annoying.

>The clincher is that it only happens when boot with a disk in the drive. This
>is typical of a boot sector virus. You now need to run a virus eradicator.
>
>Good luck, and don't forget to check ALL your disks.

More importantly, check any _new_ disk; that way you can keep tabs on what's coming into your collection.

>P.S. An ounce of prevention etc, etc; always boot from the same disk, leave
>it write-protected, and check any new disks your friends might give you.

Exactly. My brother (the one who wrote Canvas) picked up the ghost virus from someone (we don't know who :-( ) who sent him a disk for an updated version.

Paranoia rules!
--
/* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
+* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
+* Olivier's Law: "Experience is something you don't get *+
*------------------------- until just after you need it." */

3554. Re: GDOS: Metafile fonts, drivers, etc

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 09:46:06 UTC
From: robing@galadriel.bt.co.uk
Message-ID: <1991Oct16.094606.17383@galadriel.bt.co.uk>
Source record: 227993

From article <1991Oct10.113444.19702@newcastle.ac.uk>, by J.M.C.Geada@newcastle.ac.uk (Joao Moreno Colaco Geada):
> Does anybody out there know how to produce the metafile font
> information ?
> I have GDOS, & have been able to get some fonts & even design
> some bits, but so far have seen no way of generating the
> metafile version of the fonts.
>
> Is there an easy way of converting fonts from one resolution
> to another (eg screen font-> printer or vice versa) ?
>
> Where can GDOS printer drivers be obtained ? I have recently
> bought a Canon BJ10e bubble jet printer (great printer!) and
> at the moment am using a 24pin printer driver, but this does
> not seem to be an ideal solution.
>
> Thanks for all answers
>
> Joao
> ===
>
>
>
> SENDER : Joao Geada, PHONE : +44 91 222 8067
> POST : Computing Laboratory, The University, Newcastle Upon Tyne, UK, NE1 7RU
> JANET : J.M.C.Geada@uk.ac.newcastle
> ARPA : J.M.C.Geada@newcastle.ac.uk

Joao,

the ST Club, 2 Broadway, NOTTINGHAM NG1 1PS publish a very good GDOS font editor called FONTKIT PLUS. There is a manual, and an explanation of metafonts. The Club also publish a newsletter which has been running a short series on metafiles and their contents. The club's P.D. library also have material that may interst you including fonts of (varying) quality.

Their phone number is 0602-410241 (+44 602 410241 from outside the U.K.). You will find them helpful, but they do not accept payment by credit card. I suspect that they can help you with the Bubble Jet problem, or will know who can.

Robin Gape
robing@uk.co.bt.galadriel

3555. ICD interfaces

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 09:56:59 UTC
From: anstey_tf@darwin.ntu.edu.au
Message-ID: <1991Oct16.192659.1755@darwin.ntu.edu.au>
Source record: 227998

```
This is a re-re-post

I am looking for the postal/mail address of ICD Stateside

Is this an impossible question?

surely some American ST'er has purchased from this company?
```

3556. Mac disc structure wanted for mac2tos converter

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 11:22:08 UTC
From: d91jn@efd.lth.se
Message-ID: <1991Oct16.112208.9288@lth.se>
Source record: 228109

I need to know the exact disc structure of a Mac MFS/HFS disc. The reason
is that I'm currently planning a mac2tos converter (yes, I'm aware of the
fact that I will need some extra hardware, that's not the problem).
Any suggestions are greatly apreciated (except "Don't!").

- Jerker Nilsson, email d91jn@efd.lth.se -
---- My opinion may change, but not the fact that I am right! ----
Insert own toughts here. The above is mine, and only mine!

3557. Re: Problems with Supra HD I/F

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 11:38:56 UTC
From: dxper@dtek.chalmers.se
Message-ID: <5630@chalmers.se>
Source record: 227985

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

>No ! Just get one of the PD reset programs that go into your Auto Folder,
>that force a reset..

So can anyone out there recommend any good reset program?

pao

--
.............................Andrew Olausson.............................
.............................Systems Architect.............................
...........................dxper@dtek.chalmers.se...........................
..............................pao@proxxi.se..............................

3558. Re: Panasonic KX-P1124 and TeX

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 11:45:51 UTC
From: d91jn@efd.lth.se
Message-ID: <1991Oct16.114551.9681@lth.se>
Source record: 228108

In article <603@olymp.informatik.uni-bonn.de> volker@sfb256.iam.uni-bonn.de
(Volker A. Brandt) writes:
>
>This TeX comes with an installation program that does EVERYthing for you:
>unpacking the files, making the directories, installing the formats,
>generating the fonts, it's all automatic !!
^^^^^^^^^

Sure you meant automagic :-)
- Jerker Nilsson, email d91jn@efd.lth.se -
---- My opinion may change, but not the fact that I am right! ----
Insert own toughts here. The above is mine, and only mine!

3559. Re: Twister (was Re: Crikey)

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 12:09:01 UTC
From: jpickar@caticsuf.cati.csufresno.edu
Message-ID: <9110161209.AA14433@caticsuf.cati.CSUFresno.EDU>
Source record: 227986

In article <1991Oct15.124701.1@simvax.labmed.umn.edu>,
davidli@simvax.labmed.umn.edu pens nobly:
>In article <9110151010.AA19664@caticsuf.cati.CSUFresno.EDU>, i write:
>>However: I'd like to challenge you, using only versions of TOS 1986 or earlier,
>>to write a Twister formatter WITHOUT resorting to using the DMA hardware
>>directly. (Bit of a challenge, no?)

>Although David Small had to address the floppy drive routines (through
>intercepts of valid TOS calls, mind you) in order to FORMAT in Twister mode,
>no such routines are necessary to READ a Twister-formatted disk. The fact that
>one could read a Twister-formatted disk on a stock 520/1040ST disk drive
>implies 'good programming technique' on the part of Mr. SMall.

Address the floppy drive routines?!!!!!!

Oh really now. Last i checked the only way to send a format track command
to the FDC was through the DMA system or through flopfmt(), and flopfmt()
definitely does NOT support track skewing. and isn't the DMA system
something undocumented anyway? (I'm not about to shell out $350 for half
of what i can get in _ST Internals_ for under $20, especially just for a
fact to prove a point, when there's probably hundreds of registered
developers on the net who'd be willing to answer, no?)

Also, it wasn't "good" programming technique, even by your definition...
doesn't this take advantage of a certain bug/feature in the hardware?
Namely, that the sector directly after the index pulse does not have to
be numbered 1?

And now what's going to happen, now that Western Digital isn't making
WD1772's anymore? Will this hardware bug/feature still be present?
(Or am i many months behind on this WD news? If nothing else this net
thing is drawing me out of my hermithood. =:^))

>The fact that several European hackers could format 82-track disks, while not
>all stock 520/140ST disk drives could read 82-tracks, implies 'bad' programming
>technique'.

Hrm. Well, now maybe we should all point the finger at Atari for setting its
sights too low =;^)

>It would be suicide for COMMERCIAL software to provide benefits only to those
>few people whose machines exceed the specifications!

>That's why 'demo programs' can only be demo programs, and are not commercially
>viable (in the sense that people wouldn't pay good money for half-assed, or no,
>performance on their machines).

You get what you pay for... it's that simple. Demo software isn't commercial software. Frankly, i don't care to be paid for demo programming. It's sharing a little peace of love (pun intended) with someone else. Sharing art..... well-adjusted televisions A through H can view my demo... if television J can't, then take it in and get it adjusted, if you want to see my demo, or otherwise, don't view it. But don't bitch at me.

In commercial-type software i would consider it prudent, if not _de rigueur_, to include some sort of a switch so that those of us who can use a hardware trick can, and those of you who can't, don't. And if i choose not to include such a switch in my demo, then Just Change The Channel (tm).

>> And all this talk has got me started thinking.... maybe, just MAYbe, i'll
>> write a terminate-and-stay-resident ProTracker player that slows your machine
>> down fourfold but still gives you great sound while you're wordprocessing,
>> manipulating files (yes! Even while disk DMA runs! Be shocked!), or even
>> playing an accompanying tune out the MIDI port on your bank of DX7's.

>Fine. Just don't expect me to be impressed if it

>a) doesn't work on my Mega 4 ST

If not, blame Atari.... your Mega4 isn't 100% back compatible with the ST. So why should i even try? =:^)

Or maybe i'll utilize the blitter, just to make you that much more impressed. (Now how do you access the blitter through BIOS/XBIOS? Someone email me and enlighten me so i can last until i borrow a friend's STe for the weekend.)

>b) doesn't work with my CZ 230S synthesizer.

Blame Casio for their inept implementation of MIDI, not me. (by the way, i have no knowledge whatsoever of how complete, or how lacking, Casio's MIDI implementation is.)

>> It all boils down to portability versus performance (as someone said earlier),
>> and we all have different positions on this continuum.

>Indeed. And the reason demo programs are only 'demo programs' is that they
>don't perform well on all platforms. They are not truly 'portable'.

For the most part, demos DO perform well. If you want to look at it as, say, 320x200x16 being official Atari spec, all demos _should_ conform to this spec, elsewise the video hardware just plain isn't durable enough (although it is this same non-durability that gives us overscan and 512 colors.)

Now 400x512x512, while not Atari spec, is something that most of the rest of us may readily enjoy. We've seen Atari change software designs to accomodate innovations (such as.... Twister, for example...)... now why not hardware as well?

(Maybe because the coders aren't releasing their overscan code? hmmmm...)

In conclusion, i've two things to say to the general net.populace:

1) Had Dave Small been the first to use overscan, you'd be oohing and ahhing over it to this day. (of course, it probably would have been a little bit more reliable as well, but still...)

2) maybe i'll start writing my articles like drieux and see whether i don't suddenly get considered a complete eccentric with rather good ideas. =:^)

Oh, by the way, thank you for your followup. It's nice to be able to learn things, no?

>--
>
>David Paschall-Zimbel davidli@simvax.labmed.umn.edu

--
]\/[arx]\/[arvelous of TPPI
(jpickar@caticsuf.cati.csufresno.edu)

3560. Re: Crashing Megafile at STE

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 13:03:26 UTC
From: harold@alice.hobby.nl
Message-ID: <2356867@alice.hobby.nl>
Source record: 228101

In article <1991Oct9.180039.27522@rhrk.uni-kl.de> weber@rhrk.uni-kl.de
(Christoph Weber-Fahr [KIT]) writes:
> Hello,
>
> a friend of mine sold his Megafile 30 to another friend of mine using
> a STE.
> Both Systems worked fine before, but this combination crashes frequently.
> He uses AHDI 1.7.
> Is there any known problem with this configuration ?

Perhaps using AHDI 3.01 (don't use 3.00 it is buggy and destructive)
will solve the problem, you don't have to reformat
but if is whise to do so (after making a backup ofcourse).

Other possibility: you didn't ship the HD before moving and ruined it.

Third possibility: Your friend's STE (1040?) has the DMA hardware problem
and he never found out about it because he didn't had a
HD?

Fourth possibility: ????

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3561. Re: What's been goin' on since 1988?

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 13:34:26 UTC
From: harold@alice.hobby.nl
Message-ID: <1420361@alice.hobby.nl>
Source record: 228097

In article <1991Oct9.202638.2352@exu.ericsson.se> exuhag@exu.ericsson.se (James Hague) writes:
(Sender was: news@exu.ericsson.se)
> >James Hague writes:
> >
> >> Finally, if I were to purchase an ST, which model would you
> >> reccommend? (I personally can't stand the all-in-one design of the
> >> 1040, but I don't know anything about the other machines).
> >>
> (A) Under $2000, not including printer.
Don't know about US prices, but it seems a bit tight to me.
>
> (B) I'm interested in DTP, word processing, and programming.
> Naturally, I don't mind a few (or more than a few) games, but this is
> not my primary reason for looking at the ST.

DTP -> minimum MegaSTE 2 with standard HD(50Mb), preferable TT or MegaSTE 4 but probable out of price range
+ programming -> maybe bigger HD if you want to use TEX for DTP and GNU for programming (cheap since both are PD/Shareware).
TEX takes 10 Mb, GNU about 5Mb add 5Mb for bootsoftware (acc's and auto's), 10 Mb for utilitys and 5Mb for games 5Mb free room to shuffle leaving 10Mb for your files which will be filled in about 3 months

If you want to do DTP you might had a bigscreen if you have the money since this can only be done with the TT and MegaSTE it rules out the 1040 STE with extra RAM. Two megabyte is a must for DTP and GNU/TEX, four is prevered. If speed is a critical issue you should save up for a TT otherwhise a MegaSTE will do. If you want to add a 19 inch screen later on the TT saves you a graphic card extension (unless you want 24bit color).

Conclusions: - MegaSTE2 with 100MB drive instead of standard 50Mb still setup will last about 2 years
- MegaSTE4 with 100Mb drive if you can affort the extra dollars
- TT if you want easy expension in the futher in that case you can add memory if you need it
add bigscreen cheaply
add large SCSI drives (standard SCSI port)
step over to UNIX if you want

Hope this will help

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland

Who it is? For me to know for you to guess.

3562. Re: many misc questions

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 13:53:56 UTC
From: harold@alice.hobby.nl
Message-ID: <7420525@alice.hobby.nl>
Source record: 228099

In article <91282.49621.M19701@mwvm.mitre.org> M19701@mwvm.mitre.org
writes:
> Questions. My main questions revolve around the need/desire to upgrade to
> one of the newer, faster, more complex machines or to update the 1040ST.

> 1. Is it better to upgrade to a newer machine or update 1040ST?
I think you can get more for almost the same money if you update to
MegaSTE or 1040STE

> 2. If I upgrade, which machine is recommended and why? I'd like to keep
> as much hardware and software compatibility as possible.

1040 STE only updates you video and sound hardware and TOS version
it is better prepared for VCR editing and has a standard TV modulater.
memory is easly added.

MegaSTE same hardware updates as 1040 plus:
- internal SCSI drive
- even newer TOS version (much nicer desktop, bit like Neodesk/Gemini)
- faster (68000 at 16Mhz)
- second serial port

TT same video and sound hardware as STE models plus
- internal SCSI drive + external SCSI port added
- same functional TOS version as MegaSTE
- extra serial ports
- standard LAN port
- VME bus
- 68030 at 32Mhz
- probably to much machine for you, if you find MacIIci to much for at home

I probably left out some things, look at your local Atari dealer for complete
specifications

> 3. If I update 1040ST, what updates exist and are they worth doing to a 5-
> year old machine? (It ain't broke so don't fix it mentality) Again,
> I'd like to maintain compatibility with what I've got.
hardly worth your money.

> 4. If I upgrade, is there Networking software available so the kids can use
> the 1040ST while I use newer machine or another 1040ST?
Yes, but don't know if it works OK

> 5. Will the Packard Bell (PB9815) Laser Printer (LP) work w/ ATARI computers?
> My local price club has them for $350 (yes, $350). Tech sheet says it
Perhaps it will work

> 6. Since old faithful is only a 9-pin dot matrix, my wife and kids are getting
> on my case about getting a new printer anyway. Would a 24-pin dot matrix
> be a better buy or the above laser (if its ATARI compatible)?

Look at the HP deskjet (or other inkjet printers) it is much cheaper than
any laser printer and has almost the same quality. Even if you buy the cheap
laser printer you still have to pay for the toner every XXXX prints

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3563. Re: How do MOD files get played?

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 13:59:49 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <e3Xw01w164w@ersys.edmonton.ab.ca>
Source record: 227990

at731@cleveland.Freenet.Edu (Troy L. Nothnagel) writes:

> In a previous article, gpinzone@GEORGE.POLY.EDU (Gerard Pinzone) says:
>
> >Finally, has anyone tried playing a MOD file with a Tweety Board installed?
> >I heard sampled sounds/music was awful and I'd like to know if there is
> >any true seperation with this board.
>
> The Tweety Board sounds HORRIBLE with most types of samples.
> The left and right audio outs on the STe also sound horrible with some
> programs, but with others (especially those designed for it [surprise,
> surprise]) it sounds superb.
>
> >Any news on any stereo upgrades for the ST? Any home brew ones? :-)
>
> There is a stereo card out called the "Master Stereo Cartridge" I
> believe that is supported by MPH's TCB Tracker program.
> --
> Troy L. Nothnagel
> at731@cleveland.Freenet.Edu
> "And for a gorilla, his English wasn't half bad." - Den of Earth
> "No, now go away or I shall taunt you a second time-a!" - Guard, MP&tHG

Yes, TCB Tracker does indeed support the Monster STEreo Cartridge. I won (oops! own) one myself, but as far as output for MOD files goes, I prefer Microdeal's Stereo Replay. Unfortunately, there are no trackers available that take input from Stereo Replay yet.

Karl 0ygard (now that I am on this subject), I will send you that source code for ProTracker to get input/output from/to Stereo Replay. This should give you "one up" on your competitors. Audio Sculpture doesn't (says it does, but doesn't play all 4 channels thru Stereo Replay), TCB Tracker doesn't (period!), and ProTracker (v 1.2) doesn't (yet, but should soon!). :-)

Greg Granger

< InterNet: ggranger@ersys.edmonton.ab.ca > "Gimme the strongest
< FoReMNet: Greg Granger @ 532 or Dark Knight @ 595 > thing you've got."
< Mail Adr: 5906-188 St. Edmonton, AB Canada T6M-2A9 >
< Phone : +1 403 481-0803 or +1 403 481-5110 > - Lt. Frank Drebin

3564. Re: Twister (was Re: Crikey)

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 14:01:23 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Oct16.140123.1@simvax.labmed.umn.edu>
Source record: 227996

In article <9110161209.AA14433@caticsuf.cati.CSUFresno.EDU>,
jpickar@caticsuf.cati.csufresno.edu writes:
> Address the floppy drive routines?!!!!!!
>
> Oh really now. Last i checked the only way to send a format track command
> to the FDC was through the DMA system or through flopfmt(), and flopfmt()
> definitely does NOT support track skewing. and isn't the DMA system
> something undocumented anyway?

Back in the Fall of 1986, STart magazine published an article by David Small
entitled "Probing the FDC". In the article, he refers to the floppy disk
routines in the BIOS as follows:

"Atari wrote a great deal of software to run the floppy disk. It
is sent to all developers as FLOP.S in the BIOS listing."

He further goes on:

"The TRAKREAD program on your START disk uses Atari's own BIOS
routines. (Atari gave me permission to reprint them, thank
heaven.) I weeded out things that were not essential for the
task at hand (such as the Vertical Blank handler) and shortened,
straightened, and commented the code for your reference.

I use Atari's calling protocol for everything because, when you
switch from this program to the real BIOS, everything will
remain consistent."

The last sentence is an indication of 'good programming technique'.
--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

3565. Re: Good places to anon-ftp atari-pd-sof

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 14:06:12 UTC
From: harold@alice.hobby.nl
Message-ID: <5713863@alice.hobby.nl>
Source record: 228096
Cross-posted to: comp.sys.atari.st,dnet.atari,sub.sys.st

In article <A0bd1l2a@wolf.hotb.sub.org> wolfgang@wolf.hotb.sub.org
(Wolfgang Blachnik) writes:
> In <1991Oct2.152727.10716@posthorn.informatik.uni-kl.de>, Thomas Neser writes:
> |> ab20.larc.nasa.gov (128.155.23.64)
> |> ahkcus.org (192.55.187.25)
> |> aix370.rrz.uni-koeln.de (134.95.80.1)
> |> alice.fmi.uni-passau.de (132.231.10.1)
> |> atari.archive.umich.edu 141.211.164.8 unknown
> etc ...
>
> Ist ja 'ne tolle Aufstellung.
> Aber was habe ich davon ???
> Ohne Telefonnummer komme ich doch da eh nicht dran, oder ist da etwas
> was ich als Neuling noch nicht weiss ???
> Es waere schoen, wenn mir jemand was dazu sagen koennte.
>
> Gruss Wolfgang

First please speak english in comp.sys.atari.st (look at crosspostings)
For the non germain speaking readers of c.s.a.s this is what it says
(roughly)

"Very nice, but what can I do with it. Without telephone numbers I can't
get to it or is their something that I don't know as new reader.
Would be nice if someone can explain this."

Well here is your explanation. FTP is a feature that can only be used if
you have a direct internet connection. The numbers behind the name are
internet adresses. Some sites also run a mail-server read the monthly
posting about comp.sys.atari.st for details or read the complete list
of all anonymous ftp sites. Unfortunatly I don't remember where you can
find it something with odin and pilot in it.

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3566. Re: "I need SIMMs for my Mac"

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 14:17:47 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct16.141747.10443@actrix.gen.nz>
Source record: 227987

In article <3105@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
> I nearly fell off my chair laughing when I read:
>
> england@milton.u.washington.edu (Gregory Miller) writes:
>

> Gee, and if you wanted to be helpful to your fellow Atari owners, you
> might even go so far as to let said chip supplier know that if they get
> any other Atari owners looking for SIMMs to upgrade their STe's, this
> is the type of SIMMs that the chip supplier should sell 'em.
>

> > ///
> > __ /// Only Amiga makes
> > \\\/// it possible.....
> > \XX/
>
> Hmm. ;)
> --
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari Corp. System Software Engine
> / | \ #include <disclaimer>

Well over here in NZ. if you mention they are for a Mac, they slap
another 50% on, far cheaper to bye 9 bit PC SIMMS.

This also ould be that they shift more PC SIMMS.

Note: The first Demo STE 4096 that we saw here, was fitted with
9 bit SIMMS..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3567. Fligth Simulator on STe

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 14:27:17 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <10651@vela.acs.oakland.edu>
Source record: 227988

I get nothing but the demo. Anyone else have trouble with this combination?
Has anyone gotten them to work? What version do you use?

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

3568. SPECTRE PARTITION SIZES

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 14:55:40 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Oct16.145540.1351@magnus.acs.ohio-state.edu>
Source record: 227989

A little while back I posted a message saying that by reducing the size of your Spectre Boot partition you could decrease your boot time by large amounts. Recently someone wrote to me saying that he had tried this and that it did not work. As it turns out, he already had a 6meg partition as his boot partition in the first place. On the other hand, I had gone from 22megs to 3megs on my boot partition. From my experience there is not much speed difference between say 3 and 8 megs (maybe even 10), so if you already have a small partition, then don't bother reducing your partition size further unless you really want to, because the speed increase will be minimal. However, if you have a huge partition like I did, then the smaller size will make a very noticible speed increase. With about 20 cdevs and inits, including some that have to grab tons of RAM (makes them load slower), such as ATM and True Type, my boot time went from 45 seconds to 15 seconds (faster than any MAC I've ever seen by the way). I'm using 28ms 50meg ICD drives, so results may vary depending on what hardware you are using.

- David Butler -
"What ever happened to free love anyway?"

-innagaddadaviddababy-

dhbutler@magnus.acs.ohio-state.edu

3569. Re: Fligth Simulator on STe

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 16:20:17 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.687630017.larserio@kolsaas.ifi.uio.no>
Source record: 227991

I run FSII on my MEGA STE (even in 16 Mhz with cache), no problem.
In 16 MHz the scrolling is much smoother too - great !!!!

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
__________/ _____________________/ _____________________/ ____/ /

3570. Re: Atari Gods

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 16:54:16 UTC
From: dave@msb.com
Message-ID: <1991Oct16.165416.14683@msb.com>
Source record: 227999

I'm not sure about your SIMMs. I always thought 100ns 1Megx8 were standard issue for STe's. Has Atari gone with some Mickey Mouse proprietary standard? My 1040ST has the JRI memory expansion, and 4 Meg of the above named SIMMs.

As for your mouse reversal problems, congratulations, you've caught the infamous mouse reversal virus. I'd suggest you get ahold of a virus checker program like VKILLER and "disinfect" all your disks.

Cheers!
--
" ... I told my doctor I got all the | dave@msb.com (Dave Lockwood)
exercise I needed being a pallbearer for | UUCP: ...!uupsi!mpoint!dave
all my friends who run and do | Sysop of Meetpoint Station BBS
exercises!" - Winston Churchill | cat flames | mail santa@north.pole

3571. WANTED: GIF --> SPC converter

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 17:39:21 UTC
From: steveg@cseic.saic.com
Message-ID: <3915450@MVB.SAIC.COM>
Source record: 228067
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm looking for a *high-quality* GIF to Spectrum converter that runs in a
BATCH mode. (Feed it a list of files to convert, and let it fly).
It wouldn't hurt if portable source was included so I could run conversions
overnight on a Un*x machine.

DMJ GIF 2.0 produces the best conversions I've seen to date, but takes up to
1/2 an hour to perform the conversion on a stock ST, or 17 minutes with
AdSpeed running @ 16MHz, but that's still too slow to wait around for.

Can anyone provide me with a batch converter with comparable output quality?
Even if it's slower, the ability to convert overnight will provide me with
better 'throughput'.

--

Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

3572. 1040STf Power Supply Needed/ Junkers Wanted

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 18:18:58 UTC
From: wscart01@ulkyvx.ct.louisville.edu
Message-ID: <1991Oct16.141858.1@ulkyvx.ct.louisville.edu>
Source record: 227997

I need help on this one. I have a 1040STf that now has a non-functional power supply. I was wondering if anyone knows of a place to buy a new one or pick up a used one?
I've called our local 'Authorized' dealership and they don't have any and don't really want to get any. So I am in trouble! Any help would be useful. (Even the number for Atari service!)

Stuart Carter | If anyone has a junker 1040STf that can
University of Louisville | be used for parts, E-mail me and we can
Physics Dept. | try to work out a deal!

3573. Re: "I need SIMMs for my Mac"

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 19:04:12 UTC
From: rkushner@sycom.mi.org
Message-ID: <rkushner.9683@sycom.mi.org>
Source record: 228069

In article <3105@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>I nearly fell off my chair laughing when I read:
>
>england@milton.u.washington.edu (Gregory Miller) writes:
>
>>Just go to someone who supports
>>the mac and tell them you want FOUR 1 meg SIMM modules (I'd get 80ns ones)
>>for your Mac (don't admit that you have an ST, they'll claim that they
>>don't know what you're talking about!) and pop them in. Or you can do what
>>I did; call Microprocessors Unlimited, and tell them the same story; i.e.
>>you need FOUR 1megX8 SIMMs 80 nanosecond speed, for your MAC.
>
>Why wouldn't you just tell them the truth? Are you so ashamed of
>owning an Atari computer? Why not just tell 'em: "I need four 1 meg by
>8 Mac-type (as opposed to PC-type) SIMMs, 80 nanoseconds or better, for
>my Atari computer"?

Seriously, some of these "Mac" places clamp up when you mention its for
something other than a Mac.. When I ordered an Hard Drive from Club Mac
they told me their drives wouldn't work on an Amiga, so I called back 10
minutes later and told them I had a Mac IIcx...I even had CompUSA tell me
the pinout of my A3000 is totally different from a Mac's 25db SCSI
connector.. Its just that they don't know, and don't want to know...

Alot of places just don't want to get into a tech support nightmare selling
something that doesn't work with a certain machine. When you sell something,
you make more money if you never have a call back on the item and have to
provide techinal support..

--
Ronald Kushner | Greyhound will take anyone dropped
P.O. Box 353 | from the welfare rolls to another
Sterling Heights, MI 48311-0353 | state with simular benifits for $69

UUCP: uunet!mailrus!sharkey!sycom!rkushner Internet: rkushner@sycom.mi.org

3574. Re: How do MOD files get played?

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 20:03:08 UTC
From: robertc@pooky.cs.mun.ca
Message-ID: <1991Oct16.200308.613@garfield.cs.mun.ca>
Source record: 228054

Are there any commercial MOD file players that support stereo by using the ST sound chip for one channel and the ST Replay (or Digisound) cartridge for the other? I have the latter and use DigiComposer to get stereo this way. The program's not bad, but contains several bugs and is lacking in a few areas (particularly when manipulating samples). I've gathered quite a collection of MOD files and would like to have a better program to play them with.

robertc.

3575. Re: problems with gs 2.3 & gulam (solved

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 20:51:04 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <0ON.1qadS5U@pfunk.hanse.de>
Source record: 228094

In <9636@cactus.org>, Richard Covert writes:
>
>Could you post the binaries and fonts to GhostScript 2.3 on
>the atari st binary newsgroup? And then post the source on
>the atari st source newsgroup? I don't have FTP privileges
>on my cactus account.
>
Oh no, not again. I think it's too much stuff to send it to the
whole wide world. Why don't you use BART, the mailserver on terminator.
Just send a mail with the word "help" in subject and body to
"atari@atari.archive.umich.edu".

Bye.......Michael

--
/-----------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-----------------------------------/

3576. Help with a printing problem.

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 21:02:10 UTC
From: rts@polari.uucp
Message-ID: <1991Oct16.210210.22245@polari.uucp>
Source record: 228055

Hello folks, I need help with something.
When I do a screen dump, or I use programs that do. My printer fires up
and starts printing away just fine, except one thing.

about 20% of the right side of the image, text or graphics, is not there.
The printer is filling up the paper, but it looks as if the image is
offset. Well, a better description is that my screen is 80 colums but the
paper image looks like its about 132, with everything above 80 missing.
There is always a boarder on the right side. It just seems like the screen
dump is not sizing the image to fit the paper. Anyone have any ideas?

My system:

1040 stf
C.itoh Prowriter Jr. printer

Thanks.
--
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/|
| rts@polari.uucp Dont think about moving here! |
| Seattle Online Public Unix Everyone else is thinking about it! |
| Seattle Washington, USA The rest already have! |

3577. Re: P.D. "Unix" type thingie? Available?

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 21:11:12 UTC
From: harold@alice.hobby.nl
Message-ID: <4076575@alice.hobby.nl>
Source record: 227769

In article <1991Oct11.231845.7540bryanw@netcom.COM> bryanw@netcom.COM (Bryan Woodworth) writes:
> I'm interested in something for my ST that is like Unix in that it has cat, vi, uue, uud etc all in one package, with the ability to run and compile "c" programmes. I have taken a look at gulam, it looks nice, but it is rather incomplete. For instance it does not have vi (something called "ue" which looks interesting) and I don't think it can run c programs.. :(:(
>

I don't think you will find a shell which have all that stuff included but if you look around in atari.archive you will find all of it somewhere.

Gulam can run any kind of program including a C-compiler just have to purchase one somewhere (a.a look for sozobon or GNU-gcc)

The programs you mentioned are standalone programs, it the same for the UNIX variants only almost any UNIX version include these programs in the utility list but that does not mean that they are part of the system.

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3578. Re: Atari Gods

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 21:46:30 UTC
From: harold@alice.hobby.nl
Message-ID: <8533873@alice.hobby.nl>
Source record: 227770

In article <18441@ccncsu.ColoState.EDU> ws523669@longs.LANCE.ColoState.EDU
(William Speiser) writes:
(Sender was: news@ccncsu.ColoState.EDU)
> After see how pathetic it was I decided to jam a few more megs in.
> I took off the cover and ripped out one of the sims, took it down to the
> local computer store
That what I call either ignorant or convident

> I thought simms were simms why are theses chips different?
Atari always finds a standard that is slightly different from what you
expect.

> Can I really upgrade my machine to 4 megs?
Yes, perhaps even more

> And now for something completely different.
> Whenever I turn my machine on with a disk in the drive, the mouse
> directions are reversed.

I think it is time for a thorough virus check look for a good virus killer
like SAGROTAN 4.17 or VKILLER. Sounds like a virus I heared off.

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3579. Re: "I need SIMMs for my Mac"

Newsgroup: comp.sys.atari.st
Date: 1991-10-16 22:03:46 UTC
From: england@milton.u.washington.edu
Message-ID: <1991Oct16.220346.6212@milton.u.washington.edu>
Source record: 228053

No I'm NOT ashamed of being an STe owner. Just disgusted with the attitude
of various companies that act like the ST doesn't even exist. So instead
of having a company REFUSE to sell me SIMMS because they won't back them
up when used in a machine they've NEVER heard of, I told them I had a mac

(Actually, in a way I do, All I use the ST for is running Spectre)

So if that makes you laugh yourself out of you chair, so be it. I guess it
doesn't take much to amuse you, eh?

--
I will not be pushed, filed, stamped, indexed, ///
briefed, debriefed, or numbered. __ /// Only Amiga makes
\\\/// it possible.....
My life is my own. \XX/
---

england@u.washington.edu

--

3580. WAACE Show REPORT

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 00:37:17 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Oct16.203717.12450@umiami.ir.miami.edu>
Source record: 228060

Well, I went to the WAACE show over the weekend and must say I was impressed. This being my first Atari Specific Show, I was quite relieved to see a large amount of people there. Word has it that the show housed total around 2200. Atari was NOT there except for the presence of Bob Brodie and 2 TOS programers. Bob held a question/answer period where he apologized for Atari's lack of support for the show. He went on to explain that COMDEX is this weekend and Atari just couldn't handle both shows. And COMDEX does have a slight lead over WAACE.
Anyway, who was there? The NEW Michtron who were showing off two new games, Big BUisness and Prime Time 2. Both are played in the same style of Prime Time and are quite anjoyable. Look for Prime Time 2 in about a month, Big Buisness is out now.
Omnimon Perhemprials Inc. was there too showing off their new graphics board. VERY impressive. The next version of Prisim paint will support it and is due early next year. They also had OMNIMONS to sell, I already own and recommend it HIGHLY, and DEKAS.
Phil Counea Software was there with his GRAMSLAMMER and the new version Gramslam Expert. BOth are excellent products. Gribnif was there with new versions of much software including Steno and Stalker. Current Notes was there as well as Atari Explorer, ZNET, ST Reports, and ST Informer.
Codehead was showing off the new VECTOR drawing and manipulating program AVANTVECTOR. It was REALLY impressive and beats Anything I've seen on a Mac or IBM. They also had updates for current software.
Gadgets by Small and FAST Technologies both had their 030 boards there. BOth were equally impresive but way out of my league. BTW, FAST Technologies donated a Turbo20 accelerator to the Dorr Prizes which I won. Thanks guys.

There wer more dealers and developers, but those are th highlights. Look for TOS 2.6 for the ST sometime soon says Bob Brodie!

Mark Santora

3581. TeX joy, LaTeX woes.

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 00:41:35 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <4892@tamsun.TAMU.EDU>
Source record: 228051

Well, thanks to many suggestions, the most helpful were from Terry Reeves and Jeffrey Jackson.

Boy, this "So, It's Your First Time to Install TeX on Your ST" is going to have lots of advice in it.

I finally got TeX to work, but I can't see or output TeX .dvi files. I am now working on getting the "dvieps" programs to work with my Panasonic 24 pin Epson compatible.

This is the strange thing. After successfully building the "plain.fmt" file, I took to building the "lplain.fmt" file for LaTeX. It builds fine till it starts to build the fonts. After building many of the fonts, LaTeX looses one, and says it doesn't exist, and TeX exits with an error code. I write down the missing font name and then check to see if the font exists. Sure enough the font is missing, and in fact THE "d:\tex\fonts" DIRECTORY NOW ONLY HAS *THREE* FONTS IN IT! Since I can't believe it, I do "ls d:\tex\fonts" in gulam again, and now the directory is empty! Woah! I rebooted the computer and the fonts were back again. OK--- I know, the old folder limit, FOLDR300.PRG was to small, I should be happy now filesystem damage was done. I up it to FOLDR750.PRG and start over. BINGO, I get more fonts in, but then TEX stops building LaTeX will another font.

Where do I go from here? I have 2.5Mg of RAM and 8Mg free on the hard disk. You LaTeX people, have you built the LaTeX.fmt files?

Thanks
tamuts.tamu.edu!n160ao

3582. Re: Gloom and doom in the UK?

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 01:02:40 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct17.010240.20942@actrix.gen.nz>
Source record: 228052

```
In article <fido_2_281/202.12_28f99700@linn.fidonet.org>
Jan.Willekens@p12.f202.n281.z2.linn.gna.tfd.com (Jan Willekens) writes:
> In a message of <05 Oct 91 06:51:41>, boyd@bind.cs.fsu.edu (Mickey Boy
> (2:320/100.1) writes:
>
> >> Would you rather have Atari UK? You may have a raw deal but you 'aint
> >> hit rock bottom yet!
> b(>
> b(> Strange, I got a very positive impression from a stack of UK ST
> b(> magazines (july aug sept issues). Some Atari Inc. gripes, but
> b(> overall lots of new products and interest.
>
> Well, Atari USA is a lot better (service and stuff) than Atari UK. Only i
> guess the magazines are better in the UK and the OTHER countries of Europe.
>
> Greetings... - Jan -
>
> --- STabloid's Chief Editor... Prerelease out NOW!
> Jan.Willekens@p12.f202.n281.z2.fidonet.org
> or Jan.Willekens@p12.f202.n281.z2.linn.gna.tfd.com

What has happen to ST-User, no sign of it here for some months,
and this is for air-mail ordered copies..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***
```

3583. Re: New products

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 01:08:47 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.91Oct17020847@nic.funet.fi>
Source record: 228061

In article <fido_2_281/202.12_28f99484@linn.fidonet.org>
Jan.Willekens@p12.f202.n281.z2.fidonet.org (Jan Willekens) writes:

k> Atari multi-tasking TOS release on March '92 (is it in a form of ROM
k> upgrade?)

Only for TT...

k> Atari Falcon (68040-based system? What about Panther, Jaguar?

I have heard something about the TT040 proto. The rumor says it can do
more MIPS and MFLOPS than IBM RS/6000 and NeXT Station...

What exactly are Panther and Jaguar???

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator in nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

3584. DC Data Diet -- Ordering!

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 04:07:04 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <Ha2X01w164w@ersys.edmonton.ab.ca>
Source record: 228059

Hi. Does anyone know the telephone number (toll-free) for ordering programs from Double Click Software? I'd like to buy DC Data Diet, and I don't think it is available in the stores around here.

Anyone have any idea?

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

3585. Uploading to BART.

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 04:08:49 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <eD2X02w164w@ersys.edmonton.ab.ca>
Source record: 228058

Hello, again. I have written a terminal program that I would like to upload to the archive-server at atari.archive. Could anyone tell me how I would go about contacting Jeff Weiner, or the appropriate person in charge of things. Any information would be welcome.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

3586. Un-scruncher!

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 04:48:06 UTC
From: wilsont@prism.CS.ORST.EDU
Message-ID: <1991Oct17.044806.8948@usenet>
Source record: 228057

Does ANYONE have an Unscruncher for the ST?
I have a file i can't convert. and it's really getting on my nerves that i can't find it through out the various FTP sites i know of.
this scrunch is like MSA but is SCRUNCH-ed. unscrunched of course would mean that the file i have would uncompact to a full disk.
does anyone out there have an unscruncher and could either tell me the FTP site where i could get it, or UUencode and mail it to me?

thank you!

maybe even in IBM format? (what else is PCditto for eh?)

Thanks!
Timothy Wilson
internet: wilsont@prism.cs.orst.edu

3587. Bj10e codes

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 05:02:57 UTC
From: marshall@cs.uq.oz.au
Message-ID: <4510@uqcspe.cs.uq.oz.au>
Source record: 228056

Someone asked for for the bj10e command codes. please email me again, as I have lost your address.

```
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
\_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)
--
```


```
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
\_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)
```

3588. auto folder woes

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 08:13:45 UTC
From: chris@wg.estec.nl
Message-ID: <1991Oct17.081345.24836@wg.estec.nl>
Source record: 228080

I've got an atari 1040ST. I've managed to put something in my auto folder on the hard disk which hangs the machine. Is it possible to abort the auto folder or boot with the hard disk off and still be able to access it once it's switched on again?

Any help would be appreciated.
Regards

Chris

Chris Rouch chris@wg.estec.nl
Serco Space Ltd. Tel: +31 1719 84672
ESTEC, The Netherlands. Fax: +31 1719 84192

Underfunded OAPs turn to a life of crime in the great cucumber roberies of 1989

3589. Re: Help with a printing problem.

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 08:26:03 UTC
From: doucetdb@vax1.mankato.msus.edu
Message-ID: <1991Oct17.022604.919@vax1.mankato.msus.edu>
Source record: 228076

In article <1991Oct16.210210.22245@polari.uucp>, rts@polari.uucp (Randy Seacat) writes:
>
>
> about 20% of the right side of the image, text or graphics, is not there.
> The printer is filling up the paper, but it looks as if the image is
> offset. Well, a better description is that my screen is 80 colums but the
> paper image looks like its about 132, with everything above 80 missing.
> There is always a boarder on the right side. It just seems like the screen
> dump is not sizing the image to fit the paper. Anyone have any ideas?

Solution: Select "Control Panel" under Desk. Then, select "Install Printer".
Then, change the pixels/line from 1280 to 960. That should do it.

David Doucette
doucetdb@vax1.mankato.msus.edu

3590. Re: gnuucp

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 09:25:24 UTC
From: jan@janhh.hanse.de
Message-ID: <2473.10.91@janhh.hanse.de>
Source record: 228093

From article <AjZWvcfFTv.@pfunk.hanse.de>, by blackbox@pfunk.hanse.de (Michael Kistenmacher):
> In <1991Oct13.112152.19832@frmug.fr.mugnet.org>, Mathias Herberts writes:
>>Hi , I am presently looking for a compiled version of gnuucp on ATARI

> I'm looking for that stuff too.

Please keep in mind that gnuucp ist not oficially released yet. The
sources foating around are early beta-test and have many problems even
if you get them to compile!

- Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

3591. Re: Fligth Simulator on STe

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 09:52:03 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1991Oct17.095203.28527@donau.et.tudelft.nl>
Source record: 228065

In <CMM.0.90.2.687630017.larserio@kolsaas.ifi.uio.no> larserio@IFI.UIO.NO (LarsErikOsterud) writes:

>I run FSII on my MEGA STE (even in 16 Mhz with cache), no problem.
>In 16 MHz the scrolling is much smoother too - great !!!!

I think i have an explanation of the various success/failure stories:

When I bought FSII, I had a STe with a Megafile 30, and I noticed that although it was stated in the manual that you could run it from harddisk, this dit not work for me. Therefore, I only ran it from floppy with the harddisk switched off.

After that, I bought a Mega STe. And I discovered that I could not run FSII at all, so I took
out a disassembler and tried to find the cause. It appears that there is a loader program, FS2.PRG, that loads and relocates the code from either the color or monochrome version of FSII. However, *IT LOADS THE PROGRAM TO A FIXED ADDRESS*, $28000. This may, or may not be an address that is already used by other programs, but if you have a harddisk with some ACC's, a disk cache, or The FOLDRxxx.PRG program it is very likely that the ram at that address *is* in use. To prove this to myself, I have de-installed the auto-boot disk-driver, and started FSII directly from floppy.
It worked!

I've tried changing the loader/relocator program to use an other address, but for some reason this worked only on rare occasions, and I've not been able to find a pattern in them.

I've also written to SubLOGIC, but their reply was in essence "thank you for the letter, we've forwarded it to the technical department, and since you have registrated your program, we'll keep you informed about upgrades of the program." Not very helpful.

To prevent any questions in this area: I am *NOT* prepared to send you sources of my modified version of the loader/relocator. This is to prevent any copyright problems. However, you can repeat my work very easily with a good disassembler and assembler.

=-=-=-

3592. Re: UK ST stuff

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 10:17:32 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1991Oct17.101732.7515@syma.sussex.ac.uk>
Source record: 228077

From article <fido_2_281/202.12_28f9968f@linn.fidonet.org>, by
Jan.Willekens@p12.f202.n281.z2.fidonet.org (Jan Willekens):
>
> Yep, England is almost completely games oriented (about 90% color monitors are
> sold with STs) and Germany is the other way round. (about 90% monochrome
> monitors sold)
>
> Greetings... - Jan -

A slight correction to the above: most STs in the UK are probably sold
with NO monitor - games freaks plug the ST in to their TV set via the
modulator port.

Atari UK are now trying to move a bit away from their games orientation,
but it's not yet clear if they're having any success or if they have the
resources to do it properly.

Graham
--
Graham Thomas, SPRU, Mantell Building, Univ. of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: +44 273 685865

3593. SIMM at Atari STe (Was:Re: Atari Gods)

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 10:18:57 UTC
From: d91jn@efd.lth.se
Message-ID: <1991Oct17.101857.24021@lth.se>
Source record: 228110

In article <1991Oct16.165416.14683@msb.com> dave@msb.com (Dave Lockwood) writes:
>I'm not sure about your SIMMs. I always thought 100ns 1Megx8 were standard
>issue for STe's. Has Atari gone with some Mickey Mouse proprietary standard?
>My 1040ST has the JRI memory expansion, and 4 Meg of the above named SIMMs.
>
The STe needs 8 bits. If you use PC (9-bits)-SiMM, one bit is simply not used.
All SIMM's are created equal (pin-layout that is :-), and anything from 120ns
and downwards will work (8 MHz or Mega STe (false) 16MHz). It is even possible
to mix 8 and 9 bits SIMM.
8-bits are also used in Macintosh (even though any Mac can use 9-bits).
9-bits are used in IBM-clones. The nineth bit is a parity-bit, used to
detect memory faults. Of course the price slightly higher for 9-bits, as
there is one more chip on them.

>As for your mouse reversal problems, congratulations, you've caught the
>infamous mouse reversal virus. I'd suggest you get ahold of a virus checker
>program like VKILLER and "disinfect" all your disks.
>
Yeah, nasty one, you can't make the disc immune to this, as it doesn't bother
to check if it is already present. May corrupt FAT if you make a reset at the
wrong moment.
[I killed a .signature here]

Greetings

- Jerker Nilsson, email d91jn@efd.lth.se -
---- My opinion may change, but not the fact that I am right! ----
Insert own toughts here. The above is mine, and only mine!

3594. welcome to comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 11:32:53 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Oct17.113253.1@simvax.labmed.umn.edu>
Source record: 228078

```
Last update: 17 September 1991
Author: David Paschall-Zimbel (davidli@simvax.labmed.umn.edu)
Comments and suggestions welcome.

Note: There is nothing new in this issue. I am still revamping this
publication, and hope to produce the 'new version' by November of this year. If
you have a 'frequently asked question' you'd like to see included (answers
would be helpful too :)), send me e-mail. Comments and suggestions on what
bits might be left out (or added, or changed) are also welcome.

DIRECTORY (new articles and articles with changes are marked with an '*'):
You may search for the capitalized keywords to find the related article.

WEL Welcome to comp.sys.atari.st
CSAST What sort of articles would interest people reading comp.sys.atari.st?
PD Where can I get Public Domain/Shareware software?
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
ERR What does TOS ERROR nn mean? What do the bombs on my screen mean?
PAINT What is the format for [x] paint program data?
GDOS What is GDOS, and where can I get it?
HAM Where can I find Ham Radio software for the ST?
CLI What Command Line Interpreters are available?
TEX Is TeX/LaTeX available on the Atari ST?
LANG Public Domain/Shareware languages...
GNUC Is GNU C available on the Atari ST?
FREE What is Free-Net and how can I get access?
MINIX Is MINIX available on the Atari ST?
DEV How do I become a developer for the Atari ST?
ZNET Where can I get copies of ZNET?
PALS ST Pen Pals list
MAGS What ST-oriented magazines are available for the Atari ST?
BOOKS What books are available for the Atari ST?
TIPS TIPS AND HINTS from other users

WEL
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.
```

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

CSAST
What sort of articles would interest people reading comp.sys.atari.st?
==========

The most interesting articles are technical articles, impressions of software/hardware, information on Atari user-groups and shows, or helpful hints on how to make better use of the machine and its software.

The least interesting articles are in the form of 'my computer is better than...', especially when cross-posted outside of comp.sys.atari.st. If you don't know how to eliminate other newsgroups from a reply to an article which is cross-posted, ask your systems administrator.

'FOR-SALE' articles should be posted to misc.forsale, and ONLY local distribution of comp.sys.atari.st. Those outside the United States have little desire to read about that neat bit of [hard/soft]ware you're selling when you live in the U.S.A. If you don't know how to restrict distribution of a posting, ask your systems administrator.

Many articles are in the form of "How do I...?" or "Where do I...?" In this article, I will try to answer some of the most-often asked questions.

PD
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.) into their original form.

For Mail Service:

archive-server@twitterpater.Eng.Sun.COM:

Twitterpater holds all of the comp.sources.atari.st / comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so. You may obtain uuencoded files as e-mail. You can obtain a help file by mailing a message to archive-server@twitterpater.eng.sun.com, with the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains a multitude of Atari ST PD and shareware programs. If you don't have access via FTP you can obtain many of the files via e-mail. You should first obtain a help file by mailing a message to atari@atari.archive.umich.edu, with the main body of the message being the word 'help.'. If you are from a uucp site, please enclose this statement also 'path host1!host2!....', where host1!host2!... is your path. Please read the help file completely before you ask questions, and then send any you may have to jon@atari.archive.umich.edu. Jeff Weiner will only forward them to Jon, so please save him the time. Any questions about the archive or specific files go to weiner@atari.archive.umich.edu

For anonymous FTP: atari.archive.umich.edu [141.211.164.8]

User anonymous
<enter e-mail address in response to Password prompt>
cd /atari

For anonymous FTP in the UK: uk.ac.lancs.pdsoft

User pdsoft
Password pdsoft

This is a national public domain archive, available to sites in the UK only via JANET. Mail access is available from within the UK - send mail to archive-server@lancs.pdsoft for information.

For anonymous FTP in Europe: ftp.Informatik.Uni-dortmund.DE
[129.217.64.63]

Some selected Atari ST software is in the directory pub/comp/atari-st.

The mail server has also moved. Send an e-mail message to

info-server@ftp.Informatik.Uni-dortmund.DE

For anonymous FTP in Europe: cs.uni-sb.de [134.96.7.254]

Contains the most interesting tools of the german PD-scene, most of the GNU programs ported to the ST (including ports of emacs and bash and an extended version of bammis library for gcc) and also ports of software posted to comp.sources.unix, alt.sources and comp.sources.misc.

For anonymous FTP in Europe: archive.cs.ruu.nl
[131.211.80.5]

How to get ATARI-ST/index from the archive at
Dept. of Computer Science, Utrecht University:

NOTE: In the following I have assumed your mail address is john@highbrow.edu.

Of course you must substitute your own address for this. This should be a valid internet or uucp address. For bitnet users name@host.BITNET usually works.

by FTP: (please restrict access to weekends or evening/night (i.e. between
about 20.00 and 0900 UTC).

ftp archive.cs.ruu.nl [131.211.80.5]
user name: anonymous or ftp
password: your own email address (e.g. john@highbrow.edu)
cd /pub
don't forget to set binary mode if the file is a tar/arc/zoo archive,
compressed or in any other way contains binary data.
get ATARI-ST/index

by mail-server:

send the following message to
mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

BITNET users:

LISTSERV@UOGUELPH.BITNET

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

ARCS
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are
binary files which may contain one or more other files in a compressed format.
Archive files usually take up less disk space, and for this reason have
become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive
program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

These programs are all available via FTP from the atari.archive server, in the
/atari/archivers directory. Recommended files are:

arc.ttp - needed to extract the other archivers, once.
arc_602.arc - latest version of ARC, with the most fancy features
and quite a lot of documentation
lharc.arc
zoo_bin.arc

Julian Coleman recently (December 1990) uploaded an archive starter pack to the atari.archive server. His announcement reads:

" I have just uploaded an archive starter pack to Atari.Archive. It contains the following :

arc / lharc / uud / uue / zoo
U. Michigan monthly posting (05 Dec 90)

The file is 'starter.tos' and is in the form of a self-extracting lzh archive, so only needs to be downloaded (in binary mode !) and run. The archive contains sudirectories and needs about 350k when extracted."

This is probably the easiest way to get hold of the various archiving programs if you have access via FTP and can transfer the binary file to your Atari ST. The program is located in the main directory (ie. /atari/starter.tos)

There are also several GEM programs which act as 'shells' for the archive programs. The most popular are Shareware offerings, also available on atari.archive server. They are:

arcgsh35.zoo - written by Rainer Klute. e-mail will reach him
at klute@irb.informatik.uni-dortmund.de or
klute@unido.uucp, or klute@unido.bitnet

arcshl26.arc - written by Charles Johnson

Both are located in /atari/archivers

The GEM shells are recommended for inexperienced users (and appear to be quite handy for the experienced user as well!) They require a copy of the archive program -- in other words you need BOTH the GEM shell *AND* the archive program in order to use the GEM shell.

Documentation on the use of the archive programs should accompany the archive files mentioned above. To use ARC.TTP in order to extract these files, use the command line:

xh xxxx.ARC *.*

where 'xxxx' is replaced by 'arc_602', 'zoo_bin', etc. For example

xh arc_602.arc *.*

will place all files within the arc_602.arc into the current directory. It assumes you've clicked on the ARC.TTP program from the Desktop and have the parameter dialogue box on your screen.

In many cases, simply typing a '?' or 'h' will provide an extensive list of available options.

Source and binary code for archive programs have also been posted to comp.sources.atari.st and comp.binaries.atari.st. They are available via e-mail through the panarthea archive server. See Steven Grimm's posting for more information on how to obtain files from panarthea.

ERR
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4
Access denied.....-36.....5

```
Invalid handle.................-37.............6
Insufficient memory............-39.............8
Invalid memory block address...-40.............9
Invalid drive specified.........-46............15

No more files..................-49............18
Range error....................-64............33
Internal error.................-65............34
Invalid program load format....-66............35
```

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

```
Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

PAINT
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is on the atari.archive server under /atari/graphics/picfmts.doc.

GDOS
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of
STart, volume 1 number 1 said...)

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and
more)" by Douglas N. Wheeler from the atari.archive server. The file is
/atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server.
The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files
or font files (at least those supplied by Atari). You can get these files
with many commercial programs, such as Degas Elite, WordFlair, etc. You might
also want to check your local user group to see if they received a copy of the
WordFlair demo program (also available on GEnie). The demo program appears to
have the GDOS system and font files.

HAM
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)
Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX
Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

CLI
What Command Line Interpreters are available?
==========

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor
BASH GNU Bourne Again Shell - available under MINT
ksh Korn Shell - available under MINT
gemini MUPFEL is the shell used by the gemini environment
okami a German shell with many useful utilities built in
pcommand an MS-DOS-like shell

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

TEX
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.1) has recently been made available on the
atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the
minimum files needed to get a working TeX/LaTeX system up and running on the
Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

For a step-by-step article on setting up Tex and LaTeX, send an e-mail request
to davidli@simvax.labmed.umn.edu. Be sure to mention 'tex.setup'.

LANG
Public Domain/Shareware languages...
==========

Check the atari.archive server under /atari/languages. Currently included:

abc
apl Demo and 'J' j_29.arc,apl68000.arc
forth Don't know which, I prefer BRADLEY FORTH
FORTRAN77 BC-FORTRAN version 'C' bcf.lzh
icon ICON icon2.arc,icon_bin.arc
modula-2 From Germany modula2.zoo
Sozobon C Most excellant
Elan
xlisp
xprolog
xscheme

GNUC
Is GNU C available on the Atari ST?
==========

You can also get the GNU C program, which runs on 1 megabyte Atari ST systems. For more than minor programming, you may need to upgrade to 2 or more megabytes, as the GNU programs generally assume you've got plenty memory.

GNU C for TOS is available via anonymous FTP on atari.archive. It is also available via anonymous FTP on cs.uni-sb.de [134.96.7.254] and most of the other European FTP sites.

FREE
What is Free-Net and how can I get access?
==========

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran

by newly acquired SIG Operator, Peter Haller, a professional programmer
who is running developer sections on hardware and software development,
programming, MIDI applications development, Graphics Design,
plus many other sections that can definitely become a programmer and
developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured
Product Info and Support Board and a new Special Applications Board.
The Support Board includes a vast library of support lists. These lists
range anywhere from phone numbers of Atari dealers and producers, to
software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software.
To sum it all up this area covers what's out there, who makes it, and how
to get it for all Atari products. The Special Applications Board is
just starting out. Currently there is an area for users of MIDI on the
ST. MIDI users are encouraged to use this as a means to discuss MIDI
related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it
via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu"
or by calling (216) 368-3888 300/1200/2400 bps. Once on the system,
a user can apply for an account application and logon as a visitor.
Once here, simply type "Go Atari" to get to the Atari SIG. A visitor
can go anywhere on the Freenet and can read anything. They can't
post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to
myself via the e-mail addresses above or by writing the SIG at its US
mail address:
The Atari SIG
P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

MINIX
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386,
and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and
later in 1991, Sun SPARC. It is available with all the source code for
the entire operating system, the libraries, and nearly 200 UNIX-like
utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free
via anonymous FTP for people on the Internet. A Macintosh version will be
online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to
ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME
file describes the contents of the directory and how to use it. Be sure to
fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-
Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T
ask me to send it by email. I have quite enough work already thank you.
The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line,
MINIX itself is copyrighted software and is not available on line. The
demo disks are also copyrighted, but permission is hereby granted to
upload and use them for evaluation purposes. The READ_ME file tells how
MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN
TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.

If you want to follow the MINIX discussion, read the comp.os.minix
newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

DEV
How do I become a developer for the Atari ST?
==========

Contact Gail Johnson, Atari Rep Person, (408)745-2568

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Gail can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost

of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill in an application form and a non-disclosure agreement. Contact Gail for more information.

ZNET
Where can I get copies of ZNET?
==========

ZNET on-line magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

ZNET and some information from the Current Notes user magazine are also available from the atari.archive server under /atari/magazines.

PALS
ST Pen Pals list
==========

Simon Chappell is compiling a list of people interested in exchanging paper-based mail "of interested parties who could then keep in touch and prevent themselves losing touch with the ST community at large (this would be especially easy if someone who still had net access could summarise current topics or forward news and advice!)"

He is accepting entries in this format:

eg Simon Chappell.
s61304@uk.ac.psw.pa (NOTE: NO LONGER VALID ADDRESS...)
51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ. UK.
C, operating systems (UNIX, VMS) & relational databases.

Contact Simon at his paper mail address if you are interested.

MAGS
What magazines are available for the Atari ST?
==========

The information here is preliminary. If you've got updates, mini-reviews, or more information on other magazines, please send them to me via e-mail. As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free [$6.00/50 magazine shipping charge] from participating computer dealers, bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class (there is currently a $15.00 introductory subscription available for a limited time).

Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year) Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine (Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

Subscription costs: UK - 15 pounds; Europe - 18 pounds (Air Mail); worldwide - 28 pounds (Air Mail)

Address: ST Club, 49 Stoney Street, Nottingham, NG1 1LX ENGLAND

ST World:
---

formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90. Now, allegedly, about to be revived as a monthly (under the stewardship of Jean Gollner, mother of ex-editor Hugh) in the wake of Atari UK's new push into the 'serious' market.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people.
Lively, but of uneven quality. Big leisure section, but other areas
covered too. Includes cover disk - mix of games demos and (usually out
of date) PD utilities. Probably the biggest-selling UK ST mag. Has had
several public rows with Atari UK.

Atari ST User:
---

like ST Format. Generally (amongst online users) thought
to be not quite as good.

ST Action:
---

games, games and more games. And games.

There are ST sections in New Computer Express (weekly), Computer Shopper
(monthly) and some general-purpose games mags whose names I forget.

There are also, I think, some MIDI mags with strong ST content. I don't
have their names.

German Mags:

Atari PD Journal:

Reviewed in the May '91 issue of Current Notes [from which I'm cribbing this
information, DP-Z]. Hardware and Software reviews, some commercial software
reviewed. Typical issue runs around 90 pages. Special "Katalog" section.

Subscription: DM 70 (normal mail), DM 100 (air mail). Prices may be for
domestic distribution -- write first!

Address: Heim Verlag, PD Abonnement, Heidleberger Landstrasse 194, 6100
Darmstadt 13 GERMANY

ST-Magazin (formerly 68000er):

(monthly) Typical issue: around 150 pages. Includes DTP-magazine CICERO.

Subscription: DM 77 (domestic distribution); foreign - write for information

Address: ST-Magazin, Markt & Technik Verlag AG, Hans-Pinsel-Strasse 2,
D-8013 Haar bei Muenchen GERMANY

ST Computer:
---

11 issues/year, typical around 180 pages

Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)

Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

BOOKS
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa
(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is
based on the 31 articles that Clayton Walnum wrote for Analog. It was written
on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in
the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very
large and takes quite a while to make a hard copy if you desire to do so.
The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar
(.img files to go along with the text)."

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar

ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
*************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]
```

TIPS
TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to drive B. Handy when a program 'hard-codes' the data drive, and you wish to use your hard drive instead. (It is available on the atari.archive server.)

==========

I would appreciate feedback, comments, suggestions for more TIPS AND HINTS, etc. E-mail can reach me at the following:

davidli@simvax.labmed.umn.edu Internet
davidli@simvax BITnet

-- David Paschall-Zimbel
--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

3595. Re: How do MOD files get played?

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 11:35:10 UTC
From: hs0tc@gdt.bath.ac.uk
Message-ID: <1991Oct17.113510.11764@gdt.bath.ac.uk>
Source record: 228074

In article <1991Oct16.055714.25839@usenet.ins.cwru.edu> at731@cleveland.Freenet.Edu (Troy L. Nothnagel) writes:
>
>In a previous article, gpinzone@GEORGE.POLY.EDU (Gerard Pinzone) says:
>
>>Finally, has anyone tried playing a MOD file with a Tweety Board installed?
>>I heard sampled sounds/music was awful and I'd like to know if there is
>>any true seperation with this board.
>
>The Tweety Board sounds HORRIBLE with most types of samples.
>The left and right audio outs on the STe also sound horrible with some
>programs, but with others (especially those designed for it [surprise,
>surprise]) it sounds superb.
>
>>Any news on any stereo upgrades for the ST? Any home brew ones? :-)
>
>There is a stereo card out called the "Master Stereo Cartridge" I
>believe that is supported by MPH's TCB Tracker program.
>--

For anyone who wants more info on the MSC (actually Monster Stereo Cartridge), I know the guy who runs MPH and would be happy to pass on queries etc.

E-mail me and I'll do my best!

Tim Cooke
hs0tc@uk.ac.bath.gdt

3596. Re: ftp site for demos?

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 12:15:26 UTC
From: fvlarsen@solan.unit.no
Message-ID: <1991Oct17.121526.11427@ugle.unit.no>
Source record: 228062

In article <1991Oct15.150733.900@vax1.mankato.msus.edu>, doucetdb@vax1.mankato.msus.edu writes:
|> I am new to this board. I just read the posts concerning the demos for the
|> ST. Is there an FTP site where one could get ahold of these? Gotta show
|> off the ST now, right? ;)
|>
|> Thanks...
|> Dave a.k.a. Pi-god
|> doucetdb@vax1.mankato.msus.edu

How about the atari/demos directory of atari.archive.umich.edu?

/--\
FINN VIDAR LARSEN	Snailmail:
Division of Computer Systems and Telematics	Arne Bergsgaardsvei 18/23
The Norwegian Institute of Technology	7033 Trondheim
The University of Trondheim, Norway	Norway
email: fvlarsen@solan.unit.no, fvlarsen@lise.unit.no, fvlarsen@siri.unit.no
"Great Wakering (participial vb.):
Panic which sets in when you badly need to go to the lavatory and
cannot make up your mind about what book or magazine to take with you."
\--

3597. Looking for a Spectre GCR cart

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 12:20:09 UTC
From: data3d@aahs.no
Message-ID: <"1109*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 228063

I'm looking to upgrade my ST with a Spectre GCR, preferably v3.0 or later.
I'll need the roms. Does anybody have an offer? BTW, does Spectre support
HD drives and TT resolutions, and if not, when will it?

Karl Anders Oygard - Karl A Oygard <data3d@aahs.no>

3598. Atari WP for sale

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 12:44:18 UTC
From: dan@midi.enet.dec.com
Message-ID: <4427@shodha.enet.dec.com>
Source record: 228068

Posted for a friend:

For Sale:

Atari Word Perfect $50
Complete.
You pay postage.

Mindscape's Balance of Power
$5 plus postage

Tidbit Software Engineering's GOOD Backup Utility
Unused and unregistered copy. Comes with blank
registration card (and the developer said whoever
buys my copy can send it in)
$20 plus shipping

Reply to Chad@nutela.enet.dec.com
The goods are in massachusetts at my folks' house
though I am in Germany now.

Thanks
Chad

3599. Re: Twister (was Re: Crikey)

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 12:47:19 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <687703638.10997@minster.york.ac.uk>
Source record: 228084

In article <9110161209.AA14433@caticsuf.cati.CSUFresno.EDU>
jpickar@caticsuf.cati.csufresno.edu writes:
>In article <1991Oct15.124701.1@simvax.labmed.umn.edu>,
> davidli@simvax.labmed.umn.edu pens nobly:
>>In article <9110151010.AA19664@caticsuf.cati.CSUFresno.EDU>, i write:
>>>However: I'd like to challenge you, using only versions of TOS 1986 or earlier,
>>>to write a Twister formatter WITHOUT resorting to using the DMA hardware
>>>directly. (Bit of a challenge, no?)
>
>>Although David Small had to address the floppy drive routines (through
>>intercepts of valid TOS calls, mind you) in order to FORMAT in Twister mode,
>>no such routines are necessary to READ a Twister-formatted disk. The fact that
>>one could read a Twister-formatted disk on a stock 520/1040ST disk drive
>>implies 'good programming technique' on the part of Mr. SMall.
>
>Address the floppy drive routines?!!!!!!
>
>Oh really now. Last i checked the only way to send a format track command
>to the FDC was through the DMA system or through flopfmt(), and flopfmt()
>definitely does NOT support track skewing.

Well, look again. TOS 1.2 was the first to support sector skewing (you set
the interleave to -1 and make the "filler" longword point to a table of
sector numbers). It is true that TOS 1.0 didn't support it, but all the TOS
releases since _do_ support it.

>and isn't the DMA system
>something undocumented anyway? (I'm not about to shell out $350 for half
>of what i can get in _ST Internals_ for under $20, especially just for a
>fact to prove a point, when there's probably hundreds of registered
>developers on the net who'd be willing to answer, no?)

No, the DMA system _is_ documented. (It's there in my documentation).

First you say that the DMA system is undocumented, then you say that you
don't know what the documents say... Hmm.

>
>Also, it wasn't "good" programming technique, even by your definition...
>doesn't this take advantage of a certain bug/feature in the hardware?
>Namely, that the sector directly after the index pulse does not have to
>be numbered 1?

There is nothing in the spec. sheet of the WD1772 that says that the sector
after the index pulse must be sector one.

[a lot of stuff deleted]

>
>Blame Casio for their inept implementation of MIDI, not me. (by the way,
>i have no knowledge whatsoever of how complete, or how lacking, Casio's
>MIDI implementation is.)

How can you apportion blame if you admit to knowing nothing about it?

>]\/[arx]\/[arvelous of TPPI
>(jpickar@caticsuf.cati.csufresno.edu)

Mathew

mjl-b@minster.york.ac.uk

3600. Re: HPLJ IIIP

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 12:49:18 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <1662@know.pws.ma30.bull.com>
Source record: 228066

For the individual who was asking about the HPLJ IIIP, if you use downloaded fonts or have a postscript board in the HPLJ then you will get good performance from the ST/HPLJ or TT/HPLJ combo. However, if you use bitmapped fonts or have bitmapped graphics (such as digitized pics) the HPLJ without postscript will be VERY, VERY slow (it will be slow connected to any computer that wants to send bitmapped info down the parallel or serial ports). Want speed and quality. Use an Atari SLM605 laser. It will outperform the HPLJ IIIP for speed and you'll need a magnifying glass to see the difference in output quality compared to an HPLJ. I know; I use an Atari SLM605 at home with my Mega and an HPLJ printer with my TT at work. By far, I prefer the set host cc4
csullogg
qwerty3
the SLM605's performance. Oops, ignore the stray info in this message; by accident I hit the wrong key and STalker 2 inserted spurious text from the function key defs.

If you need more info, please contact me directly.

3601. Re: 1040STf Power Supply Needed/ Junkers Wanted

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 13:22:53 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct17.132253.21175@actrix.gen.nz>
Source record: 228064

In article <1991Oct16.141858.1@ulkyvx.ct.louisville.edu> wscart01@ulkyvx.ct.louisville.edu writes:
>
> I need help on this one. I have a 1040STf that now has a non-functional
> power supply. I was wondering if anyone knows of a place to buy a new one
> or pick up a used one?
> I've called our local 'Authorized' dealership and they don't have any and
> don't really want to get any. So I am in trouble! Any help would be
> useful. (Even the number for Atari service!)
>
> ---
> Stuart Carter | If anyone has a junker 1040STf that can
> University of Louisville | be used for parts, E-mail me and we can
> Physics Dept. | try to work out a deal!

Why not just repair it, they are very simple Switch Mode PSU's.

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3602. Re: ICD interfaces

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 13:26:09 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct17.132609.21270@actrix.gen.nz>
Source record: 228070

In article <1991Oct16.192659.1755@darwin.ntu.edu.au> anstey_tf@darwin.ntu.edu.au writes:
> This is a re-re-post
>
> I am looking for the postal/mail address of ICD Stateside
>
> Is this an impossible question?
>
> surely some American ST'er has purchased from this company?

This is from there latest Disk..

If you have any questions:

ICD, Inc.
1220 Rock Street
Rockford, IL 61101-1437

Voice: (815) 968-2228
BBS: (815) 968-2229
FAX: (815) 968-6888
Orders: (800) 373-7700 NO TECH SUPPORT on this number!!!

Well I hope this Helps..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3603. Re: Help with a printing problem.

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 13:40:45 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <687706843.11963@minster.york.ac.uk>
Source record: 228083

In article <1991Oct16.210210.22245@polari.uucp>
SoftEng!yorkohm!uknet!ukc!mcsun!uunet!ogicse!milton!sumax!polari!rts rts@polari.uucp
(Randy Seacat) writes:
>
>Hello folks, I need help with something.
>When I do a screen dump, or I use programs that do. My printer fires up
>and starts printing away just fine, except one thing.
>
>about 20% of the right side of the image, text or graphics, is not there.
>The printer is filling up the paper, but it looks as if the image is
>offset. Well, a better description is that my screen is 80 colums but the
>paper image looks like its about 132, with everything above 80 missing.
>There is always a boarder on the right side. It just seems like the screen
>dump is not sizing the image to fit the paper. Anyone have any ideas?

The ST assumes that you have an Atari printer connected by default. The
Atari dot matrix has a higher dots-per-inch graphics mode than the standard
Epson graphics mode (which everyone else emulates).

Use the control panel printer setup to set the printer width to the smaller
of the two alternative values (I can't remember what the two numbers are off
hand -- just pick the smaller one!)

>Thanks.
>| rts@polari.uucp Dont think about moving here! |
>| Seattle Online Public Unix Everyone else is thinking about it! |
>| Seattle Washington, USA The rest already have! |

Regards,
Mathew

(mjl-b@minster.york.ac.uk)

3604. FAQL

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 13:45:49 UTC
From: hs0tc@gdt.bath.ac.uk
Message-ID: <1991Oct17.134549.25528@gdt.bath.ac.uk>
Source record: 228075

Can someone e-mail me a copy of the latest FAQL for this group please
I am specifically interested in a list of FTP sites.

Thanks in Advance

Tim Cooke
hs0tc@uk.ac.bath.gdt

3605. Re: New products

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 14:15:35 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Oct17.091536.4073@doug.cae.wisc.edu>
Source record: 228071

> k> Atari Falcon (68040-based system? What about Panther, Jaguar?
>
>Some Atari official made a statement somewhere about this 040TT. It is due
>somewhere next year or so... Panther has been cancelled, Jaguar is under
>development.

Just a note people, I couldn't believe it, but when I got into work, sat down, and low and behold started reading my latest Computer Design Mag, the section on RISC vs CISC had ATARI plastered all over it, with a story from one of Atari's senior hardware engineers discussing why they are using the current 020 core cpu from Motorola to design .. something.. he wasn't too specific, but probably was talking about the Jaguar.

>--- STabloid's Chief Editor... Prerelease out NOW!
> Jan.Willekens@p12.f202.n281.z2.fidonet.org
> or Jan.Willekens@p12.f202.n281.z2.linn.gna.tfd.com

3606. Font addresses

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 14:56:44 UTC
From: clash@aslan.en.open.de
Message-ID: <9110171656@aslan.en.open.de>
Source record: 228114

Hya buddies!

Who can tell me how to get the address of the TOS-font independent from
the TOS version? I already know how to get it using TOS 1.02, but now I
have TOS 1.04 and the addresses are not the same. I tried to get it by
testing with GfA-Basic but I had no success. I couldn't get the address
for the font used by GEM (not GDOS!).
There are two addresses, one for TOS output (like PRINT in GfA-Basic),
the other for GEM output (like TEXT in GfA-Basic) and a third one for the
8*8 pixel font. That address would be interesting for me, too.

Looking forward for your answer...
Oliver

3607. Re: Help with a printing problem.

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 15:05:32 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <1991Oct17.150918.3778@engage.pko.dec.com>
Source record: 228073

In article <1991Oct16.210210.22245@polari.uucp>, rts@polari.uucp (Randy Seacat) writes...
>When I do a screen dump, or I use programs that do.
>about 20% of the right side of the image, text or graphics, is not there.

Use the control panel to change the printer width. There are two values to
choose from, use the smaller of the two.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

3608. Wanted german mag: ST-computer

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 15:55:59 UTC
From: d91jn@efd.lth.se
Message-ID: <1991Oct17.155559.27801@lth.se>
Source record: 228112

Is there anyone who can give me a clue on how to get the german mag
ST-Computer to Sweden. It seems to be impossible trough the normal channels.
Any help is valuable. Email in English, German or Swedish - PLEASE!

- Jerker Nilsson, email d91jn@efd.lth.se -
---- My opinion may change, but not the fact that I am right! ----
Insert own toughts here. The above is mine, and only mine!

3609. wanted : French version of WordPlus

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 16:03:59 UTC
From: storchi@uni-paderborn.de
Message-ID: <1991Oct17.160359.15665@uni-paderborn.de>
Source record: 227783

Hello,

I am looking for the french version of the 1ST_WORDPLUS Program
for the Atari ST or any other text processor with a french
dictionary. It is for a friend of mine; she is particularly
interested in the french dictionary for automatic spell checking.

I anybody got this or any other similar program or even only the
french dictionary, please send me via email or diskette.
If you send a diskette, I will of course send the diskette back
along with german software, if you want. Just tell me what kind of
software or which program you want.

Thank you,
or I should better say : Merci!

email : storchi@uni-paderborn.de
adress : Martin Storch
Pohlweg 70
4790 Paderborn
Germany

3610. Re: Uploading to BART.

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 16:55:59 UTC
From: brode@icpsr.umich.edu
Message-ID: <1991Oct17.165559.27294@terminator.cc.umich.edu>
Source record: 228091

In article <eD2X02w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>Hello, again. I have written a terminal program that I would like to
>upload to the archive-server at atari.archive. Could anyone tell me how
>I would go about contacting Jeff Weiner, or the appropriate person in
>charge of things. Any information would be welcome.

Just a minor clarification on the subject line... There is no way to upload to BART.

As you have surmised, Jeff handles the submissions. You can reach him at weiner@atari.archive.umich.edu.

Jon Brode -- jon@atari.archive.umich.edu brode@icpsr.umich.edu
His Loftiness, the Supreme Allied Commander of the Umich Atari Posse

3611. Z-Net

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 18:35:24 UTC
From: darling@cellar.org
Message-ID: <PH6y03w164w@cellar.org>
Source record: 228087

Maybe I missed out on something here, but is there something wrong with the Z-Net mailer these days?

I value this informative magazine, and I haven't recieved one in a looooong time.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

3612. comp.sys.atari.st.tech

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 18:46:08 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Oct17.184608.19961@magnus.acs.ohio-state.edu>
Source record: 228079

I've heard rumor that Dave Small may be considering doing a full-color mac emulator for the TT (and SST/w color cards). He would be using the NuTek roms. It has also been mentioned that if we want to see this product we might want to let Dave know. I would encourage everyone who is interested (and even those who aren't, just to help out), call him and let him know with a SHORT message. I'm sure that he does not want to hounded. Also, if he decides not to make such a product, I hope people won't turn angry on him like I've seen a tendency to do in the Atari world: It is his company and he can do what he wants.

The phone numbers are:

voice: (303)-791-6098
fax: (303)-971-0253

Address:

Gadgets by Small
40 W. Littleton Blvd., #210-211
Littleton, Colorado 80120

- David Butler (The Grand Panjandrum) -

"What ever happened to free love anyway?"

-innagaddadaviddababy-

dhbutler@magnus.acs.ohio-state.edu

3613. comp.sys.atari.st.tech (AARRGGHH!)

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 18:55:10 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Oct17.185510.20143@magnus.acs.ohio-state.edu>
Source record: 228081

Sorry about that, I just started using a new editor, that subject line should read:

"GREAT APES INVADE NEW YORK IN HOT AIR BALOONS!"

or maybe "Tell Dave you want it real bad, right now"

anyway, sorry for that stupid subject line.

- David Butler (The Grand Panjandrum) -

"What ever happened to free love anyway?"

-innagaddadaviddababy-

dhbutler@magnus.acs.ohio-state.edu

3614. whining HD

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 18:57:34 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Oct17.185734.28166@rodan.acs.syr.edu>
Source record: 228089

Does anybody have any suggestions for help with my CDC 40 meg HD (in an ICD FAST) setup that has worked well for a couple of years but has started to whine when it comes up to speed for ST boot-up? You see, when I start it now, it starts fine, but then when it clicks into the mode when it is ready for the ST, it starts to whine. I can get it to work by powering up and down a few times, but I'm wondering if there is some way to fix this problem more permanently? Or am I going to have a dead drive soon?
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu

3615. Re: auto folder woes

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 20:21:50 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Oct17.202150.10871@rhrk.uni-kl.de>
Source record: 228082

chris@wg.estec.nl (Milquetoast) writes:

>I've got an atari 1040ST. I've managed to put something in my auto folder on
>the hard disk which hangs the machine. Is it possible to abort the auto folder
>or boot with the hard disk off and still be able to access it once it's
>switched on again?

Of course it is. Simply switch on the 1040 before switching on your hard disk.
Now you have to start your hard disk driver, e.g. AHDI, from disk. Now you
can access the hard disk as usual and you can delete or rename the file that
caused the troubles.

```
*******************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

3616. Atari Minix and ICD

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 20:24:05 UTC
From: malay@sae.com
Message-ID: <1991Oct17.202405.1270@sae.com>
Source record: 228090

Has anybody installed Minix on the Atari ST using a hard drive with an ICD host adapter. After reading the installation instructions for Minix I've become confused - Minix expects to see only 4 disk partitions - ICD allows more than this - is this a problem?? Will having disk partitions after the fourth one (/dev/hd4) cause strange things to happen. This is the setup I want :

```
partition drive type
1 C Atari TOS
2 D Atari TOS
3 E Minix (root)
4 F Minix (usr)
5 G Spectre
6 H Spectre
```

Any problems with this setup??

Bob Malay

3617. START's cute uncompress program

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 22:12:24 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <GAUDREAU.91Oct17181224@juggler.East.Sun.COM>
Source record: 228085

In the latter days of Start magazine's disk compression, they used
a self-extracting archive format (DC something).

Works quite well on vintage ST's but not on a Mega4/Ste. Anyone know
how to unsquish these files? It's really be nice if I could convert
the last of my Start disks into usable material...

Lastly, Volume 5, #'s 1-3 has an article about programming the blitter
that was quite lovely. Sorta elegant in it's way. Good stuff.

Grins,

Joe
-=-

3618. Notator 3.1

Newsgroup: comp.sys.atari.st
Date: 1991-10-17 22:49:18 UTC
From: selick@bucsf.bu.edu
Message-ID: <91857@bu.edu>
Source record: 228088

I just received a mailing from Alexander Publishing about a notator 3.1 update from 3.0 for $45 or something. What did they update in 3.1? Is it worth $45 or whatever they want?

3619. Mega STe

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 00:29:45 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1991Oct18.002945.5554@demon.co.uk>
Source record: 228086

I would like to buy a Mega STe when they are released in the UK. Are there any-
known compatibility problems with them?
How fast are they in practice?
Thanks
Iain

/s

3620. Re: auto folder woes

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 00:44:21 UTC
From: warwick@cs.uq.oz.au
Message-ID: <4538@uqcspe.cs.uq.oz.au>
Source record: 228102

In <1991Oct17.081345.24836@wg.estec.nl> chris@wg.estec.nl (Milquetoast) writes:

>I've got an atari 1040ST. I've managed to put something in my auto folder on
>the hard disk which hangs the machine. Is it possible to abort the auto folder
>or boot with the hard disk off and still be able to access it once it's
>switched on again?

Yep. Put any old disk (except one with AHDI) in the flopply drive, turn on
HD, wait, turn of computer, hold ALT, run AHDI from floppy, install C drive,
delete mean AUTO program... reboot.

Warwick
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3621. Re: Help with a printing problem.

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 00:49:16 UTC
From: warwick@cs.uq.oz.au
Message-ID: <4541@uqcspe.cs.uq.oz.au>
Source record: 228100

In <1991Oct17.022604.919@vax1.mankato.msus.edu> doucetdb@vax1.mankato.msus.edu writes:

>Solution: Select "Control Panel" under Desk. Then, select "Install Printer".
>Then, change the pixels/line from 1280 to 960. That should do it.

Then save the desktop. Or better, use XControlPanel, with the printer CPX.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3622. More TeX/LaTeX

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 03:55:40 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <4928@tamsun.TAMU.EDU>
Source record: 228092

Thanks for the help setting up TeX and LaTeX. I now have TeX (and I think LaTeX) working. I can view things with the screen previewers.

I have two project before releasing a "So, this is your first time installing TeX on the Atari ST!" document.

1) Make the "dviprint" program use fonts for my Panasonic 24pin (EPSON LQ-1500 clone).

2) Understand the font naming conventions. I understand that the "fonts" directory should have directories named after a font, and should contain font files with names like "100pk". Also, the "fonts" direcotry should have files containing "fontname.tfm" in it.

I don't understand this convention yet. I also, need to need what "flibs" does. I am trying to piece it together with the minimal documentation of the "dviprint" and "showdvi" ".fnt" files, but I am having a tough time deciefering it all.

By the way, I want to post the final document on "terminator" in Michigan. Someone please send me the guidelines for submiting to "terminator."

Since 7 people have mailed me help messages, and 31 people have mailed me requests to share the info, I will post useful information to comp.sys.atari.st.

Mark Lehmann
n160ao@tamuts.tamu.edu

3623. ForST

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 04:20:08 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1991Oct18.042008.4982@csi.uottawa.ca>
Source record: 228098

I have just uploaded to the atari archive at University of Michigan the ForST package. It's currently in /atari/new/forst.zoo. I presume that the system "gods" will be moving it to /atari/languages/forst.zoo Real Soon Now (TM).

The remainder of this posting is an excerpt from the documentation, with some of the more obscure technical information (uninteresting to much of the world) removed.

OUTLINE OF THE ForST PACKAGE
(A Fast Optimizing Forth for the Atari ST)
Written by John Redmond
General

The present version of ForST is placed in the public domain for non-profit use. This includes the object files and assembly source files used to generate it. The origin of the files must be acknowledged at all times.

ForST is written for the Atari ST, any version, with any number of drives and (preferably) a monochrome monitor. The assembly source code, suitable for DevPac ST2 assembler, has been modularised to simplify porting to other 68000 systems.

It is a 32-bit, position-independent, subroutine-threaded system with macro expansion and two-edged peephole optimisation. Compiled code is at least as good as that from other ST compilers (eg, 100 iterations of the Sieve in just over 25 seconds).

Separated headers are used, which can selectively be removed. Local and register variables are available, adding significantly to the efficiency of the compiled code and to the source readability. No assembler is included, as it is not really necessary and detracts from the portability of code. Using register primitives, much the same result can be obtained.

An illustrative library is provided, including a floating point package.

Assembly source

The details of the use of these source files (in SOURCE directory) is given in FORST.DOC. Using DevPac ST2, they are sufficient for reassembly of the entire system.

Executable files

FORST.TOS: obtained from assembling FORST.S.
FORSTX.S: an enhancement of this, as described in FORST.DOC.

Either of these can be run from the desktop, simply by double-clicking on it.

ForST library files

These are in the LIB directory, and are included to illustrate extended Forth (ForST) style. They are placed in the public domain with sole requirement that their authorship be acknowledged.

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

3624. Mark Williams C compiler for sale

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 04:29:48 UTC
From: olsen@Csli.Stanford.EDU
Message-ID: <1991Oct18.042948.9145@Csli.Stanford.EDU>
Source record: 228095

I would like to sell my Mark Williams C compiler. This comiler
includes:
- Complete ST C compiler with GEM and UNIX-like calls
- csd source level debugger
- resource editor
- MicroEMACS full screen editor
- Microshell unix-style shell
- RAM disk
- full-featured assember
- Make
- and complete documetation

The version is 3.0.6. In my opinion, this is the best and most
complete compiler available for the ST. I used it for a couple of
years with minimal problems. I would like to get $75 dollars for it +
postage, or best offer.

olsen@csli.stanford.edu

3625. Re: Delirious demo

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 07:21:54 UTC
From: meulenbr@cst.prl.philips.nl
Message-ID: <meulenbr.687770514@cstw18>
Source record: 228116

Jan.Willekens@p12.f202.n281.z2.fidonet.org (Jan Willekens) writes:

>In a message of <04 Oct 91 18:51:50>, sytang@lamar.ColoState.EDU
>(2:320/100.1) writes:
[message omitted]
>If you are talking about The Delirious Demo III, then yes, it needs an STE to
>run on, since it is an all STE demo.

I looked at Delirious Demo 2.75 which I got from atari.archive, and that
one does not run on my TT, despite the fact that it has the same periphs
as the STe. Probably 68000 specific interrupt vector handling....
Also I checked out the finale_p[12].msa from atari.archive. This one is
completely dead on the TT. Delirious demo anyway says it is loading
and then hangs (with floppy light on).

Has anyone gotten these to run on a TT?
Or are there perhaps other interesting demos floating around for the TT?

--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

3626. Re: KR2ANSI

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 07:38:16 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Oct18.073816.523@elroy.jpl.nasa.gov>
Source record: 228103

I took a more brute-force approach... This is from my ansi
header file...

```
#ifdef ANSIPROTO
#define __ARGS(x) x
#define __DEC1(v1,d1) \
(d1)
#define __DEC2(v1,v2,d1,d2) \
(d1,d2)
...
#define __DEC9(v1,v2,v3,v4,v5,v6,v7,v8,v9,d1,d2,d3,d4,d5,d6,d7,d8,d9) \
(d1,d2,d3,d4,d5,d6,d7,d8,d9)
#else
#define __ARGS(x) ()
#define __DEC1(v1,d1) \
(v1) \
d1;
#define __DEC2(v1,v2,d1,d2) \
(v1,v2) \
d1; \
d2;
...
#endif
```

So you declare a function

```
int main __ARGS(int argc, char *argv[]);
```

and

```
int
main __DEC2(argc,argv,
int argc,
char *argv[])
```

Keeps things looking pretty much like they used to, but it does the
right thing... Only wish I didn't need 9 versions of each macro...

```
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3627. ARC 5.xx

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 07:53:36 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Oct18.075336.786@elroy.jpl.nasa.gov>
Source record: 228106
Cross-posted to: comp.sys.atari.st,comp.sources.d

So, are any of you folks still using ARC 5.21, or have you all moved on to ARC 6, LHArc, ZIP, or ZOO? This is a little more than idle curiosity, obviously. I've rewritten a fair amount of the ARC 5.21 code and compiled with gcc, making it twice as fast now as the previous version for all operations. It is also twice as fast as ARC 6.02 for unsqueezing, and about 20-30% faster for uncrunching old-style crunch files. It tends to be from 5% slower to 10% faster than ARC 6.02 for regular crunch and uncrunch. There was also a bug in the old squash code, which is now fixed. (Actually, the Lempel Zev crunch/uncrunch is *much* faster even than ARC 6 or Unix compress, but the Huffman squeeze pass adds a couple seconds to the run time... And I still find lots of files that compress better with a squeeze, so it still seems worthwhile to keep the code.)

The other reason for the question - is it worthwhile to port ARC 6 to Unix? Now that there is a pd ZIP for Unix, I'm not so sure...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

3628. Re: whining HD

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 07:53:41 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <7F7Z02w164w@ersys.edmonton.ab.ca>
Source record: 228105

ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:

> Does anybody have any suggestions for help with my CDC 40 meg
> HD (in an ICD FAST) setup that has worked well for a couple of
> years but has started to whine when it comes up to speed for
> ST boot-up? You see, when I start it now, it starts fine, but
> then when it clicks into the mode when it is ready for the ST,
> it starts to whine. I can get it to work by powering up and
> down a few times, but I'm wondering if there is some way to
> fix this problem more permanently? Or am I going to have a
> dead drive soon?
> Thanks,
> Gerry
> ggreenbe@rodan.acs.syr.edu

This raises an interesting question of my own. I have a MegaFile 30 by
Atari, and often I hear it "beeping". Chirping might be a better word.
Usually I hear the sound on writes to the drive. Is this normal?
Anyone?

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

3629. Re: Fligth Simulator on STe

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 08:00:39 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1991Oct18.080039.6387@link-1.ts.bcc.ac.uk>
Source record: 228104

In article <1991Oct17.095203.28527@donau.et.tudelft.nl> reeuwijk@dutentb.et.tudelft.nl (C. van Reeuwijk) writes:
>In <CMM.0.90.2.687630017.larserio@kolsaas.ifi.uio.no> larserio@IFI.UIO.NO (LarsErikOsterud) writes:
>
>>I run FSII on my MEGA STE (even in 16 Mhz with cache), no problem.
>>In 16 MHz the scrolling is much smoother too - great !!!!
>
>I think i have an explanation of the various success/failure stories:
>
>When I bought FSII, I had a STe with a Megafile 30, and I noticed that
>although it was stated in the manual that you could run it from harddisk,
>this dit not work for me. Therefore, I only ran it from floppy with the
>harddisk switched off.
>
>After that, I bought a Mega STe. And I discovered that I could not run
>FSII at all, so I took
>out a disassembler and tried to find the cause. It appears that there is
>a loader program, FS2.PRG, that loads and relocates the code from either
>the color or monochrome version of FSII. However, *IT LOADS THE PROGRAM
>TO A FIXED ADDRESS*, $28000. This may, or may not be an address that is
>already used by other programs, but if you have a harddisk with some ACC's,
>a disk cache, or The FOLDRxxx.PRG program it is very likely that the ram
>at that address *is* in use. To prove this to myself, I have de-installed
>the auto-boot disk-driver, and started FSII directly from floppy.
>It worked!
>
>I've tried changing the loader/relocator program to use an other address,
>but for some reason this worked only on rare occasions, and I've not been
>able to find a pattern in them.
>
>I've also written to SubLOGIC, but their reply was in essence "thank you for
>the letter, we've forwarded it to the technical department, and since you
>have registrated your program, we'll keep you informed about upgrades
>of the program." Not very helpful.
>
>To prevent any questions in this area: I am *NOT* prepared to send you
>sources of my modified version of the loader/relocator. This is to prevent
>any copyright problems. However, you can repeat my work very easily with a
>good disassembler and assembler.
>
>=-=
>C. van Reeuwijk e-mail: reeuwijk@et.tudelft.nl
>Delft University of Technology Phone: +15-781429

>Dep. of Electronic Engineering Telefax: +15-785922
>Mekelweg 4
>2628 CD Delft, The Netherlands

I run FSII on my TT all the time with no problems, as long as I turn the caching of first, but this is only so the display doesn't flicker.

It runs fine from the hard disk (on my ST and TT) as long as there is NO DISK CACHE. The disk cache seems to play havoc with the poor program.

Steve

Addresses:-
JANET ucacmsu@uk.ac.ucl or ford@tharr.uucp@uk.ac.uknet
Internet ucacmsu@ucl.ac.uk or ford@tharr.uucp@uknet.ac.uk

3630. Re: "I need SIMMs for my Mac"

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 08:02:21 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4012@brahma.cs.hw.ac.uk>
Source record: 228124

I nearly drowned in my bath when I read:
In article <3105@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>I nearly fell off my chair laughing when I read:
>england@milton.u.washington.edu (Gregory Miller) writes:
>>Just go to someone who supports
>>the mac and tell them you want FOUR 1 meg SIMM modules (I'd get 80ns ones)
>>for your Mac (don't admit that you have an ST, they'll claim that they
>>don't know what you're talking about!) and pop them in. Or you can do what
>>I did; call Microprocessors Unlimited, and tell them the same story; i.e.
>>you need FOUR 1megX8 SIMMs 80 nanosecond speed, for your MAC.
>
>Why wouldn't you just tell them the truth? Are you so ashamed of
>owning an Atari computer?

Ashamed? Well no. But when one looks at Atari's 'achievements' in the computer world one can hardly be proud either.

>Do you really expect to get looks of leprous contempt when you say the
>word "Atari" at a place where you might buy SIMMs? You shouldn't.

Maybe not in a chip merchants but probably in a Mac dealership. I doubt a Mac dealer will be very helpful once he knows the SIMMs are not for a Mac. Spectre owners proudly tell Mac dealerships they want such-and-such for their Mac emulator but after being treated like a moron they generally pretend to have a Mac.

>You might get a surprised look as the uninformed chip merchant wonders why
>you'd need SIMMs for your video game.

Which in the UK is what Atari sells the ST as.

Why do you think this way?
Mmm? Perhaps there is a clue in in *YOUR* signature :-) x 1E3

> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari Corp. System Software Engine
> / | \ #include <disclaimer>

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

3631. Re: Twister (was Re: Crikey)

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 08:16:47 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4013@brahma.cs.hw.ac.uk>
Source record: 228125

In article <9110161209.AA14433@caticsuf.cati.CSUFresno.EDU>
jpickar@caticsuf.cati.csufresno.edu writes:
>Oh really now. Last i checked the only way to send a format track command
>to the FDC was through the DMA system or through flopfmt(), and flopfmt()
>definitely does NOT support track skewing. and isn't the DMA system
>something undocumented anyway?

Well you don't 'check' very often. As hundreds of others will also tell you,
Flopfmt has supported skewing since TOS 1.2. The DMA system *IS* well
documented.

>>The fact that several European hackers could format 82-track disks, while not
>>all stock 520/140ST disk drives could read 82-tracks, implies 'bad' programming
>>technique'.
>
>Hrm. Well, now maybe we should all point the finger at Atari for setting its
>sights too low =;^)

Go and ask Teac/Sony/Chinon etc for an 82 track drive.

>In commercial-type software i would consider it prudent, if not _de rigueur_,
>to include some sort of a switch so that those of us who can use a hardware
>trick can, and those of you who can't, don't. And if i choose not to include
>such a switch in my demo, then Just Change The Channel (tm).

Now that's sounds better.

>>Fine. Just don't expect me to be impressed if it
>
>>a) doesn't work on my Mega 4 ST
>
>If not, blame Atari.... your Mega4 isn't 100% back compatible with the ST.
>So why should i even try? =:^)

Within Atari's specification a Mega 4 is backwardly compatible.

>In conclusion, i've two things to say to the general net.populace:
>
>1) Had Dave Small been the first to use overscan, you'd be oohing and ahhing
>over it to this day. (of course, it probably would have been a little bit
>more reliable as well, but still...)

I think he would have been the first to get a zero-credibilty rating.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !

! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+--+

3632. Re: TeX joy, LaTeX woes.

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 08:52:35 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991Oct18.085235.19948@cs.nott.ac.uk>
Source record: 228111

In article <4892@tamsun.TAMU.EDU> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>[Stuff on installing TeX deleted]
>... OK--- I know, the old folder limit,
>FOLDR300.PRG was to small, I should be happy now filesystem damage was done.
>I up it to FOLDR750.PRG and start over. BINGO, I get more fonts in, but then
>TEX stops building LaTeX will another font.
>
>Where do I go from here? I have 2.5Mg of RAM and 8Mg free on the hard
>disk. You LaTeX people, have you built the LaTeX.fmt files?

I presume your using a versoin of TOS prior to 1.4? I don't remember any of
these problems when I tried to build TeX (my config, 4meg STe, TOS 1.60, at
the time, about 10 meg disk space).

If you can find a machine with TOS 1.4, try it on that.
--
/* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
+* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
+* Olivier's Law: "Experience is something you don't get *+
*------------------------- until just after you need it." */

3633. Re: Mega STe

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 11:17:56 UTC
From: s_grunwa@irau26.ira.uka.de
Message-ID: <kftgn4INNlg4@iraul1.ira.uka.de>
Source record: 228107

They are about 50 to 70% faster in practice. You notice the difference
at once, at least it you have worked a bit and then try an old ST.

Compatibility problems:
The STe scrolling and screen flip. This will be fixed by Atari.
This problem does mainly occur with games on the monochrome screen
and has never occured (by me) with application like text or DTP
programs or compilers.

An other Problem is the position of the TOS-ROMs. Since they are now
256k the address has moved, which may fool poorly programmed
applications. (unfortunately this may be your favorite PD-Program).

The rest of the machine is fine, but here are some tips:

Try to get a bigger HardDisk. e.g. Buy the machine without HD and get
a 100 MB Quantum or Connor. Esspecially the Connor reduces the noise
substantial. The 48 MB will fill up very fast.

Try to get it with 4 MB or make the upgrade with SIMM's at once.
2 MB are fine, but 4 MB are better and the extra cost is not much
compared to the machines price.

Try to get it with the 68881 included. It costs only 99 DM in Germany
and, if you use TurboC 2.0 it is supported. Any floating point
application benefits from it and the price is like the memories price
realy low. I measured a speedup of 2 for +,_,*,/ and >4 for sin,cos.
That's a lot for 99 DM.
If will never need floating point leave it out, but think about it.

The packet price may make the upgrades even cheaper, since a lot of
shop give you percentage on the device, but not on parts. Also changing
the Harddisk against a bigger one is not always possible or you will
have a big loss.

Knut Grunwald, s_grunwa@ira.uka.de

3634. Re: What's been goin' on since 1988?

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 11:55:51 UTC
From: s_grunwa@irau26.ira.uka.de
Message-ID: <kftiu7INNlg4@iraul1.ira.uka.de>
Source record: 228118

I agree with the replier and want to add two things:

1. If you want to use a bigscreen, inform yourself befor buying a
Mega STe or TT (the rest is more or less out of time, since a
1040 STe with HD and at least 2 Meg is more expensive as a Mega
STe 2).
The Mega STe is a lot cheaper if you use only the normal resolution,
but the bigscreen cost a minimum of 2500.- DM and, if you have no
low price dealer near you or want service (at that price would
recommend it), i will cost about 3500,- DM. This is a lot more then
the TTM 194 price, which is about 2000,- DM (list price ?!!).

2. The TT supports expansion above 4 MB, which adds another cost
advantage at expansion. Also it include the coprozessor, which will
speed up floating point a lot. FP is used for DTP !!

3. A 16 MHZ 68000 is not near the performance of a 32 MHZ 68030. So the
TT has a lot of extra bang.

4. The Mega STE is more compatible than the TT.

So you have to make the decision before you buy one of these, because
there is no upgrade path.
I made my decision for the Mega STE, because i don't need the bigscreen
(it is nice to have one) and the compatability of the Mega is bigger.
But anytime i look at the a TT-highres-monitor i feel a bit like having
made the wrong decision, although my bank tells me just the other way
round. So think carefull, at best try both machines for some time (two
weeks or at least a project of a full day like typing in and formatting
an article or so).

Knut Grunwald, s_grunwa@ira.uka.de
Pricing in DM:
Mega STE 4 -> 2800
TT 4 without Monitor -> 3600 + VGA -> 4300
= The Mega is 1500 DM cheaper (street prices are even cheaper)

Mega STE 4 + 68881 + Protar 19'' -> 2800+100+2500..3500 -> 5400..6400
TT 4 with TTM 194 -> 3600 + 2000 -> 5600
You don't need the VGA so an extra 700 DM spare
The Mega is only 200 DM cheaper in the best case !!!!

3635. Batch Files?

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 12:19:59 UTC
From: hs0tc@gdt.bath.ac.uk
Message-ID: <1991Oct18.121959.1982@gdt.bath.ac.uk>
Source record: 228122

Okay I have a problem.
Having used MSDOS for a while and gotten used to the batch files available,
is there any similar process on an Atari ST?
Failing that, I'm looking for a way to boot up certain programs only,
depending on the screen resolution. All help's appreciated!

Thanks in advance,

Tim Cooke
hs0tc@uk.ac.bath.gdt

3636. Re: Good places to anon-ftp atari-pd-sof

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 14:26:16 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <1991Oct18.092628.22072@news.cs.indiana.edu>
Source record: 228120

Why do people keep asking for articles to be posted only in English? A lot of the action on the ST takes place in Europe. It seems to be that it is best to let people post in what ever language they know. That way those of us who can read it can make use of it, and the rest of us can easily ignore it.

Be that as it may, this group does have a lot more readers of English than of other languages.

3637. Re: ARC 5.xx

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 14:26:29 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991Oct18.142629.28963@cs.yale.edu>
Source record: 228119
Cross-posted to: comp.sys.atari.st,comp.sources.d

In article <1991Oct18.075336.786@elroy.jpl.nasa.gov>
hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>So, are any of you folks still using ARC 5.21, or have you all moved on to
>ARC 6, LHArc, ZIP, or ZOO? This is a little more than idle curiosity,
>obviously. I've rewritten a fair amount of the ARC 5.21 code and compiled
>with gcc, making it twice as fast now as the previous version for all
>operations. It is also twice as fast as ARC 6.02 for unsqueezing, and about
>20-30% faster for uncrunching old-style crunch files. It tends to be from 5%
>slower to 10% faster than ARC 6.02 for regular crunch and uncrunch. There was
>also a bug in the old squash code, which is now fixed. (Actually, the Lempel
>Zev crunch/uncrunch is *much* faster even than ARC 6 or Unix compress, but the
>Huffman squeeze pass adds a couple seconds to the run time... And I still find
>lots of files that compress better with a squeeze, so it still seems worthwhile
>to keep the code.)
>
>The other reason for the question - is it worthwhile to port ARC 6 to Unix?
>Now that there is a pd ZIP for Unix, I'm not so sure...
>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

If people are going to use ARC 6, then yes, I would like a version
that runs on Unix. I don't know if there is any reason to use ARC 6
given the availability of ZOO 2.1.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

3638. Re: whining HD

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 14:34:06 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991Oct18.143406.29070@cs.yale.edu>
Source record: 228121

In article <1991Oct17.185734.28166@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>Does anybody have any suggestions for help with my CDC 40 meg
>HD (in an ICD FAST) setup that has worked well for a couple of
>years but has started to whine when it comes up to speed for
>ST boot-up? You see, when I start it now, it starts fine, but
>then when it clicks into the mode when it is ready for the ST,
>it starts to whine. I can get it to work by powering up and
>down a few times, but I'm wondering if there is some way to
>fix this problem more permanently? Or am I going to have a
>dead drive soon?
>Thanks,
>Gerry
>ggreenbe@rodan.acs.syr.edu
>
>

I've had whining problems with two hard drives in the past. The problem both times was the grounding brush that touches the end of the spindle. A simple cure is to place a piece of tape on top of it, if you can access it. This seems not to interfere with the functioning of the brush, but it damps out the vibrations and prevents oscillation.
--
==========
| Michael Fischer <fischer-michael@cs.yale.edu> |
==========

3639. Re: auto folder woes - thanks

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 14:46:11 UTC
From: chris@wg.estec.nl
Message-ID: <1991Oct18.144611.3078@wg.estec.nl>
Source record: 228131

Thanks for all the replies. My hard disk is now accessible again.

Regards

Chris

Chris Rouch chris@wg.estec.nl
Serco Space Ltd. Tel: +31 1719 84672
ESTEC, The Netherlands. Fax: +31 1719 84192

He's not the messiah, he's a very naughty boy

3640. Re: Good places to anon-ftp atari-pd-sof

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 15:31:47 UTC
From: tensmekl@infonode.ingr.com
Message-ID: <1991Oct18.153147.10117@infonode.ingr.com>
Source record: 228123

In article <1991Oct18.092628.22072@news.cs.indiana.edu> pwp@iuvax.cs.indiana.edu (Paul Purdom) writes:
>Why do people keep asking for articles to be posted only in English? A lot of
>the action on the ST takes place in Europe. It seems to be that it is best to
>let people post in what ever language they know. That way those of us who can
>read it can make use of it, and the rest of us can easily ignore it.
>
>Be that as it may, this group does have a lot more readers of English than of
>other languages.

And some English speakers actually read and speak other languagues as well.
some of use speak American as well as English. German seems pretty straight
forward compared to russian or arabic.

--
Kermit Tensmeyer | Intergraph Corporation
SomeWhere in the South (it's a Civilized place) | "It's only MY opinion"

3641. Gravis MouseStick

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 15:37:27 UTC
From: malay@sae.com
Message-ID: <1991Oct18.153727.2789@sae.com>
Source record: 228126

Hi all,

Anybody out there use this thing, yet? If so, how much did it cost and where did you get it?? Are there any US vendors selling this item? I ran across an ad for the Gravis Joystick but I'm not sure if its the same thing as the MouseStick.

Bob Malay

3642. Help wanted...

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 16:10:23 UTC
From: jared@midiline.la.ca.us
Message-ID: <1FT101w164w@midiline.la.ca.us>
Source record: 228128

After selling my MEGA ST4 awhile back and getting into the IBM-compatible market (my need for "more software, easier" was the cause for this rash move), I've finally realized my heart was born and raised on the ST, and therefore, destiny calls my back to it...

Hence, I am asking help to assist me in choosing out an STe system. What is the most affordable setup I can get my hands on? Can a 1040STe be upgraded to 4Mb? If so how much, and more wuestions like this are on my tongue... :-) Please reply in Email, if possible... thanks!

3643. Re: Twister (was Re: Crikey)

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 18:08:08 UTC
From: adamd@rhi.hi.is
Message-ID: <3746@krafla.rhi.hi.is>
Source record: 228113

In <9110161209.AA14433@caticsuf.cati.CSUFresno.EDU> jpickar@caticsuf.cati.csufresno.edu writes:

>doesn't this take advantage of a certain bug/feature in the hardware?
>Namely, that the sector directly after the index pulse does not have to
>be numbered 1?

There is no specified order of sectors on the disk. If you wanted to, you could format a disk with more than one sector of the same number on the same track. The FDC picks up and uses the first one it finds irrespective of where it is found. That's not a bug or a feature, rather the way the FDC does what it is supposed to do.

An active imagination is necessary to find some useful way of exploiting multiple occurences of the same sector number, and you might get into trouble with some higher parts of the OS. The only obvious use for this (and it works) is to have the boot sector repeated all over side0 of track00 so that if the first one gets damaged the next one will be picked up instead, like a cat with nine lives. (or more if it's been upgraded :-)
Don't forget to reserve the right number of sectors in the diskBPB of each copy, and write the whole track in one go.

>And now what's going to happen, now that Western Digital isn't making
>WD1772's anymore? Will this hardware bug/feature still be present?

Feature only in the sense that it's meant to be that way. Feature in this context usually means an unintentional inconsistency (or an accidental improvement). I'm sure that this is part of the specification, since the main purpose of the index pulse is to synchronise and limit the format track command and for handling timeouts.

VLSI is still making VL1772's. There are other FDC's (most?) that don't rely on the physical location of sector 1. In fact, I would be inclined to call it a bug if the FDC did rely on that.

--
Adam David.
(adamd@rhi.hi.is)

3644. Atari Abaq

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 18:46:46 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <4948@tamsun.TAMU.EDU>
Source record: 228115

This is an old and probably dead issue.

What happened to the Atari Abaq.

A friend told me putting 10 of these Atari Abaqs together would give a user more power than a Cray Y-MP computer. He then proceeded to inform me how Atari products are so good, that Atari will own the computer market by 1989. I even saw a picture of the Atari Abaq in an atari magazine.

Do anyone have the scoop on this?

3645. Panther & Jaguar.

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 18:52:36 UTC
From: mikal.bbs@shark.cse.fau.edu
Message-ID: <Dy1101w164w@shark.cse.fau.edu>
Source record: 228135

Someone mentioned two machines Atari is/was (rumored?) to be working on called Panther and Jaguar. Does anyone know what they are or where rumored to be?

3646. U.S. Atari magazines

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 18:54:12 UTC
From: mikal.bbs@shark.cse.fau.edu
Message-ID: <211102w164w@shark.cse.fau.edu>
Source record: 228136

Does anyone know what the last issues (#; Vol #; date) of the
following U.S. Atari mags: ANALOG, ST-Log, ST X-Press ??

Does anyone know of a source for back issues of these mags??

3647. IBM 3780 Emulation

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 19:23:14 UTC
From: JCROMWEL@UMAB.BITNET
Message-ID: <91291.152314JCROMWEL@UMAB.BITNET>
Source record: 228127
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I may not been clear as to what I was looking for with my last post.
I'll try again. Are there any programs (comercial or PD) that will
allow me to emulate a 3780 terminal with my Atari? Any info
appreciated. Thanks in advance.

3648. Re: DC Data Diet -- Ordering!

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 20:21:18 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Oct18.202118.5951@menudo.uh.edu>
Source record: 228129

In article <Ha2X01w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>Hi. Does anyone know the telephone number (toll-free) for ordering
>programs from Double Click Software? I'd like to buy DC Data Diet, and I
>don't think it is available in the stores around here.
>

HA! Toll-free! :-) I got a chuckle out of that one. I wish we were doing well enough to have a toll-free order line. Alas, all our money gets spent on real things like rent and food, and development of more products...

>Anyone have any idea?
>
I have an idea. Call (713)977-6520 between NOON and 6 pm WEEKDAYS and we will be glad to take your order.

Remember, the retail price of Data Diet goes up on December 1, so get your copy today. The introductory price is only $59.95.

Thanks for asking, BTW.

><< -- >>
><< mforget@ersys.edmonton.ab.ca >>
><< ersys!mforget@nro.cs.athabascau.ca >>
><< Michel Forget >>
><< "Do not meddle in the affairs of Wizards, >>
><< for they are not happy campers!" - UNKNOWN >>
><< -- >>

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3649. Re: Atari Abaq

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 20:45:43 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Oct18.154543.26045@doug.cae.wisc.edu>
Source record: 228130

In article <4948@tamsun.TAMU.EDU> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>This is an old and probably dead issue.
>
>What happened to the Atari Abaq.
>
>A friend told me putting 10 of these Atari Abaqs together would give a
>user more power than a Cray Y-MP computer. He then proceeded to inform
>me how Atari products are so good, that Atari will own the computer market
>by 1989. I even saw a picture of the Atari Abaq in an atari magazine.
>
>Do anyone have the scoop on this?

Atari Abaq? Oh yeah, I remember that piece of junk.

The whole idea with that machine was the concept of "processor farming".

You could add as many processors you like to get some form of scalable
architecture..(from ATARI, WOW Huh?).

Well, it was a cruel joke, and I think only the most die hard of people
ever got one, short of sucking up and kissing Jack's behind.

It was an amazing machine though, as far as I could tell.

Just another failure thats all.

Greg Carter - Undergraduate - United States Amatuer Wrestler (149.5 lb)
ONLY 9 months to go for State tournee - Kick Butt Time!

Employed: Computer Aided Engineering Center - University Wisconsin - Madison
Major: Computer Science - Emphasis: System Design Tools, User Interfaces
Phone Home: (608) 264-3622 - Work: (608) 262-5349
Employed: Atari Corporation Third Party Licensed Developer -
Current Project: NO, ITS NOT a VIDEO GAME. Thank You.

My Current Girlfriend: Atari MEGA STE 4/50 16Mhz 68000 1.8 Mips
Runs all Mac Software, quite nicely.
(Third Person in the US to own one)

My advice for the week: Don't tell me how hard you work, tell me how much
you got done.

3650. Re: Why programs don't work (was Fligth Simulator on STe)

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 21:03:10 UTC
From: apratt@atari.UUCP
Message-ID: <3107@atari.UUCP>
Source record: 228150

reeuwijk@dutentb.et.tudelft.nl (C. van Reeuwijk) writes:
>After that, I bought a Mega STe. And I discovered that I could not run
>FSII at all, so I took
>out a disassembler and tried to find the cause. It appears that there is
>a loader program, FS2.PRG, that loads and relocates the code from either
>the color or monochrome version of FSII. However, *IT LOADS THE PROGRAM
>TO A FIXED ADDRESS*, $28000. This may, or may not be an address that is
>already used by other programs, but if you have a harddisk with some ACC's,
>a disk cache, or The FOLDRxxx.PRG program it is very likely that the ram
>at that address *is* in use. To prove this to myself, I have de-installed
>the auto-boot disk-driver, and started FSII directly from floppy.
>It worked!

Thank you for the opportunity to discuss the question "why doesn't program
X work on machine Y?"

Program X might have been written by real dingbats, that's why.

It might load at an explicit address. It might use really low memory in an
attempt to foil debuggers, and using that memory might not be as harmless
as it was in the TOS version the author designed it for. It might assume
that ROM starts at $FC0000. It might demand (inexplicably) that a certain
system buffer appear below address $1000, as Crack'ed does. It might
clobber a system resource (like Timer C) and then expect BIOS calls to go
on working.

It might run off the end of memory looking for something above phystop,
with a guard against doing that on a 4-meg machine: ST's won't give bombs
when you access non-existent memory under 4MB, but STe and TT will.
The Shadow (background-download) detection code does this.

It might have a bug that wasn't fatal in old TOSes, like I recently found
in Starglider: it has this instruction

move.b $df,$fffa0f

instead of this one:

move.b #$df,$fffa0f

The second one clears a single bit in the MFP in-service register the first
moves whatever value happens to be in memory at $df into that register.
Since $df is the low byte of an exception vector that isn't used, you're at
the mercy of the address where the bomb handler landed in ROM.

My point is that we just can't fix these things. I don't like the fact
that Starglider doesn't work under new TOS, but I can't help it.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3651. DataLink 1.00

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 21:06:27 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <g67102w164w@ersys.edmonton.ab.ca>
Source record: 228139
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello. DataLink 1.00, a new communications program, has just been uploaded to atari.archive.umich.edu and will soon be available. The filename is currently DATALINK.ZOO. Following is an excerpt from the text file included in the DataLink archive.

D I S T R I B U T I O N

You may upload this archive anywhere you please, so long as the information contained within it is not altered in any way. DataLink *can* be included on User Group disks that are being sold, but may not be sold for profit.

D A T A L I N K F E A T U R E S

Welcome to the wonderful world of telecommunications!

DataLink is the newest program to hit the market, and chances are it's just right for you. Some of the best features found in commercial telecommunications programs are now at your fingertips.

An easy to use Group Dialer will let you select a group of BBS systems to call, and then dial each one in the sequence until you have connected to every board in the chain.

The normal dialer used by DataLink will dial a BBS system until you connect, keeping track of how long you have been dialing, how many "BUSY", "NO CARRIER", and "NO DIALTONE" messages have occurred, and how many times you have dialed.

Both of DataLink's dialers show the name, the number, a comment, and the baud rate of the BBS being dialed. You can store up to fifty BBS systems, along with the appropriate information, in each dialing directory. There is no limit to the number of dialing directories you can maintain.

DataLink also provides you with a complete set of disk utilities, including copy, move, delete, rename, print, make folder, delete folder, touch file, append file, and free disk space.

Do you ever get tired of typing in your name and password every time you want to log-on to a BBS system? Sure you do. DataLink will allow you to put this annoying problem behind you

forever. You can enter up to ten strings which DataLink will search for, and up to ten strings to reply with when the search strings are found.

DataLink also provides you with a 32K buffer so that you don't miss important information. The buffer is saved automatically when it fills. Or, if you want to save disk space, you can set the buffer not to save until you tell it to from terminal mode. Using the latter method, the buffer empties when it fills. This buffer is also used in disk operations, so it is saved before every disk operation that uses it.

Can there be more? Yes!

DataLink provides you with twenty function keys, which let you send a string with a single keypress.

Have you ever wanted to run a program from inside your terminal program, but found that the program only gave you a few spaces to enter a command line, or made it so difficult to use the execution feature that it wasn't worth it? DataLink makes this problem a thing of the past. With one keypress from terminal mode, you can run any of ten pre-defined programs. It's that simple!

Want more? So did I, so I kept adding to the program!

From terminal mode, you can look at the date and time, set the date and time, select full and half duplex, echo mode, execute a file, load an external editor, and even access accessories!

DataLink also has a Notepad mode, which lets you make notes while you are online. You can save the notes too!

DataLink allows you to use RTS/CTS, XON/XOFF, both, or neither.

DataLink will even let you select the path where downloads go! [Note: This feature has been removed. See reason at end of file.]

S Y S T E M R E Q U I R E M E N T S

DataLink will run from a single sided floppy drive. It has been compressed using PFX Pack 1.8 (Thomas Quester) and uses about 270K of memroy (including the 32K data buffer and the 32K screen buffer) so it will easily run on a 520ST. You can un-PFX Pack DataLink with PFX Pack if you want to.

The selection of download paths was removed because I changed the way DataLink handled transfers. It now allows you to press Alt-G from

terminal mode to call XYZ, and you enter the command line. This allows you to use all the protocols, all the options, and even a different program if you want. Alt-I calls YMG, for the same reason. I think that this method will allow for greater flexabilty, even though you have to type a little.

I mention in the text file included in the archive my address (for various reasons) and I would be glad to here comments, criticisms, etc. from anyone who uses it.

A lot of people who read comp.sys.atari.st and comp.sys.atari.st.tech have offered advice on how to utilize certain parts of the ST operating system, and I would like to thank them now. They know who they are.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

3652. What are...

Newsgroup: comp.sys.atari.st
Date: 1991-10-18 22:42:29 UTC
From: jared@midiline.la.ca.us
Message-ID: <iLB202w164w@midiline.la.ca.us>
Source record: 228132

the fastest SIMMs available for the STe? 80ns? I've seen SIPPs and SIMMs, I think, that are as low as 60ns! Anyone know if these SIMMs will work at their effective speed on an STe? By the way, what do SIMM and SIPP even stand for...? If I haven't forgotten, then I was never told! :-)

3653. .MOD Players/Creators with >16 samples?

Newsgroup: comp.sys.atari.st
Date: 1991-10-19 00:25:48 UTC
From: at731@cleveland.Freenet.Edu
Message-ID: <1991Oct19.002548.18989@usenet.ins.cwru.edu>
Source record: 228137

Has anyone seen any .Mod programs that support more than 16 samples?
I've got all this memory to play with... Even less likely- has anyone
seen any that will support more than four tracks on an STe?

--
Troy L. Nothnagel
at731@cleveland.Freenet.Edu
"And for a gorilla, his English wasn't half bad." - Den of Earth
"No, now go away or I shall taunt you a second time-a!" - Guard, MP&tHG

3654. Re: WANTED: GIF --> SPC converter

Newsgroup: comp.sys.atari.st
Date: 1991-10-19 00:47:50 UTC
From: bryanw@netcom.COM
Message-ID: <1991Oct19.004750.15899bryanw@netcom.COM>
Source record: 228133
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3915450@MVB.SAIC.COM> steveg@cseic.saic.com (Stephen Harold Goldstein) writes:

>I'm looking for a *high-quality* GIF to Spectrum converter that runs in a
>BATCH mode. (Feed it a list of files to convert, and let it fly).

>DMJ GIF 2.0 produces the best conversions I've seen to date, but takes up to
>1/2 an hour to perform the conversion on a stock ST, or 17 minutes with
>AdSpeed running @ 16MHz, but that's still too slow to wait around for.

>Even if it's slower, the ability to convert overnight will provide me with
>better 'throughput'.

DMJ Gif 3.0 should be (I'm praying every night. I want it THAT BAD!)
released by the end of October or the first few weeks in November. It will
have batch mode; feed it a bunch of GIFs to convert, and a destination
path, and it will automatically convert 'em. It's supposed to offer a few
more dithering modes, a totally rewritten interface, and there's an
emphasis on flexibility of options. Really complete, thorough program.

As an aside, if you don't pay your Shareware dues for this program, you
really are the lowest form of life on the planet. It doesn't take a rocket
scientist to see that Shareware for the ST is being produced in lesser
quantities each year. By supporting what little quality stuff is being
produced (DMJ Gif is a glowing example), you are ensuring the speedy demise
of the ST. No computer is useful without continuous software support.

{Getting off soap box.}

>--
>---
>Stephen Goldstein steveg@cseic.saic.com
>My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
>Disclaimer: That's not what I said.
--
Bryan Woodworth Mail: bryanw@netcom.COM
Netcom - Online Communication Services San Jose, CA

3655. 1040 STe for sale!

Newsgroup: comp.sys.atari.st
Date: 1991-10-19 01:08:34 UTC
From: england@milton.u.washington.edu
Message-ID: <1991Oct19.010834.1870@milton.u.washington.edu>
Source record: 228140

I've got the following hardware for sale:

1040 STe (FOUR MEGS installed, also battery backed clock)
sm124 monochrome monitor
GTS-100 external floppy drive

All for $550 (OBO)

--

3656. Falcon

Newsgroup: comp.sys.atari.st
Date: 1991-10-19 01:53:30 UTC
From: whitehea@sage.cc.purdue.edu
Message-ID: <22627@mentor.cc.purdue.edu>
Source record: 228134

Has anyone heard of the supposed Atari 68040 machine - The "Falcon"?
John Nagy referenced it in his "News" article in the October issue of
AtariUser mag. Has any heard any rumors about its release and its specs?

Just Curious,

Drew Whitehead
Purdue University

3657. PC DITTO I

Newsgroup: comp.sys.atari.st
Date: 1991-10-19 02:35:57 UTC
From: yonder@netcom.COM
Message-ID: <1991Oct19.023557.18499yonder@netcom.COM>
Source record: 228138

I just got a catalog from TOad computers. They are now selling PC Ditto I. Boy, I thought this was long gone. Anyways, I'd like to get it. I was just wondering if somebody could let me know how useful is to a guy with 1Meg and a double-sided drive (no hard-drive). No, I don't plan on using it to run AutoCAD or anyting. Just simple stuff -- wordprocessors, utilities, etc.

thankx....
--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

3658. Re: Help with a printing problem.

Newsgroup: comp.sys.atari.st
Date: 1991-10-19 06:03:47 UTC
From: pinelr@aix.rpi.edu
Message-ID: <ptfpms_@rpi.edu>
Source record: 228141

It sounds like your "print density" control is not set right. I have a Mega 2 and when I first started doing screen dumps I had the same problem. The way to fix it is to go in to the control panel and click on the "Install Printer" option. You should get a window that has different print densities. The default is 1280, i believe, and you need to set it to 960. That should compress your screen dumps to fit on your page.

.sigless,
Rob

3659. Last TeX font question

Newsgroup: comp.sys.atari.st
Date: 1991-10-19 06:09:30 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <4970@tamsun.TAMU.EDU>
Source record: 228142

Ok, this should be my last annoying TeX question (I hope).

Lots of people has responded with good information about TeX fonts.
I need to verify this combination of the information and ask
just one more.

The ".tfm" fonts are used by TeX (and maybe Metafont). These are called
TeX font metrics.

The "pk" fonts are "raster" fonts. The number associated with them describes
the dots per inch (dpi), so "cmr10\96pk" is a 96dpi format of the computer
modern roman 10 point font.

The "flib" facility merely packs in the "pk" files into an archive. It is
faster and uses less disk space, but is only used by a few types of atari
screen previewer's and dvi printer programs.

Please comment on the accuracy of the above.

Now is the part I am still confused about.

The "flib" archives are store in files like "pk0083", "pk0100", "pk0120", and
other multiplicatiosn of 1.2. Also, when I loaded the German version of the
24pin fonts, they all were store in directories in the format of
"mag____1.200" and so on. Now my question is, since these 24pin fonts are
labeled for 360dpi, how do I place them in my font directory. Should I
put all of these in the form of "cmr10\360pk" and so on. And since "cmr10"
is repeated in Magstep 1, 1.2, 1.44, 1.72... should I just store the 1
magstep font. I was thinking of storing these fonts in an "flib" (still
need to learn how to make a flib with the flib.ttp program), because the
"dviatari" fonts are store in the form of "pk0100", "pk0120,...", but that
again brings up the questions of how I am going to let "dviprint" know
that these are 360dpi fonts.

Can someone clear up this last question. Maybe telling me how to create
a "pk" raster font would clear things up.

THANKS THANKS THANKS for all of the help so far. I think my goal now is
provide a document summarizing several peoples experiences installing and
using TeX, LaTeX, and the atari pre-view and printing programs.
(Unfortunately I lost all of my Mail logs when I hit the 300 folder limit
of foldr300.prg, so I am going by memory on much of this.)

Mark Lehmann
tamuts.tamu.edu!n160ao

3660. Re: Notator 3.1

Newsgroup: comp.sys.atari.st
Date: 1991-10-19 06:25:26 UTC
From: pinelr@aix.rpi.edu
Message-ID: <_vfpmw_@rpi.edu>
Source record: 228143

In article <91857@bu.edu> selick@bucsf.bu.edu (Steven Selick) writes:
>
>I just received a mailing from Alexander Publishing about a notator 3.1
>update from 3.0 for $45 or something. What did they update in 3.1? Is it
>worth $45 or whatever they want?

I've just received my 3.1 version, and it is very nice. What you get for the extra bucks is new manual pages to add/replace in the binder, the new 3.1 disk and and a tutorial disk, which seems very nicely done. One thing I should warn you about though, is that Alexander Publishing gave me a lot of trouble. They sent me a batch of bad disks and when I complained to them, they said they would mail out a prepaid postage box so I could have the disks replaced. Two weeks later, I called to find out where my box was and was told that I'd have to deal with C-Lab directly. So I did, and they took care of it very quickly and professionally, with the parting comment "We're gonna have to talk to those guys at Alexander Publishing."

3.1's additional features include the ability to export notation as DTP type files to be used as parts of other documents (.IMG files) plus lots of other hardware support and display options (page preview, etc.) It is worth the money, but you have to get both 3.0 and 3.1 since 3.0 comes with the new manual and the fonts disk that you'll need. My suggestion though is to order it directly from C-Lab instead of those clowns as Alexander.

C-Lab's number is: 415-738-1633 That's tech support. They can answer all of your 3.1 questions plus how/where to get it etc. Good luck with it, I'm very impressed!

.sigless,
Rob

3661. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1991-10-19 08:09:17 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1991Oct19.080917.4621@terminator.cc.umich.edu>
Source record: 228144

```
drwxrwxr-x daemon 1024 Oct 14 18:11 .
-rw-rw-r-- weiner 95749 Oct 14 09:31 ./Index
-rw-rw-r-- jon 3081 Oct 15 01:04 ./Help
-rw-rw-r-- weiner 75551 Oct 14 09:28 ./ls-lR.Z
-rw-rw-r-- weiner 47829 Oct 14 09:31 ./CompInd.Z
drwxrwxr-x jon 512 Oct 16 12:38 ./magazines
drwxrwxr-x jon 2560 Oct 16 12:36 ./magazines/streport
drwxrwxr-x jon 2048 Oct 16 12:37 ./magazines/znet
drwxrwxr-x swood 512 Oct 16 16:52 ./portfolio/support
lrwxrwxrwx swood 24 Oct 16 16:52 ./portfolio/support/porttost.lzh ->
../telecomm/porttost.lzh
drwxrwxr-x swood 512 Oct 16 16:52 ./portfolio/telecomm
drwxrwxr-x weiner 1024 Oct 17 08:28 ./ste
```

3662. Re: Fligth Simulator on STe

Newsgroup: comp.sys.atari.st
Date: 1991-10-19 10:49:52 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct19.104952.11793@actrix.gen.nz>
Source record: 228145

In article <1991Oct18.080039.6387@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
> In article <1991Oct17.095203.28527@donau.et.tudelft.nl> reeuwijk@dutentb.et.tudelft.nl (C. van Reeuwijk) writes:
> >In <CMM.0.90.2.687630017.larserio@kolsaas.ifi.uio.no> larserio@IFI.UIO.NO (LarsErikOsterud) writes:
> >
> >>I run FSII on my MEGA STE (even in 16 Mhz with cache), no problem.
> >>In 16 MHz the scrolling is much smoother too - great !!!!
> >
> >C. van Reeuwijk e-mail: reeuwijk@et.tudelft.nl
> >Delft University of Technology Phone: +15-781429
> >Dep. of Electronic Engineering Telefax: +15-785922
> >Mekelweg 4
> >2628 CD Delft, The Netherlands
>
> I run FSII on my TT all the time with no problems, as long as I turn the
> caching of first, but this is only so the display doesn't flicker.
>
> It runs fine from the hard disk (on my ST and TT) as long as there is NO DISK
> CACHE. The disk cache seems to play havoc with the poor program.
>
> Steve
>
> Addresses:-
> JANET ucacmsu@uk.ac.ucl or ford@tharr.uucp@uk.ac.uknet
> Internet ucacmsu@ucl.ac.uk or ford@tharr.uucp@uknet.ac.uk

There are a Few Versions of F.S. II, may be you have a old one,
I can check the version that I have..but could it be 2.01 ??

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3663. Re: whining HD

Newsgroup: comp.sys.atari.st
Date: 1991-10-19 11:05:22 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct19.110522.12180@actrix.gen.nz>
Source record: 228146

In article <7F7Z02w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>
> > Does anybody have any suggestions for help with my CDC 40 meg
> > HD (in an ICD FAST) setup that has worked well for a couple of
> > years but has started to whine when it comes up to speed for
> > ST boot-up? You see, when I start it now, it starts fine, but
> > then when it clicks into the mode when it is ready for the ST,
> > it starts to whine. I can get it to work by powering up and
> > down a few times, but I'm wondering if there is some way to
> > fix this problem more permanently? Or am I going to have a
> > dead drive soon?
> > Thanks,
> > Gerry
> > ggreenbe@rodan.acs.syr.edu
>
>
> This raises an interesting question of my own. I have a MegaFile 30 by
> Atari, and often I hear it "beeping". Chirping might be a better word.
> Usually I hear the sound on writes to the drive. Is this normal?
> Anyone?
>
>
> << -- >>
> << mforget@ersys.edmonton.ab.ca >>
> << ersys!mforget@nro.cs.athabascau.ca >>
> << Michel Forget >>
> << "Do not meddle in the affairs of Wizards, >>
> << for they are not happy campers!" - UNKNOWN >>
> << -- >>

Get a lead (Graphite) HB pencil and rub it over the earth strap that
contacts a peg on the spindle end of the drive,
they tend to get dry and squeek.

Note: You will have to lift up the earth strap spring a little to get the pencil
underneath it, but please Don't force it..

Not all drives have a spring, some use a plastic cap that is part of
the control card, you would have to remove the card to get at it, but
then that type should not squeek....

Note: this is called a Static ground strap, it earths the spindle to stop
static charges building up on the platters, they don't get a good earth

though the bearings because of the grease in them..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3664. Re: Wanted german mag: ST-computer

Newsgroup: comp.sys.atari.st
Date: 1991-10-19 11:09:08 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct19.110908.12305@actrix.gen.nz>
Source record: 228147

In article <1991Oct17.155559.27801@lth.se> d91jn@efd.lth.se (Jerker Nilsson) writes:
> Is there anyone who can give me a clue on how to get the german mag
> ST-Computer to Sweden. It seems to be impossible trough the normal channels.
> Any help is valuable. Email in English, German or Swedish - PLEASE!
>
> - Jerker Nilsson, email d91jn@efd.lth.se -
> ---- My opinion may change, but not the fact that I am right! ----
> Insert own toughts here. The above is mine, and only mine!
>
>

I had 2 addesses for ST-Computer and sent 2 letter with reply coupons
and never heard a thing from them..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3665. Re: Mega STe

Newsgroup: comp.sys.atari.st
Date: 1991-10-19 11:15:18 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct19.111518.12531@actrix.gen.nz>
Source record: 228148

In article <kftgn4INNlg4@iraul1.ira.uka.de> s_grunwa@irau26.ira.uka.de (Knut Grunwald) writes:
> They are about 50 to 70% faster in practice. You notice the difference
> at once, at least it you have worked a bit and then try an old ST.
>
> Compatibility problems:
> The STe scrolling and screen flip. This will be fixed by Atari.
> This problem does mainly occur with games on the monochrome screen
> and has never occured (by me) with application like text or DTP
> programs or compilers.
>
> An other Problem is the position of the TOS-ROMs. Since they are now
> 256k the address has moved, which may fool poorly programmed
> applications. (unfortunately this may be your favorite PD-Program).
>
>
> The rest of the machine is fine, but here are some tips:
>
> Try to get a bigger HardDisk. e.g. Buy the machine without HD and get
> a 100 MB Quantum or Connor. Esspecially the Connor reduces the noise
> substantial. The 48 MB will fill up very fast.
>
> Try to get it with 4 MB or make the upgrade with SIMM's at once.
> 2 MB are fine, but 4 MB are better and the extra cost is not much
> compared to the machines price.
>
> Try to get it with the 68881 included. It costs only 99 DM in Germany
> and, if you use TurboC 2.0 it is supported. Any floating point
> application benefits from it and the price is like the memories price
> realy low. I measured a speedup of 2 for +,_,*,/ and >4 for sin,cos.
> That's a lot for 99 DM.
> If will never need floating point leave it out, but think about it.
>
>
> The packet price may make the upgrades even cheaper, since a lot of
> shop give you percentage on the device, but not on parts. Also changing
> the Harddisk against a bigger one is not always possible or you will
> have a big loss.
>
> Knut Grunwald, s_grunwa@ira.uka.de

I don't think its posible to get a Mega STE with a bigger drive, if
you get the one with out the Drive, you have to go to Atari to get the Parts
for the drives to be fitted, but do they sell the parts with out Drive.?

There are rumours that you have to bye all the Parts from Atari..??
and that meens drive as well..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3666. Re: Atari Abaq

Newsgroup: comp.sys.atari.st
Date: 1991-10-19 13:41:32 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1991Oct19.134132.16953@demon.co.uk>
Source record: 227755

The abaq did indeed get to the market in the UK and Europe. I saw a very nice -
setup at one of the UK shows with the Abaq linked to a Kodak 35m scanner/colou-
r printer.
It scanned in perfect full colour pictures and allowed pretty impressive cut
and paste between different parts and pictures and then allowed a nice new
picture to printed of the result. The output couldn't be faulted as a normal 3-
5m picture.
It is now no longer sold in the UK as far as I know although I beleive it is s-
till sold in some European countires (Germany?).
The technology is still being looked at though and may re-surface at later dat-
e.Possibly as a bolt on for STs

3667. Demoes

Newsgroup: comp.sys.atari.st
Date: 1991-10-19 14:12:24 UTC
From: edb02@dhmolde.no
Message-ID: <"722*.S=edb02.O=dhmolde.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 228149

OK, let's ramble a bit about these demos that cause so much trouble...

First of all a couple of words about myself. I'm the kind of guy who enjoy hacking my way through protections etc., AND I collect demos. I've got almost a hundred demodisks by now, so I know what I'm talking about... :-)

Delirius 3 (or 2.75):

This demo is STE only (forget it if you have an ST). It uses 4096 colors,DMA sound and Hardware scrolling.

Because of the WORST disk routine I've seen for ages it doesn't load properly on anything but <MegaSte machines.. This is probably due to Atari Changing some timing somewhere. The weird thing is that they use their own disk-routine while still using Gemdos(9) to write the text on screen!! Why didn't they use Xbios to load the screens when they didn't throw away the OS??

I've got it in files on my harddisk and if I can find some spare time I'll do a file version of it. But since it's really a CRAP demo, It'll probably take a while until i finish it..

Oh Crikey Wot a Scorcher!:

This is a QUALITY demo ('spose you'd kill me if I said anything else Stefan?) and it works on anything but TT's. I don't have TT access (yet) so I can only guess, but it's probably the sync protection in the boot sector that doesn't work on TT. AND any screens in the demo that relies on cycle-timing wouldn't work. There are NOT many screens in Crikey that relies on cycles though, so most screens should work on TT.

You guessed it! I've got this one in files on my harddisk as well, and I've tried some of them in 16Mhz on my Mste and they run ok. (there is absolutely NO reason to run them in 16Mhz though as they all run in 1 Vbl on 8Mhz machines) The hidden screen doesn't work with my buggy shifter though... :-(

Since the demo has been hacked to pieces by a lot of guys, there is really no reason why The Lost Boys (reading this Tim?) couldn't release a new version withouth the sync-protection.... The biggest problem is that TT's are so expensive that NO demo programmers have them (well, almost nobody..) AND no technical details are available...

Just my 5 cents worth...

PLEASE don't ask me to email any of my demos/files. I've got enough problems with the sysadm :-((and I DO NOT have FTP.)

Floppy trades could be arranged if I could get some stuff from you...

Cheers,
Torbjorn Ose <edb02@dhmolde.no> I'll be back.... (Arnold S.)

3668. MC68010 on atari ?

Newsgroup: comp.sys.atari.st
Date: 1991-10-19 15:52:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A26656@ms.maus.de>
Source record: 227786

ogj%tglobe2.tollpost-globe @ SUB, 14.10.91 15:04:

o>Is it possible to put a MC68010 in a Atari originally equipped
o>with a MC68000 ??

If you got TOS 1.06 or higher it IS possible. The 68010 is pin-compatible to the version of 68K used in ordinary STs (not STEs). If you say that there's no official way of having TOS >= 1.06 in an old ST: There will be an adapter which allows you to run the soon coming TOS 2.06 in STs!
BTW: If your programs are not especially optimized for the 68010 you will be dissapointed.

Bye,
Patrick

3669. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1991-10-19 16:43:10 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Oct19.164310.6101@watdragon.waterloo.edu>
Source record: 227751

In article <22627@mentor.cc.purdue.edu> whitehea@sage.cc.purdue.edu (Drew Whitehead) writes:
}Has anyone heard of the supposed Atari 68040 machine - The "Falcon"?
}John Nagy referenced it in his "News" article in the October issue of
}AtariUser mag. Has any heard any rumors about its release and its specs?
}
Anybody know if Atari is going to use stupid names for their new machines,
or is this just another games machine a la Lynx/Jaguar/whatever?

Chris Herborth, 3B Hons English RPW cjherborth@{rose|lotus}.waterloo.edu
Tom Waits says: GEnie: C.HERBORTH
Don't trust a man in a blue trench coat/Don't drive a car when you're dead.

3670. Re: DC Data Diet -- Ordering!

Newsgroup: comp.sys.atari.st
Date: 1991-10-19 18:28:19 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <wHu301w164w@ersys.edmonton.ab.ca>
Source record: 227754

uace0@menudo.uh.edu (Michael B. Vederman) writes:

> In article <Ha2X01w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (M
> >Hi. Does anyone know the telephone number (toll-free) for ordering
> >programs from Double Click Software? I'd like to buy DC Data Diet, and I
> >don't think it is available in the stores around here.
> >
>
> HA! Toll-free! :-) I got a chuckle out of that one. I wish we were doing
> well enough to have a toll-free order line. Alas, all our money gets spent
> on real things like rent and food, and development of more products...
>
> >Anyone have any idea?
> >
> I have an idea. Call (713)977-6520 between NOON and 6 pm WEEKDAYS and we wil
> be glad to take your order.
>
> Remember, the retail price of Data Diet goes up on December 1, so get your
> copy today. The introductory price is only $59.95.
>
> Thanks for asking, BTW.
>
> >>< -- >>
> >>< mforget@ersys.edmonton.ab.ca >>
> >>< ersys!mforget@nro.cs.athabascau.ca >>
> >>< Michel Forget >>
> >>< "Do not meddle in the affairs of Wizards, >>
> >>< for they are not happy campers!" - UNKNOWN >>
> >>< -- >>
>
> - mike
>
> --
> ---
> Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 7727
> ---
> Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

While I am asking, it might be appropriate for me to ask if DC Software
accepts credit cards (Mastercard), or does COD's. If anyone knows,
please fill me in. The reason I am posting instead of mailing is that
this is probably of interest to anyone who wants to buy DC Software
products, since it doesn't seem to be mentioned in their documentation.
Since they have a number that you can call, I would assume that they
accept credit cards (how else would you place an order) but which ones?

Is there a place where cash can be wired to them if they don't accept
Mastercard?

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

3671. SC1224 color monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1991-10-19 18:47:45 UTC
From: coteb@woods.ulowell.edu
Message-ID: <1991Oct19.134745.1@woods.ulowell.edu>
Source record: 227752

For sale: 1 Atari SC1224 color monitor. It's one of the older(and from what I've read and been told) better models. I haven't used it in about 7 months since I sold the CPU but it was worlast used it.

I am asking for the best reasonable offer + shipping. Reply here or by mail if interested. Or you can call me at (508)683-5348 if interested.
Thank you.

Brian

3672. Re: Panther & Jaguar.

Newsgroup: comp.sys.atari.st
Date: 1991-10-19 19:46:03 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1991Oct19.194603.29912@usenet.ins.cwru.edu>
Source record: 227753

In a previous article, mikal.bbs@shark.cse.fau.edu () says:

>Someone mentioned two machines Atari is/was (rumored?) to be
>working on called Panther and Jaguar. Does anyone know what
>they are or where rumored to be?
>
These are (were) supposed to be Atari's answer to the Super Nintendo.
Originally, the Panter was going to be a 16-bit game system, but
like most of Atari's new products, it never came to be. Maybe it was for
the best since last I heard, the Pnather will be a 32 bit game system with
16 million colors (pallete)!
--
Just on the border of your waking mind, there lies another time, where darkness
and light are one. And as you tread the halls of sanity, you feel so glad to be
unable to go beyond. I have a message from another time..... - ELO: "Prologue
from the "Time" album -- Daicon IV Opening Animation gpinzone@george.poly.ed

3673. Re: TT ftp site

Newsgroup: comp.sys.atari.st
Date: 1991-10-19 21:29:42 UTC
From: ekrimen@wet.UUCP
Message-ID: <3012@wet.UUCP>
Source record: 227908

In article <1991Oct11.153952.17628@rusmv1.rus.uni-stuttgart.de>
ttinfo@rusmv1.rus.uni-stuttgart.de (Markus Wenzel) writes:
>
>If you are interested, look into /serv/soft/atari/TT on
>rusmv1.rus.uni-stuttgart.de = 129.69.1.12, login ftp, passwd ident.

For all:

Isn't there a mail system out there that lets people without FTP get access
to FTP sites through e-mail? It's like BART for atari.archive, but on a
general scale. If someone has information on this, please send it to me.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

3674. Gulam

Newsgroup: comp.sys.atari.st
Date: 1991-10-19 21:31:03 UTC
From: downey@tripos.com
Message-ID: <1991Oct19.213103.29281@tripos.com>
Source record: 227756

What is the latest release of Gulam and where can i get it?
What about Mint, and where can i get that?
I only have 1/2 meg of memory in my ST.

Thanks in advance.

Tom Downey downey@tripos.com

3675. mercury and gulam

Newsgroup: comp.sys.atari.st
Date: 1991-10-19 22:11:22 UTC
From: madmat@mns.UUCP
Message-ID: <6855205@mns.UUCP>
Source record: 227713

I am using mercury to exchange mail and news with my host site and I am having a slight problem with the uux utility.

First of all Gulam uses the exclamation mark to recall the top command in the history buffer , therefore I cannot (or just don't know how to ????) use this character in the command line.

My second problem is that I would like to use uux to order my host to execute this command :

uuto file mns!madmat

which would send file on my system to user madmat (me !)

Could anybody explain me how to perform this operation ?

Many thanks in advance.
--
Email: madmat@frmug.fr.mugnet.org
madmat@mns.UUCP
==========
Paper mail.: Mathias Herberts
20 , rue Corneille - 92120 Montrouge , FRANCE
Voice Phone: +33 1 4965 0399

3676. Re: Atari Minix and ICD

Newsgroup: comp.sys.atari.st
Date: 1991-10-20 00:35:08 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1991Oct20.003508.24940@link-1.ts.bcc.ac.uk>
Source record: 227757

The setup you want is almost identicle the the one I have on my ST (I only have one Spectre partition though).

My second-hand Minix 1.5 works fine as long as all the minix partitions are within the the first four on the drive and I don't try to access any of the extra partitions.

Your Minix partitions will be referenced as /dev/hd2 and /dev/hd3.

Steve

Addresses:-
JANET ucacmsu@uk.ac.ucl or ford@tharr.uucp
Internet:- ucacmsu@ucl.ac.uk or ford@tharr.uucp@uknet.ac.uk

3677. Multigem

Newsgroup: comp.sys.atari.st
Date: 1991-10-20 02:15:44 UTC
From: yegerleh@vivaldi.ecn.purdue.edu
Message-ID: <1991Oct20.021544.18586@noose.ecn.purdue.edu>
Source record: 227758

Hello Everyone,

An outfit called E. Arthur Brown is advertising a program for the
ST called "MultiGEM", and since I remembered it being mentioned here
on the net, I was hoping someone who knows more about it could answer some
questions I have about it.

The ad says that a GEM program opens up in its own window. But can
other programs be left running in the background? Or is it merely
a more sophisticated task switcher? And what happens if those programs
running in the background want to update their windows? And what about
TOS programs: do they open into a window, or do they run as they
usually do? And if they run as they usually do, how does one switch
to a GEM program?

The ad also says that programs appear in the Desk Accessory
Menu so you can switch between them. Does this mean that one is
limited to at most 6 programs + desk accs.?

Has anyone who uses it found any particular bugs? Can Pagestream
1.82 and Turbo C run under it? How about msh and gulam?

Since I suspect this is a topic of general interest, I think
resonses to the net are appropriate.

Thank you very much in advance,

Jim

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

3678. Re: Multigem

Newsgroup: comp.sys.atari.st
Date: 1991-10-20 02:52:49 UTC
From: rjung@aludra.usc.edu
Message-ID: <20795@chaph.usc.edu>
Source record: 227759

In article <1991Oct20.021544.18586@noose.ecn.purdue.edu> yegerleh@vivaldi.ecn.purdue.edu (James D Yegerlehner) writes:
>An outfit called E. Arthur Brown is advertising a program for the
>ST called "MultiGEM", and since I remembered it being mentioned here
>on the net, I was hoping someone who knows more about it could answer some
>questions I have about it.

Yep. I bought it when I got my 4-megabyte 520STe. Nice program, though I haven't really exploited it to a sickening degree yet.

>The ad says that a GEM program opens up in its own window. But can
>other programs be left running in the background? Or is it merely
>a more sophisticated task switcher?

MultiGEM multitasks programs by multitasking the AES calls, I believe. TOS and TTP programs open up in their own window, which allow them to multitask to some degree. GEM programs run in the usual windows they always do, which means your screen can get a little crowded.

It is NOT a program switcher. It does true multitasking; you can literally print a file from STeno, edit an image in Easy-Draw, and write in Word Writer ST all at the same time. Note that your CPU will slow down as a result, so don't expect to triple your productivity immediately.

>The ad also says that programs appear in the Desk Accessory
>Menu so you can switch between them. Does this mean that one is
>limited to at most 6 programs + desk accs.?

Yes. MultiDesk by CodeHead is recommended (I'm waiting for MultiDesk Deluxe right now). You can switch between programs by clicking on their window, or click on their Accessory entry to bring that task "to the front". You are also limited by GEM's "seven windows maximum" limit.

>Has anyone who uses it found any particular bugs? Can Pagestream
>1.82 and Turbo C run under it? How about msh and gulam?

The author claims that Pagestream will run under it, but I can't verify that. Most of the programs that don't run well with MultiGEM are either [a] less-than-sturdy to begin with (WordUp, many earlier ST software), or [b] don't "use GEM properly" (paint programs). The author also claims that Calamus, PageStream, WordFlair, 1st Word, LDW, and many other programs MultiGEM without problems. I've seen Touch-Up multitask without problems, so I think it's definetely a case of how well your software follows the rules.

If you find a program that gives you problems, you can configure MultiGEM to stop multitasking when that program is run; other tasks are still resident, but will stop multitasking until you exit. In a worst-case situation, you can

have MultiGEM flag you when you are running a very unreliable program, so you can reboot without MultiGEM and run it "the old-fashioned way". Other options let you specify how much memory a program will allocate, and you can also run Accessories directly from the Desktop.

You must have TOS 1.2 or later. More memory is recommended, and a CPU accelerator wouldn't hurt. I'm running with an 8MHz with TOS 1.62 and 4 megabytes, so my only minor problem is with speed.

>Since I suspect this is a topic of general interest, I think
>resonses to the net are appropriate.

As it is right now, MultiGEM is not perfect, but it's a big step in the right direction. I think this is a quality product, and I hope the author continues to do more with it.

--R.J.
B-)

^^^

3679. Re: Why programs don't work (was Fligth Simulator on STe)

Newsgroup: comp.sys.atari.st
Date: 1991-10-20 03:07:56 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.687928076.larserio@kolsaas.ifi.uio.no>
Source record: 227761

What about the fact that new TOS releases uses one of the previous free timers in the IKBD routine. This causes several games to crash on my MEGA STE and I had to make a patch (using the old IKBD-routine) to run them. When Atari suddenly uses a timer that was "free-to-use" before things must go wrong - Why do you have to do things like that :-)

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
_________/ _____/ _____/ ____/ /

3680. My hard drive bit it

Newsgroup: comp.sys.atari.st
Date: 1991-10-20 09:10:20 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <1991Oct20.091020.10136@watserv1.waterloo.edu>
Source record: 227760

Born: Aug 1985
Died: 19 Oct 1991 3.00h

My 6 year old supra 20mb hd finally bit the dust. Totally fried... it squeeled
and came to a stop. Reformatting wouldn't help. It's dead... jim.
Questions:

1) I am confused about the interface to the atari... there are two boards
in the supra case: one is a board that connects to the atari and to a multi-pin
connector to the board which sits on top of the 3.5" 20mb drive.
What are these boards?

2) can I just buy another drive (bigger perhaps?) and connect it to the board
that connects to the atari? When I buy another drive do i also get that
board which looks like it drives the heads and motor, or do i buy that
separately?

3) does anyone have any good ideas how I can get another hd up and running
with minimal $$$?

thanks
brett maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

3681. Re: DataLink 1.00

Newsgroup: comp.sys.atari.st
Date: 1991-10-20 10:11:42 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct20.101142.18641@actrix.gen.nz>
Source record: 227762
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <g67102w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
> Hello. DataLink 1.00, a new communications program, has just been
> uploaded to atari.archive.umich.edu and will soon be available. The
> filename is currently DATALINK.ZOO. Following is an excerpt from the
> text file included in the DataLink archive.
>
*** Stuff Deleted ***
>
> The selection of download paths was removed because I changed the way
> DataLink handled transfers. It now allows you to press Alt-G from
> terminal mode to call XYZ, and you enter the command line. This allows
> you to use all the protocols, all the options, and even a different
> program if you want. Alt-I calls YMG, for the same reason. I think that
> this method will allow for greater flexabilty, even though you have to
> type a little.
>
> I mention in the text file included in the archive my address (for
> various reasons) and I would be glad to here comments, criticisms, etc.
> from anyone who uses it.
>
> A lot of people who read comp.sys.atari.st and comp.sys.atari.st.tech
> have offered advice on how to utilize certain parts of the ST operating
> system, and I would like to thank them now. They know who they are.
>
>
> << -- >>
> << mforget@ersys.edmonton.ab.ca >>
> << ersys!mforget@nro.cs.athabascau.ca >>
> << Michel Forget >>
> << "Do not meddle in the affairs of Wizards, >>
> << for they are not happy campers!" - UNKNOWN >>
> << -- >>

Does this Program support Zmodem Batch uploads,
I have fould that a lot of Term programs use the XYZ.TTP for file
transfers, but there is a big problem, it does not support a real
Batch mode, only a wild card mode, or all the batch files have to be in
a folder..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***

*** New Zealand.. * not like a dying light globe ***

3682. Re: DC Data Diet -- Ordering!

Newsgroup: comp.sys.atari.st
Date: 1991-10-20 10:21:34 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct20.102134.18857@actrix.gen.nz>
Source record: 227763

In article <wHu301w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
> uace0@menudo.uh.edu (Michael B. Vederman) writes:
>
> > In article <Ha2X01w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (M
> > >Hi. Does anyone know the telephone number (toll-free) for ordering
> > >programs from Double Click Software? I'd like to buy DC Data Diet, and I
> > >don't think it is available in the stores around here.
> > >
> >
> > HA! Toll-free! :-) I got a chuckle out of that one. I wish we were doing
> > well enough to have a toll-free order line. Alas, all our money gets spent
> > on real things like rent and food, and development of more products...
> >
> > >Anyone have any idea?
> > >
> > I have an idea. Call (713)977-6520 between NOON and 6 pm WEEKDAYS and we wil
> > be glad to take your order.
> >
> > Remember, the retail price of Data Diet goes up on December 1, so get your
> > copy today. The introductory price is only $59.95.
> >
> > Thanks for asking, BTW.
> >
> > >< -- >>
> > >< mforget@ersys.edmonton.ab.ca >>
> > >< ersys!mforget@nro.cs.athabascau.ca >>
> > >< Michel Forget >>
> > >< "Do not meddle in the affairs of Wizards, >>
> > >< for they are not happy campers!" - UNKNOWN >>
> > >< -- >>
> >
> > - mike
> >
> > --
> > ---
> > Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 7727
> > ---
> > Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others
>
>
> While I am asking, it might be appropriate for me to ask if DC Software
> accepts credit cards (Mastercard), or does COD's. If anyone knows,
> please fill me in. The reason I am posting instead of mailing is that

> this is probably of interest to anyone who wants to buy DC Software
> products, since it doesn't seem to be mentioned in their documentation.
> Since they have a number that you can call, I would assume that they
> accept credit cards (how else would you place an order) but which ones?
> Is there a place where cash can be wired to them if they don't accept
> Mastercard?
>
>
> << -- >>
> << mforget@ersys.edmonton.ab.ca >>
> << ersys!mforget@nro.cs.athabascau.ca >>
> << Michel Forget >>
> << "Do not meddle in the affairs of Wizards, >>
> << for they are not happy campers!" - UNKNOWN >>
> << -- >>

Yes they do, you can even call there BBS and order, I have done this even
from here..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3683. Re: Why programs don't work (was Fligth Simulator on STe)

Newsgroup: comp.sys.atari.st
Date: 1991-10-20 10:29:55 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct20.102955.19052@actrix.gen.nz>
Source record: 227764

```
In article <CMM.0.90.2.687928076.larserio@kolsaas.ifi.uio.no> larserio@ifi.uio.no writes:
> What about the fact that new TOS releases uses one of the previous free
> timers in the IKBD routine. This causes several games to crash on my MEGA
> STE and I had to make a patch (using the old IKBD-routine) to run them.
> When Atari suddenly uses a timer that was "free-to-use" before things must go
> wrong - Why do you have to do things like that :-)
>
> Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
> 0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
> __________/ _________________________/ _____________________/ ____/ /

But is there not a old adage, don't do as wee do but do as wee tell you..

But what about A-Line calls, and the analog joy sticks, no longer supported..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***
```

3684. Re: Font addresses

Newsgroup: comp.sys.atari.st
Date: 1991-10-20 12:03:23 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Oct20.120323.16737@rhrk.uni-kl.de>
Source record: 227766

clash@aslan.en.open.de (Oliver Graf) writes:

>Hya buddies!
Hi Oliver!

>Who can tell me how to get the address of the TOS-font independent from
>the TOS version? I already know how to get it using TOS 1.02, but now I
>have TOS 1.04 and the addresses are not the same. I tried to get it by
>testing with GfA-Basic but I had no success. I couldn't get the address
>for the font used by GEM (not GDOS!).

A few days ago I had a similar problem. Originally I used LINEA $A000 to
get the font header adresses. After this call A1 points to a structure
describing the fonts (see Atari Profibuch). Unfortunately this does not
seem to work with the vdi driver of the Crazy Dots card. So I used the
negative LINEA variables instead but encountered the same problems.
My solution which is clean because I don't need LINEA anymore: I included
the font data in my program. 8x8 and 8x16 system font need 6 KByte data
space. I think this is not too much to overcome the font problem.

```
*********************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*-------------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*********************************************************
```

3685. Re: Why programs don't work (was Fligth Simulator on STe)

Newsgroup: comp.sys.atari.st
Date: 1991-10-20 12:11:08 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Oct20.121108.17346@rhrk.uni-kl.de>
Source record: 227767

apratt@atari.UUCP (Allan Pratt) writes:

>It might have a bug that wasn't fatal in old TOSes, like I recently found
>in Starglider: it has this instruction

> move.b $df,$fffa0f

>instead of this one:

> move.b #$df,$fffa0f

>My point is that we just can't fix these things. I don't like the fact
>that Starglider doesn't work under new TOS, but I can't help it.

If this is the only bug to prevent Starglider from running with new TOS
versions it should be no problem for an experienced Starglider user to
patch this so that it works correctly :-)).

```
*******************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

3686. Re: My hard drive bit it

Newsgroup: comp.sys.atari.st
Date: 1991-10-20 12:53:55 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct20.125355.25435@actrix.gen.nz>
Source record: 227765

In article <1991Oct20.091020.10136@watserv1.waterloo.edu> bmaraldo@watserv1.waterloo.edu (Commander Brett Maraldo) writes:
>
> Born: Aug 1985
> Died: 19 Oct 1991 3.00h
>
> My 6 year old supra 20mb hd finally bit the dust. Totally fried... it squeeled
> and came to a stop. Reformatting wouldn't help. It's dead... jim.
> Questions:
>
> 1) I am confused about the interface to the atari... there are two boards
> in the supra case: one is a board that connects to the atari and to a multi-pin
> connector to the board which sits on top of the 3.5" 20mb drive.
> What are these boards?
>
> 2) can I just buy another drive (bigger perhaps?) and connect it to the board
> that connects to the atari? When I buy another drive do i also get that
> board which looks like it drives the heads and motor, or do i buy that
> separately?
>
> 3) does anyone have any good ideas how I can get another hd up and running
> with minimal $$$?
>
> thanks
> brett maraldo
>> -------- Unit 36 Research ---------
> "Alien Technology Today"
> bmaraldo@watserv1.UWaterloo.ca
> {uunet!clyde!utai}!watserv1!bmaraldo

Try a Quantum LPS 52 megs or 105 megs SCSI drives, the LPS105S sells
for as low as $350us.

Note: that card is the ATSCI to SCSI host adapter, you will have to
find a way to fit it to another type of drive, also there are rubber feet
stuck to the drive so that the board does not short out..

Note: 2..That board is the old version, you might have to contact Supra
to see if it will work with the Quantum Drives..

Supra now use Quantum drives, the Quantum LPS series is well suited to that
drive box as it does not have a fan..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***

*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3687. Re^1: Mega STe

Newsgroup: comp.sys.atari.st
Date: 1991-10-20 15:11:44 UTC
From: lp@shlink.hanse.de
Message-ID: <5486634@shlink.hanse.de>
Source record: 227702

Im Artikel <1991Oct18.002945.5554@demon.co.uk> schreibt ilaskey@cix.compulink.co.uk (Iain Laskey):
>
> I would like to buy a Mega STe when they are released in the UK. Are there any-
> known compatibility problems with them?

In my case 1st_Word 3.xx doesn't work. Now I have 'downgraded' to version 2.0x to work with some old wordplus-documents.

lp

--

\\ lutz petersen - 2200 elmshorn, germany - +49 4121-63587 v.32 \\
\\ lp@shlink.hanse.de lp@shlink.sh.sub.org zer: lp@shlink.zer \\

3688. Re: What are...

Newsgroup: comp.sys.atari.st
Date: 1991-10-20 17:43:50 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <48944@cup.portal.com>
Source record: 227772

Re: questions about SIPPs and SIMMs...

A "DIP" package is a normal integrated circuit... the kind of thing that looks like a cockroach or centepide.. it stands for "Dual In-line Package" (referring to the two rows of pins down both sides of the chip).

A "SIP" is a "Single In-line Package", or essentially a chip with only one row of pins coming out one side. This allows the chips to be mounted vertically for higher pc board density. A memory SIP is a small pc board with RAM chips on it, the board being mounted vertically on the motherboard in this same fashion. SIPs are usually *soldered* in place.

A "SIMM" is a "Single In-line Memory Module" and is similar to the memory SIP, except that it has an edge connector instead of pins, and is mounted in a socket on the motherboard, making it easy to remove and replace.

As for the speed of memory, whether DIPs, SIPs or SIMMs, the Atari ST requires RAM that is at least 150ns. ANYTHING FASTER THAN THAT IS WASTED!

The ST can only access memory just so fast.. it doesn't matter if the RAM can respond faster, the ST can't make use of the shorter access times.

The only reason to buy faster RAM is if you can find it cheaper than 150ns parts (which often happens, as 70ns parts are more commonly used in the IBM world).

BobR

3689. Re: Atari Minix and ICD

Newsgroup: comp.sys.atari.st
Date: 1991-10-20 17:51:07 UTC
From: dshaw@cpva.saic.com
Message-ID: <7578.2901518b@cpva.saic.com>
Source record: 227768

In article <1991Oct17.202405.1270@sae.com>, malay@sae.com (Bob Malay) writes:
> Has anybody installed Minix on the Atari ST using a hard drive with an ICD
> host adapter. After reading the installation instructions for Minix I've
> become confused - Minix expects to see only 4 disk partitions - ICD allows
> more than this - is this a problem?? Will having disk partitions after the
> fourth one (/dev/hd4) cause strange things to happen. This is the setup I
> want :
>
> partition drive type
> 1 C Atari TOS
> 2 D Atari TOS
> 3 E Minix (root)
> 4 F Minix (usr)
> 5 G Spectre
> 6 H Spectre
>
> Any problems with this setup??
>
> Bob Malay

I run Minix and Spectre on a hard drive with an ICD adapter and solved the 4 disk partition problem just the way you suggest, except that I've got only one Minix partition. I also have further GEM and Spectre partitions on a Megafile 30 that follows my main HD. (It might be possible to rebuild Minix to allow more than 4 partitions, but I haven't looked into this and wouldn't want to be dependent on that anyway).

3690. Re: PC DITTO I

Newsgroup: comp.sys.atari.st
Date: 1991-10-20 17:51:11 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <48947@cup.portal.com>
Source record: 227773

Christopher Russell asked about pc-ditto 1..

The original software pc-ditto works just fine on a 1 Meg machine with floppies. It emulates a 640K 8088 PC XT with CGA or monochrome display.

The major drawback of course is its speed. For applications like word processing it's ok, but anything requiring fast screen updating, ie: games, is far too slow to be useful.

For the price (I *hope* Toad has it very inexpensively), it's useful for occasional forays into the MS-DOS world.

BobR

3691. Speed boasting

Newsgroup: comp.sys.atari.st
Date: 1991-10-20 19:16:31 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <4998@tamsun.TAMU.EDU>
Source record: 227771

I am rarely impressed with speed boasting. Speed is very relative to what you are doing. Sure, its fun to own a computer that is fast or that is in a family of fast computers with an upgrade option, but for the purposes that I see comp.sys.atari.st discussing a 68000 at 8Mhz and 16Mhz is fast enough.

The features that I like to boast about in a computer are:

- feel of the keyboard (It's easy to get carpul-tunnel syndrome from most key-boards, including the 1040STf)
- placement of the peripherals.
- I/O speed. Sure you can have a 5 MIPS atari, but your still going to have a bottleneck to the hard drive, modem, printer, and ethernet devices.

I think that instead of just flaunting speed as if a computer is only really great if it has a fast CPU, we should look at all the features and include speed as one of them.

Think of a car or home stereo system. Many people buy the finest radio synthesizer, equalizer, compact disc player, and then use low quality speakers. Sure the sound could sound gold, but the buyer doesn't get the sound quality that was advertised for the radio synthesizer, equalize,etc. And, then the buyer sometimes says that the manufacturer is lying to them, buy advertising a system that does make the sound they advertised, when the true fault is in the speakers.

In the same was, a person using a word processor is not getting the speed they bought if they do a lot of read/writing to a slow hard drive. Also, the person is really wasting speed unless they can read text as fast as Commander Data on Star Trek the next generation.

Please, no flames, I like computer speed, but I want to keep it in perspective. Please feel free to boast of Atari's speed in the TT040.

Mark Lehmann
tamuts.tamu.edu!n160ao

3692. Atari 1040STF *For Sale* MidI

Newsgroup: comp.sys.atari.st
Date: 1991-10-20 19:38:31 UTC
From: Bobster@cup.portal.com
Message-ID: <48951@cup.portal.com>
Source record: 227774
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

```
*For Sale*

Atari 1040 STf
1 meg of ram
1 internal DSDD 3.5 inch drive
1 External DSDD 3.5 inch drive (atari sf314)
1 Color Atari Monitor. (SC1224)

All of this could be yours for $700 or best offer!
Reply to net or phone me at 816-756-5189. (Ask for Bobby)
```

3693. Re: DataLink 1.00

Newsgroup: comp.sys.atari.st
Date: 1991-10-20 22:45:15 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <521502w164w@ersys.edmonton.ab.ca>
Source record: 227776
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

> In article <g67102w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (M
> > Hello. DataLink 1.00, a new communications program, has just been
> > uploaded to atari.archive.umich.edu and will soon be available. The
> > filename is currently DATALINK.ZOO. Following is an excerpt from the
> > text file included in the DataLink archive.
> >
> *** Stuff Deleted ***
> >
> > The selection of download paths was removed because I changed the way
> > DataLink handled transfers. It now allows you to press Alt-G from
> > terminal mode to call XYZ, and you enter the command line. This allows
> > you to use all the protocols, all the options, and even a different
> > program if you want. Alt-I calls YMG, for the same reason. I think that
> > this method will allow for greater flexabilty, even though you have to
> > type a little.
> >
> > I mention in the text file included in the archive my address (for
> > various reasons) and I would be glad to here comments, criticisms, etc.
> > from anyone who uses it.
> >
> > A lot of people who read comp.sys.atari.st and comp.sys.atari.st.tech
> > have offered advice on how to utilize certain parts of the ST operating
> > system, and I would like to thank them now. They know who they are.
> >
> >
> > << -- >>
> > << mforget@ersys.edmonton.ab.ca >>
> > << ersys!mforget@nro.cs.athabascau.ca >>
> > << Michel Forget >>
> > << "Do not meddle in the affairs of Wizards, >>
> > << for they are not happy campers!" - UNKNOWN >>
> > << -- >>
>
>
> Does this Program support Zmodem Batch uploads,
> I have fould that a lot of Term programs use the XYZ.TTP for file
> transfers, but there is a big problem, it does not support a real
> Batch mode, only a wild card mode, or all the batch files have to be in
> a folder..
>
>

> --
> *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
> *** Kapiti At least I don't Flicker, ***
> *** New Zealand.. * not like a dying light globe ***

DataLink will allow a 78 character command line, so that is what you have to work with. In the next version, I'll add the ability to write a TOSEND.INF file so that you can use that option and then pass the TOSEND.INF to XYZ using the -1 option. That should make it a little easier. For now, though, you should probably use wilcards or as much as you can fit on the command line. If you have a better suggestion, I'll be glad to incorporate it. I don't want to tie DataLink too tightly to any transfer program, since it is designed to be able to use them all.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

3694. gulam line length limit.

Newsgroup: comp.sys.atari.st
Date: 1991-10-20 23:05:22 UTC
From: mling@jade2.tufts.edu
Message-ID: <1991Oct20.230522.20602@jade2.tufts.edu>
Source record: 227777

Hi everyone,

I ran into a problem when compiling with Sozonbon C, gulam, and make. I have a habit of writing programs that take up lots of files, to support modularity and code reusability. The problem comes when I have a lot of files, and when I link, the length of the link command with its parameters exceeds a certain number of characters (> 132 ?), then make or gulam gives me an error, saying that the line is too long.

I would like to see how you programmers deal with this problem. Is there a way to enlarge the line buffer of gulam. A short term solution, of course, would be to make libraries of collection of files. What other solutions are there?

Thanks,

Maurice

--
* ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * **
\/
>--< ======================
Internet: mcli@joker.optics.rochester.edu /\

3695. WANTED: Key-slot switcher for Atari ST/Mega !!!

Newsgroup: comp.sys.atari.st
Date: 1991-10-20 23:18:57 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.91Oct21001857@nic.funet.fi>
Source record: 227775
Cross-posted to: rec.music.synth,rec.music.makers,comp.music,comp.sys.atari.st,comp.sys.atari.st.tech,dnet.atari

Hi!

I need a key-slot (ROM/modul-port) switcher form my Atari Mega4, so
that I could run two key-protected applications under the
MROS-switcher.

If you know anything about such product or availability or source for
one, please reply/followup.

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator in nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

3696. Re: DataLink 1.00

Newsgroup: comp.sys.atari.st
Date: 1991-10-20 23:32:16 UTC
From: millert@cs.colorado.edu
Message-ID: <1991Oct20.233216.12975@colorado.edu>
Source record: 227778
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <521502w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>> Does this Program support Zmodem Batch uploads,
>> I have fould that a lot of Term programs use the XYZ.TTP for file
>> transfers, but there is a big problem, it does not support a real
>> Batch mode, only a wild card mode, or all the batch files have to be in
>> a folder..
>>
>
>DataLink will allow a 78 character command line, so that is what you have
>to work with. In the next version, I'll add the ability to write a
>TOSEND.INF file so that you can use that option and then pass the
>TOSEND.INF to XYZ using the -1 option. That should make it a little
>easier. For now, though, you should probably use wilcards or as much as
>you can fit on the command line. If you have a better suggestion, I'll
>be glad to incorporate it. I don't want to tie DataLink too tightly to
>any transfer program, since it is designed to be able to use them all.
>
Doesn't xyz support several files on a command line? If so you could use the file elector to select files to u/l and use cancel button to signal when you have selected enough files. Keep track of the selections and pass that to xyz (or whatever zmodem prg you use)...

- todd
--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

3697. SST info

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 00:15:21 UTC
From: <>
Message-ID: <1991Oct21.001521.26356@vaxc.aud.auc.dk>
Source record: 227701

Hi out there. Does anyone know the address of Dave Small & co. I'd like to get some more info on the SST board. Where to order and how much etc.

Does anyone know of any thing special one should think about before buying such a beast. More importanly:

1) What exactly is included as standard components? At what price?

2) How much RAM can be added to the board? Access times? Does it use SIMM's or DIL's?

Thank you in advance.

(Does someone please try to mail me at soren@tequila.vlsi.auc.dk since I'm not sure outside post gets to me here!)

3698. Re: DataLink 1.00, mono only -- ahh!!

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 01:38:34 UTC
From: bryanw@netcom.COM
Message-ID: <1991Oct21.013834.8542bryanw@netcom.COM>
Source record: 227779
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Any chance of a medium resolution version of Datalink in the near future?
I thought only Germans used monochrome! :p

--
Bryan Woodworth Mail: bryanw@netcom.COM
Netcom - Online Communication Services San Jose, CA

3699. GENIE email

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 01:40:26 UTC
From: SML108@psuvm.psu.edu
Message-ID: <91293.214026SML108@psuvm.psu.edu>
Source record: 227780

Hi, is there a way to send email to GENIE accounts from BITNET or Internet and vice versa?

Scott

3700. word processors...

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 04:18:22 UTC
From: chan@cs.unr.edu
Message-ID: <1683@equinox.unr.edu>
Source record: 227785

I was shocked the other day to find that my WordWriterST program was only version 1.0.

Does anyone know the latest version and/or if the company Timeworks is still in business?

I love my WordWriterST but it has a few bugs... If you think that there is a better word processor (excluding desktop publishers: Calamus, Publishing Partner, etc...) that is faster or more user-friendly than WWST, please respond. I don't need all the bells/whistles/complex graphics...

Thanks.

chan@mammoth.cs.unr.edu
Kaho "ChanmaN" Chan

3701. Re: DataLink 1.00, mono only -- ahh!!

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 04:22:04 UTC
From: warwick@cs.uq.oz.au
Message-ID: <4611@uqcspe.cs.uq.oz.au>
Source record: 227784
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

bryanw@netcom.COM> bryanw@netcom.COM (Bryan Woodworth) writes:

>Any chance of a medium resolution version of Datalink in the near future?
>I thought only Germans used monochrome! :p

All SERIOUS users use monochrome? As soon as I get around to buying a
monitor switcher, the sooner I can stop using Gumby resolution. Medium
is so UGLY after monochrome - I spend most of my time editting source code.

Anyone got some good RGB values for minimum eye-strain in colour text modes?

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3702. TeX, tpic-specials

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 07:01:21 UTC
From: rfschaa@cs.vu.nl
Message-ID: <11257@star.cs.vu.nl>
Source record: 227788

Hi,

I am currently using a DVI driver for my Deskjet printer that does
not support the tip-specials. However I use some programs that generate
TeX files that do use those specials, so my question it:
Does anyone know of a DVI driver for the Deskjet that supports the
tpic- (ans possibly the cs-) specials?

Richard Schaaf (rfschaa@cs.vu.nl)

3703. Re: DataLink 1.00

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 09:23:33 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct21.092333.15589@actrix.gen.nz>
Source record: 227787
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Oct20.233216.12975@colorado.edu> millert@cs.colorado.edu (Todd C. Miller) writes:
> In article <521502w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
> >> Does this Program support Zmodem Batch uploads,
> >> I have fould that a lot of Term programs use the XYZ.TTP for file
> >> transfers, but there is a big problem, it does not support a real
> >> Batch mode, only a wild card mode, or all the batch files have to be in
> >> a folder..
> >>
> >
> >DataLink will allow a 78 character command line, so that is what you have
> >to work with. In the next version, I'll add the ability to write a
> >TOSEND.INF file so that you can use that option and then pass the
> >TOSEND.INF to XYZ using the -1 option. That should make it a little
> >easier. For now, though, you should probably use wilcards or as much as
> >you can fit on the command line. If you have a better suggestion, I'll
> >be glad to incorporate it. I don't want to tie DataLink too tightly to
> >any transfer program, since it is designed to be able to use them all.
> >
> Doesn't xyz support several files on a command line? If so you could use the
> file elector to select files to u/l and use cancel button to signal when you
> have selected enough files. Keep track of the selections and pass that to
> xyz (or whatever zmodem prg you use)...
>
> - todd
> --
> Todd C. Miller | "But all the politiCIAns now
> millert@tramp.Colorado.EDU | They have no excuse
> al804@cleveland.Freenet.Edu | They just hide behind their power
> University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

From what I can remember, as I only had a quick play with XYZ 202 ?,
it could not do a batch upload with explicit file names.

Terminal programs must support Full ARCV, none of this 125 character
command line limit.

Uploaded files can be all over the place and in some folders deep, this
is why the 125 limit is far to short.

I get involved in uploading lots of files to BBS's, but at the
moment I am limited to 3 files per upload, I use the GSZRZ18, this is
the German Gem Zmodem program, but still only uses the command line..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3704. Re: DataLink 1.00

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 09:40:20 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <XDV601w164w@ersys.edmonton.ab.ca>
Source record: 227789
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

millert@cs.colorado.edu (Todd C. Miller) writes:

Michel Forget writes:
> >DataLink will allow a 78 character command line, so that is what you have
> >to work with. In the next version, I'll add the ability to write a
> >TOSEND.INF file so that you can use that option and then pass the
> >TOSEND.INF to XYZ using the -1 option. That should make it a little
> >easier. For now, though, you should probably use wilcards or as much as
> >you can fit on the command line. If you have a better suggestion, I'll
> >be glad to incorporate it. I don't want to tie DataLink too tightly to
> >any transfer program, since it is designed to be able to use them all.
> >
> Doesn't xyz support several files on a command line? If so you could use the
> file elector to select files to u/l and use cancel button to signal when you
> have selected enough files. Keep track of the selections and pass that to
> xyz (or whatever zmodem prg you use)...
> --
> Todd C. Miller | "But all the politiCIAns now
> millert@tramp.Colorado.EDU | They have no excuse
> al804@cleveland.Freenet.Edu | They just hide behind their power
> University of Colorado @ Boulder | And keep us from the truth" - Roger McGu

This is the way I had the transfer system set up to begin with. XYZ was
required to use DataLink. I later changed my mind and removed that
aspect of the program, so that people can use any transfer utility they
want. The method you suggest would work up to a point; I don't think
that XYZ uses the ARGV standard, so it wouldn't be able to receive very
many files on a command line. It does allow you to write the files to a
file, and then use that file for input though. This should work in
theory, but I had an extremely hard time getting it to work at all. In
the next version of DataLink, I will add the ability to construct a file
that you can pass to XYZ. The feature will let you select files until
you hit cancel, and it will write them out to a file of your choice.
Then you can pass the filename to XYZ while you select your transfer
type and other options.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

3705. Re: DataLink 1.00, mono only -- ahh!!

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 09:45:53 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <7mV602w164w@ersys.edmonton.ab.ca>
Source record: 227791
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

bryanw@netcom.COM (Bryan Woodworth) writes:

> Any chance of a medium resolution version of Datalink in the near future?
> I thought only Germans used monochrome! :p
>
> --
> Bryan Woodworth Mail: bryanw@netcom.COM
> Netcom - Online Communication Services San Jose, CA

There is a possability of a color version, but I'm not too sure about it.
I only have a Monochrome monitor, and the RF Modulator that connects the
ST to my TV is broken for some reason. The reason DataLink will only run
in Monochrome (I tried color when I had it) is that the RSC file has
dialogs with a lot of information in them. When I was designing the
dialogs, I was intending for the program to be used on a Monochrome
display so it never occured to me to make the dialogs smaller (but more
complex). If I get the RF Modulator fixed, and if the users show enough
interest by sending in their $5, then I will work on it until there is a
color version. DataLink doesn't do anything that should cause problems
in color, except for the size of the dialogs, so it shouldn't be too hard
to get it working in color after I re-organize the dialogs.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

3706. Re: DataLink 1.00, mono only -- ahh!!

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 09:49:10 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <NsV603w164w@ersys.edmonton.ab.ca>
Source record: 227792
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

warwick@cs.uq.oz.au (Warwick Allison) writes:

> bryanw@netcom.COM> bryanw@netcom.COM (Bryan Woodworth) writes:
>
> >Any chance of a medium resolution version of Datalink in the near future?
> >I thought only Germans used monochrome! :p
>
> All SERIOUS users use monochrome? As soon as I get around to buying a
> monitor switcher, the sooner I can stop using Gumby resolution. Medium
> is so UGLY after monochrome - I spend most of my time editting source code.
>
> Anyone got some good RGB values for minimum eye-strain in colour text modes?
>
> Warwick.
> --
> _-_|\ warwick@cs.uq.oz.au
> / * <-- Computer Science Department,
> _.-._/ University of Queensland,
> v Brisbane, AUSTRALIA.

I agree with you that color is painful on the ST. It isn't so bad on the IBM machines with Super VGA, but it still annoys me. If I could have made DataLink support color I would have, but the RF Modulator that connects my ST to my TV is broken, and I don't have a color monitor. I said in an earlier message that I would make DataLink support color if the users supported the product by sending in their $5, which will allow me to buy a RF Modulator. I want to make DataLink as good a program as I can.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

3707. HD to TT ?

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 10:26:11 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <20156@hydra.Helsinki.FI>
Source record: 227790

As Heard from many sources, TT is supposed to be quite ready for a
HD-disk drive
, some people claim that it only need's a dip switch change etc...

but:

-are they talkin about internal / external floppy drive and more
important:

HAS ANYONE DONE IT: replaced the internal TT disk drive with a HD ?
and what are the exact procedures to make it work ? what SW is needed ?

spaziba !

>>>

3708. Re: MC68010 on atari ?

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 10:52:18 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Oct21.105218.27706@informatik.uni-erlangen.de>
Source record: 227793

Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:

>ogj%tglobe2.tollpost-globe @ SUB, 14.10.91 15:04:

>o>Is it possible to put a MC68010 in a Atari originally equipped
>o>with a MC68000 ??

>If you got TOS 1.06 or higher it IS possible. The 68010 is pin-compatible to
>the version of 68K used in ordinary STs (not STEs). If you say that there's no
>official way of having TOS >= 1.06 in an old ST: There will be an adapter which
>allows you to run the soon coming TOS 2.06 in STs!

Some weeks ago I've posted some information about a small hardware hack how to
adapt TOS 2.(0)5 on EPROMs to work in a MEGA ST.
The main thing was to adapt the chip select to the start address of TOS 2.05.
I think this should work on usual STs this way canonical ...

I was kinda surprised, that I got no response for the article. If anybody is
interested now, just try to grab it from a news archive. Or send me email.

Good hack,

Larry

+---------------------------------------+---------------------------------+
lsmichae@faui43.uni-erlangen.de				
Lars "Mr. GIF" Michael				"Down with ATARI,
Graduate Student of Computer Science	/	\ Long live the ST !"
at University of Erlangen/Germany	/	\
+---------------------------------------+---------------------------------|
Bones: "Damn it, Kirk, I'm a doctor, not a very good actor."
+---+

3709. Re: HD to TT ?

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 11:00:16 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Oct21.110016.5972@rhrk.uni-kl.de>
Source record: 227781

luoto@cs.Helsinki.FI (Markku Luoto) writes:

>As Heard from many sources, TT is supposed to be quite ready for a
>HD-disk drive
>, some people claim that it only need's a dip switch change etc...

>but:

>-are they talkin about internal / external floppy drive and more
>important:

> HAS ANYONE DONE IT: replaced the internal TT disk drive with a HD ?
> and what are the exact procedures to make it work ? what SW is needed ?

Yes, I did it months ago. If you set dip switch #8 (or #7, I'm not quite
sure) to ON you get the option "High Density" in the desktops format
dialog. But you can select this button only with TOS 3.05 or higher.
The dip switcht is only responsible for this button to appear. High
density drives work without changing this switch. The only problem is that
some controllers don't work correctly with 16 MHz used for HD discs. But
soon there will be new floppy controllers to overcome this problem.
BTW, I use an external and an internal HD drive.

```
*********************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*-------------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*********************************************************
```

3710. Re: Gulam

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 11:20:50 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991Oct21.112050.29049@cs.nott.ac.uk>
Source record: 227782

In article <1991Oct19.213103.29281@tripos.com> downey@tripos.com (Tom Downey) writes:
>What about Mint, and where can i get that?
>I only have 1/2 meg of memory in my ST.

Forget MiNT in half a meg. By the time you get MiNT, and a shell like gulam
in, you'll not have enough memory left to do anything serious. (Has anybody
tried MiNT on a 1/2 meg machine? How much is free?)
--
/* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
+* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
+* Olivier's Law: "Experience is something you don't get *+
*------------------------- until just after you need it." */

3711. Re: GENIE email

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 14:46:32 UTC
From: steve@thelake.mn.org
Message-ID: <A1305483093@thelake.mn.org>
Source record: 227795

[In article <91293.214026SML108@psuvm.psu.edu>,
SML108@psuvm.psu.edu (Scott the Great) writes ...]

> Hi, is there a way to send email to GENIE accounts from BITNET or
> Internet and vice versa?

There is a GEnie project to build an Internet gateway, but no official gateway currently exists.

Anyone in North America can get a GEnie membership for a flat monthly fee of $4.95 U.S. or $5.95 CDN. There is no additional charge for email, and most non-computer-related roundtables are included in the basic fee. There also is no telecommunications charge if you dial into a GE network port. There are GE ports in most major cities.

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)

3712. Re: PC DITTO I

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 15:07:19 UTC
From: zeus@zeus3.sozialwissenschaften.uni-mannheim.de
Message-ID: <1991Oct21.150719.14563@posthorn.informatik.uni-kl.de>
Source record: 227796

This article was probably generated by a buggy news reader.

3713. TeX and LaTeX document

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 15:27:34 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <5026@tamsun.TAMU.EDU>
Source record: 227794

No more nasty TeX questions. I have it installed and working now.
I will make a document containig:

- Atari ST TeX experiences from the USENET
- Configuring the ST TeX software for the 1st time
- The font conventions
- Making a "format" file
- Creating a working "TeX" and "LaTeX" system
- Using "dvieps" for EPSON 9-pin output
- Using "dviatari" for screen output
- Using "showdvi" for screen output
- Using "dviprint" for EPSON 9-pin or 24-pin printers
- Getting 24 pin fonts

I need a few volunteers to help proof read this document and to give
me additional advice on the following topics:

- Getting fonts for laser printers (SLM, HP, etc)
- Creating "pk" fonts.
- Using TeX on a 1Mg machine witout a shell language like Gulam.

Please send me E-mail for requests. The document (1st draft) should be
available around November 5th. (Maybe much earlier).

Mark Lehmann
tamuts.tamu.edu!n160ao

3714. Re: HD to TT ? and MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 15:50:52 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Oct21.105053.15963@doug.cae.wisc.edu>
Source record: 227797

In article <1991Oct21.110016.5972@rhrk.uni-kl.de> seimet@rhrk.uni-kl.de (Uwe Seimet [Chemie]) writes:
>luoto@cs.Helsinki.FI (Markku Luoto) writes:
>
>>As Heard from many sources, TT is supposed to be quite ready for a
>>HD-disk drive
>>, some people claim that it only need's a dip switch change etc...
>
>>but:
>
>>-are they talkin about internal / external floppy drive and more
>>important:
>
>> HAS ANYONE DONE IT: replaced the internal TT disk drive with a HD ?
>> and what are the exact procedures to make it work ? what SW is needed ?
>
>Yes, I did it months ago. If you set dip switch #8 (or #7, I'm not quite
>sure) to ON you get the option "High Density" in the desktops format
>dialog. But you can select this button only with TOS 3.05 or higher.
>The dip switcht is only responsible for this button to appear. High
>density drives work without changing this switch. The only problem is that
>some controllers don't work correctly with 16 MHz used for HD discs. But
>soon there will be new floppy controllers to overcome this problem.
>BTW, I use an external and an internal HD drive.
>
>***
>* Uwe Seimet *
>* seimet@rhrk.uni-kl.e *
>*---*
>* I hate this machine, I wish that they would sell it. *
>* It doesn't do what I want but only what I tell it. *
>* (Programmer's lament) *
>***

What I would like to know two along this same thread is anyone has
bought and installed a HD in thier MEGA STE?

If So, what kind did you get? And, how did you mount it?

My drive is GLUED to the cover panel. Why? because they had
a glue fight at the factory that day, and thought it would be
a neat joke to play on a fellow Atari customer.

Greg Carter - Undergraduate - United States Amatuer Wrestler (149.5 lb)

ONLY 9 months to go for State tournee - Kick Butt Time!

Employed: Computer Aided Engineering Center - University Wisconsin - Madison
Major: Computer Science - Emphasis: System Design Tools, User Interfaces
Phone Home: (608) 264-3622 - Work: (608) 262-5349

My Current Girlfriend: Atari MEGA STE 4/50 16Mhz 68000 1.8 Mips
Runs all Mac Software, quite nicely.
(Third Person in the US to own one)

My advice for the week: Don't buy Atari Stock

3715. Re: Why programs don't work (was Fligth Simulator on STe)

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 16:25:46 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <GAUDREAU.91Oct21122546@juggler.East.Sun.COM>
Source record: 227798

Distribution:

Allan Pratt writes:

Thank you for the opportunity to discuss the question "why doesn't program X work on machine Y?"

Program X might have been written by real dingbats, that's why.

... [stuff deleted]

My point is that we just can't fix these things. I don't like the fact that Starglider doesn't work under new TOS, but I can't help it.

That reminds me...

Has Atari ever considered releasing the 'classic' versions of the ROM on floppy? It would be quite useful for people who *love* Star Raiders but have brand new Mega4/Ste's (I'm now reduced to playing the 2600 version of SR :-().

I understand that Atari might not want to release 1.6, 2.??, 3.??, or even 1.4 on floppy because Atari also sell ROMs for those. But how about 1.0 and/or 1.2? As a developer, it would be useful for making *sure* my software is backwards compatible, not to mention running older software for the other folks out there.

Now barring the possibility of people using these disks for hacking, virus propagation, and even (*gasp*) Atari emulators, please keep in mind, that in the "real-world" (tm) :

o Almost all other platforms have OS upgrades/releases on loadable media even if they have some OS in ROM.

o Viruses get spread quite nicely despite the TOS being in ROM. This is the case for most computers anyway :-(Having TOS on floppy wouldn't change this or even exacerbate the problem. It would, however, provide a benchmark to compare versions of OS against.

o People have already been putting the ROMs on floppy in order to make sure they can always run all their software.

o Patched versions of the OS have legitimate uses and anyone using such a version should expect the unexpected. Having the OS in ROM hasn't stopped anyone from making their own EPROMS with patches.

I'll step off my soap-box now. Next. :-)

On another point, has Atari ever considered re-releasing the classic ST games for the newer generation machines (ie Star Raiders)?

Grins,

Joe
-=-

3716. Re: Why programs don't work (was Fligth Simulator on STe)

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 17:17:08 UTC
From: apratt@atari.UUCP
Message-ID: <3108@atari.UUCP>
Source record: 227712

In mail to me, Lars-Erik Osterud remarks that some games didn't work under some TOSes because TOS uses Timer A, which is "reserved for applications."

What happened is that TOS used that timer DURING BOOT, which is perfectly reasonable. After the boot sequence, it does not use that timer. However, it left the timer and its interrupt channel in a state other than the reset state. If the game programmer had not made assumptions about the state of that timer, the game would have worked.

The same thing would happen if you ran some other program before the game, using old TOS, and that program used Timer A (legally) but left it in a state other than the reset state. Correct programs do not assume anything about a resource like this, and approach it carefully. Incorrect programs might, for example, unmask the interrupt before they install the vector, because they think it's not enabled or the timer isn't running.

The newest TOS leaves that timer in the same state it boots up in: with the interrupt disabled and the timer stopped. This is an example of the other kind of pain we go through in the name of compatibility: we even try to make badly-written programs continue to work.

Finally, for everybody: any time you refer to "some programs" not working, PLEASE name the programs, so we can check out the reasons here. We run new TOSes on our library, but we don't have all programs in the library, and we don't try them in all ways. If you can name a program that doesn't work, we want to hear it so we can investigate. If it doesn't just bomb on start-up or something, then explain how to make it fail.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3717. Re: Notator 3.1

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 17:24:37 UTC
From: ian@unipalm.uucp
Message-ID: <1991Oct21.172437.4989@unipalm.uucp>
Source record: 227799

pinelr@aix.rpi.edu (Robert Jeffrey Pinelli) writes:

>In article <91857@bu.edu> selick@bucsf.bu.edu (Steven Selick) writes:

>>I just received a mailing from Alexander Publishing about a notator 3.1
>>update from 3.0 for $45 or something. What did they update in 3.1? Is it
>>worth $45 or whatever they want?

>I've just received my 3.1 version, and it is very nice.

>3.1's additional features include the ability to export notation as DTP
>type files to be used as parts of other documents (.IMG files) plus lots of
>other hardware support and display options (page preview, etc.) It is worth
>the money, but you have to get both 3.0 and 3.1 since 3.0 comes with the new
>manual and the fonts disk that you'll need.

In the UK there are two upgrade prices - #60 for 2.x->3.1 and #20 for
3.0->3.1. Both are good value (I got 3.0) as well.

For my 2p-worth, the biggest improvements in 3.1 are:

Page preview (MUCH better - you can do things like alter the horizontal
spacing and margins directly, as well as look at the bottoms of large
pages)

Grace notes and "free" notes.
Ability to have n-tuplet figures up or down (and a separate font for
them).

Quite a few other minor goodies.

What C-Lab crow most about is the graphic arrange mode, which is indeed
nice. There's also a Fostex-sync mode.

Doesn't seem to be much larger, though 1MB would be pretty tight
nowadays.

Ian

3718. Re: gnuucp

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 17:34:50 UTC
From: nox@jelal.north.de
Message-ID: <0531.10.91@jelal.north.de>
Source record: 227903

In <AjZWvcfFTv.@pfunk.hanse.de> blackbox@pfunk.hanse.de (Michael Kistenmacher) writes:

>[gnuucp]

>It would be pretty nice, if anybody could port that stuff to go
>through GCC with MinT, it's not as hard, because GCC compiles most
>of the sources without any changes.

hmm... correct me if i'm wrong, but doesn't gnuucp's implementation of the `g' protocol limit the window size to 1 ? if that's still the case, the thing will probably run about half the `speed' of good ol' xmodem... (or at least on modems that don't do protocol spoofing.)

so, try it if you like but consider yourself warned. :-)

>I still have to use the UUCICO by Jan Willamowius, which is written
>under GFA and bombs if it's started under MinT.

yes, GFA bugsic should be banned. :-(i guess i'll have to look at this bauble uucp thing one day... (btw, is there a newer version than that posted in june?)

bye,
Juergen
--
J"urgen Lock / nox@jelal.north.de / ..!uunet!unido!sol.north.de!jelal!nox
...ohne Gewehr

3719. Re: More TeX/LaTeX

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 17:55:11 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <630@olymp.informatik.uni-bonn.de>
Source record: 227724

In article <4928@tamsun.TAMU.EDU> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>Thanks for the help setting up TeX and LaTeX. I now have TeX (and I think
>LaTeX) working. I can view things with the screen previewers.
>
>I have two project before releasing a "So, this is your first time installing
>TeX on the Atari ST!" document.
>
> 1) Make the "dviprint" program use fonts for my Panasonic 24pin (EPSON
> LQ-1500 clone).
>
> 2) Understand the font naming conventions. I understand that the "fonts"
> directory should have directories named after a font, and should contain
> font files with names like "100pk". Also, the "fonts" direcotry should
> have files containing "fontname.tfm" in it.

Oh my, why do people insist on making life difficult for themselves?

Why don't you simply use CS-TeX, available from several atari servers via ftp.
This program sets up EVERYTHING, the INSTALL.PRG builds all the right files,
directories etc.

There's a TeX shell that makes document recompilation a 3-key issue.
There's an automated Metafont that makes all fonts for your output device(s)
automatically, either on the fly as you need them, or as an overnight job.

Naturally, there's a previewer included that works with printer fonts, to
save on disk space. And of course there's a Panasonic printer driver.

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de [hopefully] (Bonn, Germany)

3720. Re: TeX joy, LaTeX woes.

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 18:34:22 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <631@olymp.informatik.uni-bonn.de>
Source record: 227722

In article <1991Oct18.085235.19948@cs.nott.ac.uk> dpg@cs.nott.ac.uk (Dave Gymer) writes:
>In article <4892@tamsun.TAMU.EDU> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>>(...)
>>I up it to FOLDR750.PRG and start over. BINGO, I get more fonts in, but then
>>TEX stops building LaTeX will another font.
>
>I presume your using a versoin of TOS prior to 1.4? I don't remember any of
>these problems when I tried to build TeX (my config, 4meg STe, TOS 1.60, at
>the time, about 10 meg disk space).
>
>If you can find a machine with TOS 1.4, try it on that.

FOLDR750 is outrageous! Needless to say, CS-TeX runs fine on TOS < 1.4 with
FOLDR090 or so. I don't use FOLDRxxx at all (TOS 1.4) and never had any
trouble running it.

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de [hopefully] (Bonn, Germany)

3721. ppm / pgm

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 19:08:27 UTC
From: youngmw@sage.cc.purdue.edu
Message-ID: <22824@mentor.cc.purdue.edu>
Source record: 227800

Does anyone know the file formats for ppm's and pgm's.
I know it is a simple one, but nonetheless, I do not know it.

thanks
Aaron

3722. Re: Font addresses

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 19:58:38 UTC
From: clash@aslan.en.open.de
Message-ID: <9110212158@aslan.en.open.de>
Source record: 227723

Hya!

First, thank your for your quick answer. But the problem, I have, is where to poke the font address to. In my programs I user my own fonts, too. But I wrote them with TOS 1.02. Now, after I installed TOS 1.04, texts aren't displayed with MY fonts when I use the GfA-Basic TEXT command. Using TOS 1.02, the address was $8820, but now?! The TOS font address (the address where to poke the font location to) is still SUB(L~A, 22).

Oliver

3723. Re: Atari Abaq

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 21:27:52 UTC
From: ritz@msb.com
Message-ID: <1991Oct21.212752.17183@msb.com>
Source record: 227708

In article <4948@tamsun.TAMU.EDU> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>This is an old and probably dead issue.
>
>What happened to the Atari Abaq.
>
>A friend told me putting 10 of these Atari Abaqs together would give a
>user more power than a Cray Y-MP computer. He then proceeded to inform
>me how Atari products are so good, that Atari will own the computer market
>by 1989. I even saw a picture of the Atari Abaq in an atari magazine.

Hehe...Um, tell your friend to lay off the bong for a few minutes before
he starts talking about computers next time. :-)

>Do anyone have the scoop on this?

I don't know the exact number of Abaq transputer machines that were made,
but I am under the impression that the number is in the low hundreds at
best. It ran a new somewhat-buggy OS that supported parallel processing
and is used in a few universities in Europe.

They probably never sold enough of them to even cover a fraction of the
R&D cost.

Skoal,

Chris

--
-----------------------------------+--
Chris Mauritz |Meetpoint Station BBS - Public Access Unix
ritz@msb.com |(718)899-0662 v.32/v.32bis/v.42bis 9600b
Copyright (C) 1991 |Join us...We're friendly dammit! :-)

3724. Re: HD to TT ?

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 22:08:12 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.688082892.larserio@kolsaas.ifi.uio.no>
Source record: 227749

Actually you can use HD disks on TOS 2.05 too (on the MEGA STE)
You have to move a DIP here to (6 or 7) but I haven't found a HD-drive
that fits (you must be able to move over the front and the button).

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
__________/ _____________________/ _____________________/ ____/ /

3725. Re: Atari Minix and ICD

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 22:23:28 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <ODDJOB.91Oct21182324@oz.oz.plymouth.edu>
Source record: 227706

In article <7578.2901518b@cpva.saic.com> dshaw@cpva.saic.com writes:

>In article <1991Oct17.202405.1270@sae.com>, malay@sae.com (Bob
>Malay) writes:
>> Has anybody installed Minix on the Atari ST using a hard drive with an
>> Bob Malay

>Megafile 30 that follows my main HD. (It might be possible to rebuild
>Minix to allow more than 4 partitions, but I haven't looked into this and
>wouldn't want to be dependent on that anyway).

(I already replied to Bob Malay about this in more detail....)
Does anybody who uses ST Minix read this newsgroup (anymore) ? Frans
Meulenbroeks (who's name is on the COVER of the ST Minix vers. 1.5
manual) I know shows up occasionally. anyone else ?

What to do if you want to use partitions BEYOND /dev/hd4 on ST Minix
1.5 from Prentis-Hall ? Well..... you have to upgrade(=patch) Minix
from version 1.5.10.0 (the version SHIPPED by Prentis-Hall) to at
least version 1.5.10.3 and recompile the thing..... Yes, it DOES
work!!! The patches are available somewhere on plains.nodak.edu for
anonymous ftp.
Now, if you want to be able to use MORE than 5 partitions at one time
(Which is a different matter than using partitions out beyond
/dev/hd4) you'll have to change a #define somewhere. Since I haven't
done it I don't remember where it is..... 4 partitons is more than
enough for my purposes.

There is a newsgroup where people are only too happy to help out with
minix questions.....
comp.os.minix
There's EVEN a FAQ.... :-).

-Andy-

--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	
you sprinkle on ice ??"	oddjob@oz.plymouth.edu
This is a banana),This is your brain on bananas ^>^, Get the picture?

3726. what types of joysticks work with 520ST?

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 22:25:00 UTC
From: buchs@obiwan
Message-ID: <21OCT199115250127@obiwan>
Source record: 227703

I am finally going to get a joystick for my 520ST. Do I need to get a
particular type? Anyone have brand and source recommendations.
Please Email and I summarize if there is interest.

- - - - - - - - - - - - - - - - - - -
Kevin Buchs Mayo Foundation
buchs@mayo.edu 200 1st St SW
(507) 284-0009 Rochester, MN 55905
- - - - - - - - - - - - - - - - - - -

- - - - - - - - - - - - - - - - - - -
Kevin Buchs Mayo Foundation
buchs@mayo.edu 200 1st St SW
(507) 284-0009 Rochester, MN 55905
- - - - - - - - - - - - - - - - - - -

3727. Re: GENIE email

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 22:58:35 UTC
From: darling@cellar.org
Message-ID: <ccw704w164w@cellar.org>
Source record: 227704

steve@thelake.mn.org (Steve Yelvington) writes:

> Anyone in North America can get a GEnie membership for a flat monthly fee
> of $4.95 U.S. or $5.95 CDN. There is no additional charge for email, and
> most non-computer-related roundtables are included in the basic fee. There
> also is no telecommunications charge if you dial into a GE network port.
> There are GE ports in most major cities.

It's worth pointing out that the flat monthly fee only applies if you call
after 6pm, before 6am, or on weekends. Otherwise all services are $18/hour
(ouch!) or $24/hour for 9600 baud (Double ouch!).

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

3728. Transputer link connectors on ATW

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 23:29:09 UTC
From: jeremy@cs.adelaide.edu.au
Message-ID: <JEREMY.91Oct22085909@chook.cs.adelaide.edu.au>
Source record: 227707

Hi,

I need to find out the pinouts for the DB9 link connectors on the back of an
Atari ATW. Unfortunately I do not have access to a manual which could help me.

Can anyone in this newsgroup help? Please reply by e-mail; I will summarize
only if there is demand for it.

Thanks,
Jeremy Webber
--
--
Jeremy Webber Internet: jeremy@cs.adelaide.edu.au
Digital Arts Film and Television, jeremy@chook.ua.oz.au
3 Milner St, Hindmarsh, SA 5007, Phone: +61 8 346 4532
Australia FAX: +61 8 346 4537

3729. Need program to catalog gifs..

Newsgroup: comp.sys.atari.st
Date: 1991-10-21 23:41:34 UTC
From: bryanw@netcom.COM
Message-ID: <1991Oct21.234134.17554bryanw@netcom.COM>
Source record: 227705

Hi, I need a program that will catalog gifs. I want the program to be able to sort the information by disk # or alphabetical listing of the filenames. I want it to ask the following info: disk #, filename, filesize (optional), and a space for comments. And this is the most important part. IT MUST OUTPUT THE INFORMATION IN ASCII.

Thanks.

--
Bryan Woodworth Mail: bryanw@netcom.COM
Netcom - Online Communication Services San Jose, CA

3730. Lattice C Version 5 Update Soon?

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 02:16:57 UTC
From: covert@cactus.org
Message-ID: <9671@cactus.org>
Source record: 227709

Alxe Kieran mentioned on GEnie recently that Hisoft is
updating their Lattice C compiler soon. It is supposed
to have an intergrated project management (aka MAKE).
there is also supposed to be a new "ToolPac" which
will contain many UNIX tools for the LC5 package.

Now, could someone in the UK ask Hisoft about this update?
And about the ToolPac?

I am on Hisoft's mailing list but who knows?

--
Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert

3731. Re: Twister (was Re: Crikey)

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 05:13:28 UTC
From: boyd@mount.cs.fsu.edu
Message-ID: <1991Oct22.011328.9740@mailer.cc.fsu.edu>
Source record: 227710

In article <3746@krafla.rhi.hi.is>, adamd@rhi.hi.is (Adam David) writes:
>There is no specified order of sectors on the disk. If you wanted to, you
>could format a disk with more than one sector of the same number on the same
>track. The FDC picks up and uses the first one it finds irrespective of where
>it is found. That's not a bug or a feature, rather the way the FDC does what it
>is supposed to do.
>
>An active imagination is necessary to find some useful way of exploiting
>multiple occurences of the same sector number, and you might get into trouble
>with some higher parts of the OS. The only obvious use for this (and it works)
>is to have the boot sector repeated all over side0 of track00 so that if the
>first one gets damaged the next one will be picked up instead, like a cat with
>nine lives. (or more if it's been upgraded :-)

Not a bad idea. By the way, one use of multiple sectors on the same track
is copy protection. This is an ancient (and not very effective) method. The
program repeatedly reads that sector number, head slop will allow the drive to
read the second one, and the program proceeds. File oriented disk copies
will not pick up both sectors (although any low level copy program probably
will).

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

3732. Re: what types of joysticks work with 520ST?

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 07:25:42 UTC
From: doucetdb@vax1.mankato.msus.edu
Message-ID: <1991Oct22.012542.951@vax1.mankato.msus.edu>
Source record: 227711

In article <21OCT199115250127@obiwan>, buchs@obiwan (Kevin J. Buchs) writes:
> I am finally going to get a joystick for my 520ST. Do I need to get a
> particular type? Anyone have brand and source recommendations.
> Please Email and I summarize if there is interest.
>
> - - - - - - - - - - - - - - - - - - -
> Kevin Buchs Mayo Foundation
> buchs@mayo.edu 200 1st St SW
> (507) 284-0009 Rochester, MN 55905
> - - - - - - - - - - - - - - - - - - -
>
> - - - - - - - - - - - - - - - - - - -
> Kevin Buchs Mayo Foundation
> buchs@mayo.edu 200 1st St SW
> (507) 284-0009 Rochester, MN 55905
> - - - - - - - - - - - - - - - - - - -

I have always used the good old Atari black joysticks. They work well, are
durable, and are *cheap*. ;) By the way, I have a 1040ST.

doucetdb@vax1.mankato.msus.edu
David Doucette
college student

3733. Re: Why programs don't work (was Fligth Simulator on STe)

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 08:59:10 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Oct22.085910.12073@rhrk.uni-kl.de>
Source record: 227714

apratt@atari.UUCP (Allan Pratt) writes:

>In mail to me, Lars-Erik Osterud remarks that some games didn't work under
>some TOSes because TOS uses Timer A, which is "reserved for applications."

>The newest TOS leaves that timer in the same state it boots up in: with the
>interrupt disabled and the timer stopped. This is an example of the other
>kind of pain we go through in the name of compatibility: we even try to
>make badly-written programs continue to work.

Up to now I thought in TOS 2.0 Timer A is used for floppy timing. (In TOS 3.0
this is done with Timer C of the second MFP.) If Timer A is not used for
floppy timing on the MegaSTE I'd like to know how processor independent
floppy timing is achieved on these machines.


```
*******************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

3734. Re: HD to TT ?

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 09:42:15 UTC
From: erlingh@idt.unit.no
Message-ID: <1991Oct22.094215.22164@ugle.unit.no>
Source record: 227715

Yes, I did it.
And here is what to do:
1) Take out the old (720k) drive.
2) Put in the new one.
3) It works.

Allthough this works, I wouldn't recommend doing it, since the WD1772-chip isn't supposed to be able to cope with 16 Mhz. Wait for the new chip from atari !!

Note: You have to have your own software to FORMAT HD-disks, but TOS will automagically read/write HD/normal disks. If you have source to a floppy-formatter, just change number of sectors to 18 instead of 9 and recompile. You will then have a HD-formatter.
Also if you have Tos >= 3.05, you can set a DIP-switch so that you may format HD-disks from the desktop.

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

3735. Re: Atari Abaq

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 10:48:37 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <20179@hydra.Helsinki.FI>
Source record: 227716

is this abaq the same thing as something called "ATW" -transputer
station made by atari in 80'ies too ?

and is this "parallel supporting OC" same thing as "helios" used in ATW
?

>>>purely on curiousity ?<<<

>>>

3736. Re: Re^1: Mega STe

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 11:20:16 UTC
From: cordes@ac.dal.ca
Message-ID: <1991Oct22.082016.1700@ac.dal.ca>
Source record: 227720

In article <5486634@shlink.hanse.de>, lp@shlink.hanse.de (Lutz Petersen) writes:
> Im Artikel <1991Oct18.002945.5554@demon.co.uk> schreibt ilaskey@cix.compulink.co.uk
(Iain Laskey):
>>
>> I would like to buy a Mega STe when they are released in the UK. Are there any-
>> known compatibility problems with them?
>
> In my case 1st_Word 3.xx doesn't work. Now I have 'downgraded' to version
> 2.0x to work with some old wordplus-documents.
>
1st Word Plus 3.14 works fine on my Mega4 STE.

John Cordes
Dept. of Physics
Dalhousie University
Halifax, N.S., Canada B3H 3J5
email: cordes@ac.dal.ca

3737. sozobon C and SUN

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 11:30:20 UTC
From: robin@castle.ed.ac.uk
Message-ID: <14000@castle.ed.ac.uk>
Source record: 227728

I have been trying to build the sozobon C compiler on a SUN 4 using the sozosun.zoo diffs on terminator (aka atari.archive). Most of it compiles except for hcc.ttp, the block pre.c cannot find some externs:--

```
_curstr
_nxttok
_sawnl
_chr_push
_curtok
_tk_flags
```

Where are these? The Makefile also has in the OBJS tok.o, there is no tok.c but there is a tok.h which is included with #include "tok.h" in many of the .c blocks. So I removed the tok.o from the $(OBJS) and only the above errors show.

Can anyone help me?

Thanks

Robin

3738. Re: GENIE email

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 12:07:30 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct22.120730.8158@actrix.gen.nz>
Source record: 227718

In article <A1305483093@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
> [In article <91293.214026SML108@psuvm.psu.edu>,
> SML108@psuvm.psu.edu (Scott the Great) writes ...]
>
> > Hi, is there a way to send email to GENIE accounts from BITNET or
> > Internet and vice versa?
>
> There is a GEnie project to build an Internet gateway, but no official
> gateway currently exists.
>
> Anyone in North America can get a GEnie membership for a flat monthly fee
> of $4.95 U.S. or $5.95 CDN. There is no additional charge for email, and
> most non-computer-related roundtables are included in the basic fee. There
> also is no telecommunications charge if you dial into a GE network port.
> There are GE ports in most major cities.
>
> --
> Steve Yelvington, Marine on St. Croix, Minnesota
> steve@thelake.mn.org (In winter we walk on water)

The same sort of thing applies here in New Zealand,
but you pay a connect charge of $8us per hour, but no charge for
uploading files, but you pay for all other times,
but no line charges even from here..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3739. Re: Re^1: Mega STe

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 12:11:47 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct22.121147.8296@actrix.gen.nz>
Source record: 227719

```
In article <5486634@shlink.hanse.de> lp@shlink.hanse.de (Lutz Petersen) writes:
> Im Artikel <1991Oct18.002945.5554@demon.co.uk> schreibt ilaskey@cix.compulink.co.uk
(Iain Laskey):
> >
> > I would like to buy a Mega STe when they are released in the UK. Are there any-
> > known compatibility problems with them?
>
> In my case 1st_Word 3.xx doesn't work. Now I have 'downgraded' to version
> 2.0x to work with some old wordplus-documents.
>
> lp
>
>
> --
>
> \\ lutz petersen - 2200 elmshorn, germany - +49 4121-63587 v.32 \\
> \\ lp@shlink.hanse.de lp@shlink.sh.sub.org zer: lp@shlink.zer \\

Well if you have brought 1st_Word Plus, you can upgrade to version
3.15, this I have read is the TT version, should work for the Mega STE..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***
```

3740. Rules of Engagement

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 12:25:06 UTC
From: oshaughj@p4.cs.man.ac.uk
Message-ID: <oshaughj.688134306@p4.cs.man.ac.uk>
Source record: 227741

Does anyone know if this game is out on the ST yet and if so is it any good?

Thanks,
Jamie

3741. Re: Why programs don't work (was Fligth Simulator on STe)

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 12:58:22 UTC
From: s_grunwa@irau28.ira.uka.de
Message-ID: <kg883eINN5su@iraul1.ira.uka.de>
Source record: 227721

This is a ME TOO !

I have the same problem with games. Atari should forget about tricky people sparing a few dollars for the ROM's by using a disk. You loose a lot of memory and the ROM's are much more comfortable, if something went's wrong.

They should place an Atari Emulator for PC's on the market, showing that emulating a little, outdated 68000 is a very hard job for those super, duper 80486's. May be the users like the ST-software and then buy a ST for using it ...

- Knut

3742. Re: Batch Files?

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 14:53:53 UTC
From: qs101@cl.cam.ac.uk
Message-ID: <1991Oct22.145353.10483@cl.cam.ac.uk>
Source record: 227909

There is if you use a cli. (gulam, for example)

I used to be very cynical about PCs and DOS until I used them non-stop
for two years.
Now I find the ST a bit limiting.

Quentin Stafford-Fraser
Cambridge University Computer Lab
qs101@cl.cam.ac.uk
Tel +44 223 334645

3743. PASCAL

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 14:54:44 UTC
From: scst32@uxa.liv.ac.uk
Message-ID: <1991Oct22.145445.747@and.cs.liv.ac.uk>
Source record: 227725

Hellup!!

My brotha just started a programming course and is learning pascal.
Are there any good pascal compilers in the public domain available
by anonymous FTP..? If so where..?

(s'cuse the ignorance I ain't an atariist!!)

Rik.

3744. TOS upgrades

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 15:09:36 UTC
From: qs101@cl.cam.ac.uk
Message-ID: <1991Oct22.150936.11066@cl.cam.ac.uk>
Source record: 227906

I have an old (about 3 yrs) 1040ST with 1 Meg.

Can I upgrade the TOS? Should I? What will it do for me and how much
will it cost?

Thanks,
Quentin

Quentin Stafford-Fraser
Cambridge University Computer Lab
qs101@cl.cam.ac.uk
Tel +44 223 334645

3745. PD C compilers

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 15:12:35 UTC
From: qs101@cl.cam.ac.uk
Message-ID: <1991Oct22.151235.11163@cl.cam.ac.uk>
Source record: 227910

What are the relative merits of the different PD C compilers for the ST?
By instinct I would go for gcc, because I use it at work on my unix
machine, but several people seem to use Sozobon.

I have 1Meg & 2 floppies, of that makes a difference.

advTHANKSance

Quentin

Quentin Stafford-Fraser
Cambridge University Computer Lab
qs101@cl.cam.ac.uk
Tel +44 223 334645

3746. GFA RAYTRACE USERS!

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 15:22:11 UTC
From: Nick.Smith@tdkt.kksys.mn.org
Message-ID: <688171659.0@tdkt.kksys.mn>
Source record: 227738

WHY A GFA RAYTRACE USER GROUP?

As an avid Raytrace user, I am interested in contacting other users, sharing operational tips, and seeing some of the creations others have been able to produce with the program. I feel that by forming an informal sort of User Group, we can all benefit from each other's experience and get the most out of our purchase.

My primary motivation however is to find other Raytrace users to join a grassroots campaign to get GFA to produce a converter for Raytrace pics, so we are not permanently trapped in Raytrace's native format.

Finally, it is my hope to build a Community Library showcasing the talents of Raytrace users, and making it availiable to anyone who is interested enough to send in a disk of thier work to contribute to the library. An informal User Group indeed! There is no cash of any sort involved here. All that will be required is a floppy disk of your Raytraced creations to get on the mailing list.

CONVERSION UTILITY NEEDED!!!

My main reason for organizing this group is to get people putting pressure on GFA Germany to release a pic conversion utility for Raytace users. Ideally, one that converts .SUL/.SCL files to Spectrum 512 format is much needed and long overdue. However, a well written 16 color converter might be a simpler alternative. A utility called SPU2DEG.TTP included with Spectrum 512 does a fairly good job of analyzing a 512 Spectrum pic and reducing it to 16 colors. Either or both are needed. And if GFA can't produce such a program they should at least be encouraged to provide enough detailed info on Raytrace file format to the public domain so that one could be written.

THE DISK LIBRARY

The 'cost' of subscribing to this newsletter is a disk, single or double sided with some examples of scenes you've created in Raytrace. We all know that there's alot of trial and error in creating a scene. But once in awhile you get the objects, the lights just right and its worth saving. Whether its some Wireframe data, or a 10 frame full-blown animation, rendered screens, or Spectrum, Neo, or other pics you use for ground, sky or texture maps, put them on a disk with your name and address. You be put on the list for the newsletter and get your disk back filled with the best works of other Raytrace users. Your 'subscription fee' becomes part of the library, and the best of the library will be mailed back to you promptly.

HOW TO GET YOUR NEWSLETTER

Send your disk to: GFA RAYTRACE USERS USA
c/o Nick S. Smith
4406 5th Avenue South
Minneapolis, MN 55409-2124

I can also be reached on GEnie by sending mail to S.SMITH65

* Origin: FlightLine BBS Mpls,MN (612)544-5118 (1:282/47.0)

3747. Re: TeX joy, LaTeX woes.

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 15:34:40 UTC
From: raichle@azu.informatik.uni-stuttgart.de
Message-ID: <RAICHLE.91Oct22163440@azu.informatik.uni-stuttgart.de>
Source record: 227726

```
In article <4892@tamsun.TAMU.EDU> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
> This is the strange thing. After successfully building the "plain.fmt" file,
> I took to building the "lplain.fmt" file for LaTeX. It builds fine till it
> starts to build the fonts.
> [...]
> BINGO, I get more fonts in, but then
> TEX stops building LaTeX will another font.

It seems that initex misses
lcircle10
lcirclew10
or
circle10
circlew10

These fonts are the same (with different names):
lcircle10 == circle10
lcirclew10 == circlew10

You can do three things:
- edit `lfonts.tex' and add/delete the `l' or
- rename the tfm and pk files or
- copy the tfm and pk files (or create links if available)

(I recommend the last, because there are many dvi-files with references
to circleXX and lcircleXX.)

-bernd
```

3748. 520 st system forsale

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 15:35:32 UTC
From: gathings@duncan.cs.utk.edu
Message-ID: <kg8ha4INN3f8@utkcs2.cs.utk.edu>
Source record: 227727
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers

I have the following system for sale:

Atari 520 system with 1 external ssdd external
drive, Uniterm Vt100 terminal software, operating
system software, and 1st word word processor

Price: $200 or best offer.

Golando

3749. Re: Re^1: Mega STe

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 16:11:37 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1991Oct22.161137.7035@syma.sussex.ac.uk>
Source record: 227733

From article <1991Oct22.121147.8296@actrix.gen.nz>, by Roger.Sheppard@actrix.gen.nz (Roger Sheppard):
> Well if you have brought 1st_Word Plus, you can upgrade to version
> 3.15, this I have read is the TT version, should work for the Mega STE..??

In the UK the explicitly TT-compatible version is 3.20TT. Yes, it actually says '3.20TT' in a dialog box that appears briefly during the startup sequence.

However, it might be the case that other version numbers are used in other countries.

Interested people might try mailing sproducts@compulink.co.uk - the ID of GST Software Products, who write Wordplus (and who are about to release Timeworks Publisher 2 soon, but that's another story).

Currently, the 'sproducts' mail addressed is being looked after by a man called Simon Jones. I don't know whether he can, or is willing to, mail to people external to the CIX (Compulink Information Exchange) conferencing system.

Graham
--
Graham Thomas, SPRU, Mantell Building, Univ. of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: +44 273 685865

3750. Re: Atari Minix and ICD

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 16:18:24 UTC
From: meulenbr@nlvs31.ce.philips.nl
Message-ID: <1991Oct22.161824.17880@philce.ce.philips.nl>
Source record: 227730

oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
>Does anybody who uses ST Minix read this newsgroup (anymore) ? Frans
>Meulenbroeks (who's name is on the COVER of the ST Minix vers. 1.5
>manual) I know shows up occasionally. anyone else ?

Hi! I'm here. I usually glance through this group and read comp.os.minix
to great detail (assuming our news feed works).

>from version 1.5.10.0 (the version SHIPPED by Prentis-Hall) to at
>least version 1.5.10.3 and recompile the thing..... Yes, it DOES
>work!!! The patches are available somewhere on plains.nodak.edu for
>anonymous ftp.

The latest version is 1.5.10.4. I posted this one several months ago.
I assume these diffs are also at plains. However they do not apply
as smoothly as [1-3] do.

>Now, if you want to be able to use MORE than 5 partitions at one time
>(Which is a different matter than using partitions out beyond
>/dev/hd4) you'll have to change a #define somewhere. Since I haven't
>done it I don't remember where it is..... 4 partitons is more than
>enough for my purposes.

NR_SUPERS
it is defined in fs/const.h or so. Mine is set to 7 instead of 5.
(but then again I also have 3 hard disks connected).
Note that if you want to connect more than 1 hard disk you definitely
need to upgrade to 1.5.10.3.

Enjoy,
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

3751. Re: Gloom and doom in the UK?

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 16:19:33 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1991Oct22.161933.7384@syma.sussex.ac.uk>
Source record: 227734

From article <1991Oct17.010240.20942@actrix.gen.nz>, by Roger.Sheppard@actrix.gen.nz (Roger Sheppard):
>
> What has happen to ST-User, no sign of it here for some months,
> and this is for air-mail ordered copies..

It's actually not doing too badly, for a change. The mag was revamped for the October issue, taking on board some of the features of the late, lamented ST World. The current (November) issue contains possibly their best cover disk for some time, including a working (except for 'save') demo version of Avant Vector.

The tone of the mag is much less juvenile than it was a few months ago. Games coverage is still, of course, present, but it's mostly confined to its own special section, which can be pulled out.

ST User now has IDs on several online systems, including CompuServe. I can't remember that one, but an alternative is stuser@compulink.co.uk

Graham
--
Graham Thomas, SPRU, Mantell Building, Univ. of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: +44 273 685865

3752. Re: Re^1: Mega STe

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 17:13:58 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91295.114247ONM07@DMSWWU1A.BITNET>
Source record: 227729

```
In article <5486634@shlink.hanse.de>, lp@shlink.hanse.de (Lutz Petersen) says:
>
> In my case 1st_Word 3.xx doesn't work. Now I have 'downgraded' to version
> 2.0x to work with some old wordplus-documents.
>
> lp
>
>
>--
>
>\\ lutz petersen - 2200 elmshorn, germany - +49 4121-63587 v.32 \\
> \\ lp@shlink.hanse.de lp@shlink.sh.sub.org zer: lp@shlink.zer \\

You should *upgrade* to Wordplus 3.17. Contact your distributor (like
Atari Germany).

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________
```

3753. Re: P.D. "Unix" type thingie? Available?

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 17:39:14 UTC
From: bobhays@spss.com
Message-ID: <1991Oct22.173914.5681@spss.com>
Source record: 227740

You have gulam, so you have a *shell*, a thingie that interprets commands.

Now, you want some utilities - go to atari.archive.umich.edu and find the unixtkit.arc (or is that .lzh) file - this is the basic UNIX utility set ready for use in gulam. Copy the desired .TTP files (renamed from .PRG) for your desired utilities to the bin directory (where your other binaries for gulam are).

If you want C, you should go to the programming subdir of atari.archive and seek out the sozobon C stuff.

This is what I did to put together a programming environment (cheap) for my Atari. I added the GEMfast libraries so that I could work on a sample editor for my old, lame-duck S612 sampler from AKAI (again, cheap).

I have my environment (get this) on one DS/DD disk that I boot. I suggest you get a make utility if you want to do serious C development and a clock for your Atari (unless it already has one).

That should be all you need to do what you want.

Have fun! - Bob
--
==========
The opinions expressed above are those of the author and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3522
Bob Hays Fax: (312) 329-3657

3754. Audio Light Music Files

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 17:43:37 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <1991Oct22.174337.17958@sunb10.cs.uiuc.edu>
Source record: 227732

Does anyone know the format for Music Studio files from Audio Light? I have a MIDI synthesizer hooked to my workstation, and I'd like to build a player to play the song files that I have on my ST. Is the format proprietary? Any information/source code would be greatly appreciated...

/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
totty@cs.uiuc.edu

3755. Re: Mega2 questions

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 18:42:46 UTC
From: Diederik.Hoogenboom@p9.f801.n281.z2.fidonet.org
Message-ID: <fido_2_281/801.9_29046474@linn.fidonet.org>
Source record: 227845

In a message of <21 Oct 91 01:42:36>, Marco Fris (2:281/202.11) writes:

>> Well, if are upgrading your ST to more than 4 meg than you'll have
>> to change/add something to your 68000 so it can select the 4+ megs.
>> I'm not sure if all the extentions (ATonce, Megascreen ect.) will
>> still work then.
MF>
MF> Are you sure? I tought it was the MMU that caused the 4Mb limit, but
MF> the I'm not too well educated in these matters..

If it was only the MMU it would be easy to fix. The 68000 uses the higher bits
for it's interrupt-addressing to the MFP. You have to use a sort of selector
wich divides the two addressing-destinations (the MFP and you 4+ meg banks).

Greetz.. ~Diederik~

--- STabloid Development, Point At ~ABC~ On
Diederik.Hoogenboom@p9.f801.n281.z2.fidonet.org
or Diederik.Hoogenboom@p9.f801.n281.z2.linn.gna.tfd.com

3756. Re: auto folder woes

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 19:36:45 UTC
From: keithj@ux5.lbl.gov
Message-ID: <1991Oct22.193645.16783@csam.lbl.gov>
Source record: 227735

In article <1991Oct17.081345.24836@wg.estec.nl> chris@wg.estec.nl writes:
>
>
>I've got an atari 1040ST. I've managed to put something in my auto folder on
>the hard disk which hangs the machine. Is it possible to abort the auto folder
>or boot with the hard disk off and still be able to access it once it's
>switched on again?
>
>Any help would be appreciated.
>Regards
>
>
>Chris
>--
>Chris Rouch chris@wg.estec.nl
>Serco Space Ltd. Tel: +31 1719 84672
>ESTEC, The Netherlands. Fax: +31 1719 84192
>
>Underfunded OAPs turn to a life of crime in the great cucumber roberies of 1989
>

Chris,
Your best bet is to insert a bootable floppy into your drive
and turn your hard disk and ST on at the same time. The hard disk
will not boot for at least 15 seconds, but in the meantime, your
floppy will. At that point you should have some sort of desktop.
The only procedure left is to run your harddisk's driver. This
procedure should allow you access to your auto folder so that you
may delete the offending program.
Keith Groves

3757. Re: Panther & Jaguar.

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 19:38:35 UTC
From: strachan6183@mtroyal.uucp
Message-ID: <1991Oct22.133835.262@mtroyal.uucp>
Source record: 227744

In article <Dy1101w164w@shark.cse.fau.edu>, mikal.bbs@shark.cse.fau.edu writes:
> Someone mentioned two machines Atari is/was (rumored?) to be
> working on called Panther and Jaguar. Does anyone know what
> they are or where rumored to be?
The Panther is supposed to be the next St and the Jaguar is just an atari
console similar to the megadrive or the super famicom

3758. NEC P6 PLUS

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 19:43:53 UTC
From: wieninge@spock.uni-passau.de
Message-ID: <1991Oct22.194353.24302@forwiss.uni-passau.de>
Source record: 227731

Hallo,

seit heute habe ich mit meinem P6 PLUS ein kleines Problem.
Beim Erstellen eines Druckertreibers fielen mir seltsame
weisse Linien auf. Nach langem Suchen sah ich ,dass im Druckkopf
eine Nadel fehlt oder abgebrochen ist :(. Es ist die unterste, was
beim Textausdruck nicht stoert, umso mehr aber bei Grafik.
Deshalb meine Frage:

- Hat jemand das gleiche Problem schon gehabt, und wie gegebenenfalls
geloest?
- Kennt jemand Firmen, die Nadeln in Druckkoepfe einsetzen?
Bis jetzt konnte ich nur eine finden, die dafuer 210,- DM will.
- Kann man, falls ich die Nadel doch noch finde, diese einfach wieder
einsetzen?
- Wer schenkt mir seinen Druckkopf(Ha Ha) oder hat einen P6 PLUS zum
Ausschlachten zu verkaufen?

Fuer jede Hilfe dankbar,

Christian.
(P.S. Bitte meldet euch wenn moeglich per e-mail)

3759. How to copy screen display using fortran?

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 20:00:21 UTC
From: bscott@carl.pppl.gov
Message-ID: <1041@carl.pppl.gov>
Source record: 227736

Hello all,
I use the Absoft FORTRAN quite heavily from time to time.
I would like to be able to find the 32kbytes (right?) which contain the
data for the monochrome screen in memory, and copy them elsewhere from
a FORTRAN program. Is this possible at all? I've never seen info like
this anywhere, but I'm sure this is a FAQ to someone in the know.

Specific definition of problem:
(a) I have drawn curves to the screen using the appropriate AES call.
(b) Copy screen data, byte-for-byte, from RAM into a program-defined array
(this could also be bit-for-bit)
Thanks in advance, e-mail or post.
--
Gruss, The deadliest bullshit is
Bruce D. Scott odorless and transparent
bds at dgaipp1s.bitnet -- W Gibson
Max Planck Institut fuer Plasmaphysik

3760. MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 21:53:54 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.688168434.larserio@kolsaas.ifi.uio.no>
Source record: 227737

I have two small problems with my MEGA STE and wondered if anyone (Allan ?)
could give me a hint what I should do:

- If I have several windows open on the desktop and start a program I
sometimes get the message "Out of Memory" (or something like that).
When the program is ended the last opened window/folder is closed.
This is irritating (happend with only 2 windows open sometimes).

- I have run out of room in the newdesk.inf file
I have lots of icons on the desktop, icons for files, files installed
with doc-types, and all together it it more that 126 lines.
But for some STUPID reason 126 lines seems to be the max-limit for
the newdesk.inf file. A patch gives more lines would be great !!!!

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
__________/ _____/ _____/ ____/ /

3761. Re: what types of joysticks work with 520ST?

Newsgroup: comp.sys.atari.st
Date: 1991-10-22 23:16:16 UTC
From: warwick@cs.uq.oz.au
Message-ID: <4652@uqcspe.cs.uq.oz.au>
Source record: 227739

doucetdb@vax1.mankato.msus.edu writes:

>buchs@obiwan (Kevin J. Buchs) writes:
>> I am finally going to get a joystick for my 520ST. Do I need to get a
>> particular type? Anyone have brand and source recommendations.
>> Please Email and I summarize if there is interest.

>I have always used the good old Atari black joysticks. They work well, are
>durable, and are *cheap*. ;) By the way, I have a 1040ST.

YUCK! I went through 4 sets of Atari joysticks before I bought myself a pair
of WICO joysticks. That was 8 years ago, and the WICOs still work perfectly!
Atari joysticks (and most others) use weak little shell switches, and all
soft plastic components - WICO use strong reed switches, hard plastic and
metal components! Sure, they cost more, but in $/year they are by far the
most economical!

My 2 yen worth, (That's the othe thing: I think WICO are "Made in the USA")
Warwick
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3762. Re: Quantum HD

Newsgroup: comp.sys.atari.st
Date: 1991-10-23 00:11:23 UTC
From: ekrimen@wet.UUCP
Message-ID: <3024@wet.UUCP>
Source record: 227919

In article <1991Oct9.084621.5549@newcastle.ac.uk> njdc@tuda.newcastle.ac.uk (J.D.Coleman) writes:
>I have recently bought a Quantum LPS105S (105 meg, 20msec, 1130kb/sec)
>and daisychained it to my existing ICD host adapter and Seagate ST177N.
>
>The drive is really nice, but so far I've been unable to get it working
>properly. I managed to format it but after it had warmed up, I would get
>continuous write errors until I couldn't write to it any more. I've talked
>to ICD and they initially said that the drive was faulty, but I've had it
>tested by the dealer I bought it off, and they say there are no problems
>with it.
>
>Last week I tested it with a Sun SLC and it worked fine, but now I can't
>even recognise it with my ST.

I have a Quantum LPS105 working with an (old) ICD host adapter.

I vaguely remember someone on GEnie (perhaps Tom Harker) saying that the old ICD host adapter (not the new Advantage series) had problems daisy-chaining some drives, either just Seagate SCSI with any other SCSI or all SCSI drives. Perhaps you might want to call ICD (talk to Howard, or maybe even Tom and mention what I said) and see what they say. That is, if you have the old host adapter. If you have the new ones, try rearranging the position of the drives on the SCSI chain. What kind of ST do you have, BTW?

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

3763. GIF Viewer

Newsgroup: comp.sys.atari.st
Date: 1991-10-23 00:25:25 UTC
From: ericw@hobbes.amd.com
Message-ID: <1991Oct23.002525.18194@amd.com>
Source record: 227745

Silly question of the week: Where can I find a GIF viewer that works for the large GIFs that I have on my SUN? I have an old GIF viewer that works for "standard" Gifs, but not these 300K Gifs I have at work.

Any suggestions?

>>>Ericw

--
Eric Wedaa - ericw@amd.com | Two more kinds of lies...
{ames apple uunet}!amd!ericw | Release Dates, and Benchmarks
Advanced Micro Devices, M/S 167 901 Thompson Place, Sunnyvale, CA 94088-3000
=-=-=-

3764. HardDrives

Newsgroup: comp.sys.atari.st
Date: 1991-10-23 00:59:53 UTC
From: bg258s1421@sycom.mi.org
Message-ID: <bg258s1421.03a3@sycom.mi.org>
Source record: 227915

I am looking for an inexpensive HD a starters HD. I am looking for a used
maybe 20m or more CHEAP!!!
Send me Email

3765. Re: Accelerators for the ST forsale

Newsgroup: comp.sys.atari.st
Date: 1991-10-23 01:26:20 UTC
From: stevef@bug.UUCP
Message-ID: <842@bug.UUCP>
Source record: 227902
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,or.forsale

In article <1991Oct12.024939.22046@msb.com> dave@msb.com (Dave Lockwood) writes:
>First, I'd like to say I have nothing against Mr Fordyce.

Likewise, I have nothing against Mr Lockwood (other than this posting). I to email him about this, but I have not heard back from him.

>Creative Microsystems Inc. went under because of these boards for a reason.

CMI didn't go under because of these boards. I happen to know that their Atari sales were disappointing, but isn't why they went under.

>If you install one of these boards in your machine, it may not work properly.

That's always true of any product. But I happen to know that there are at least a hundred people who successfully installed these board and are happily using them. I have personally installed them in about a dozen ST's and they all worked fine. I got mail from a satisfied user just recently who wanted the schematics for prosperity. And I've even been contacted by dealers who had good luck with them and thought they were a good product.

I don't think it is difficult, but apparently many people have trouble installing this product. Almost all of the problems I've seen have been related to installation. The only other problem I've seen is related to the PLCC sockets in the ST. The contacts corrode and if it gets bad enough the ST can stop working even without the Accelerator, but the problem is more noticeable with the Accelerator. Reseating the chips usually fixes that problem.

>I bought one of these for my 1040ST when they first came out. It installed
>OK, and seemed to work, but it interfered with the operation of the hard
>disk causing UNDETECTABLE WRITE ERRORS. I only learned this after trashing
>3 partitions on my hard disk. It seemed to work OK with floppy disks, but
>I didn't test it thoroughly. I removed it and sent it back...I never got
>either a fixed board or my money. I later got another board from CMI's
>successor, and it too failed to work. I used it for parts.

I'm sorry about how CMI treated Mr Lockwood, but that isn't my fault and I can't do anything about it. My guess is that he had the chip seating problem I mentioned above, or he got an early board that didn't have the mods these boards have. In any case, these boards have no inherent design flaw like Mr Lockwood says.
--
uunet!sequent!ether!stevef I am the NRA Steven R. Fordyce
Not all activists are leftists ... We have an energy policy: the free market.

3766. Data Diet type programs & Random access

Newsgroup: comp.sys.atari.st
Date: 1991-10-23 02:13:21 UTC
From: warwick@cs.uq.oz.au
Message-ID: <4662@uqcspe.cs.uq.oz.au>
Source record: 227743

Data Diet compress files transparently, right?

How [well] does it cope with random accesses to a file? For example, if I Fseek 15000 bytes into the file, how does D.D. cope? I'm lost, and very sceptical about these Data Diet tools. Also, I had a head crash on my hard disk, but I was able to restore a large number of ASCII source files by dumping tracks from the HD and manually sorting them out. Had they been compressed, all would have been lost. Secondly, my main reason for a hard disk is speed. I can buy a disk five time the size, but not one five times as fast. How much slower is Data Diet?

Warwick
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3767. Atari Support

Newsgroup: comp.sys.atari.st
Date: 1991-10-23 03:12:02 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct23.031202.28141@actrix.gen.nz>
Source record: 227742

Well I have just seen a New product for the teaching
of Piano Playing called 'Miracle'.

This is a Large Keyboard, it also has Midi Support,
and connects to your computer/games console thought
the Joystick port.

It looks like its a USA product as one of the manuals that
I had a chance to look at, had the Software Toolworks name on it.

But now the crunch comes, NO Support for Atari Computers,
it has support for PC's, Amiga and Nintendo, but that is
again a funny thing none of those systems have built in
Midi..

So why has the USA droped Atari, is it no longer considered
a machine for music use, and do they no longer sell them
in music shops over there .?

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3768. Re: ppm / pgm

Newsgroup: comp.sys.atari.st
Date: 1991-10-23 09:56:27 UTC
From: sanchez@irisa.fr
Message-ID: <1991Oct23.095627.2601@irisa.fr>
Source record: 227901

In article <22824@mentor.cc.purdue.edu>, youngmw@sage.cc.purdue.edu (Michael) writes:
|>
|> Does anyone know the file formats for ppm's and pgm's.
|> I know it is a simple one, but nonetheless, I do not know it.
|>
Here are the mans for ppm and pgm format

ppm(5) FILE FORMATS ppm(5)

NAME
ppm - portable pixmap file format

DESCRIPTION
The portable pixmap format is a lowest common denominator
color image file format. The definition is as follows:

- A "magic number" for identifying the file type. A ppm
file's magic number is the two characters "P3".

- Whitespace (blanks, TABs, CRs, LFs).

- A width, formatted as ASCII characters in decimal.

- Whitespace.

- A height, again in ASCII decimal.

- Whitespace.

- The maximum color-component value, again in ASCII decimal.

- Whitespace.

- Width * height pixels, each three ASCII decimal values
between 0 and the specified maximum value, starting at the
top-left corner of the pixmap, proceeding in normal
English reading order. The three values for each pixel
represent red, green, and blue, respectively; a value of 0
means that color is off, and the maximum value means that
color is maxxed out.

- Characters from a "#" to the next end-of-line are ignored
(comments).

- No line should be longer than 70 characters.

Here is an example of a small pixmap in this format:
P3
feep.ppm

```
4 4
15
0 0 0 0 0 0 0 0 0 15 0 15
0 0 0 0 15 7 0 0 0 0 0 0
0 0 0 0 0 0 0 15 7 0 0 0
15 0 15 0 0 0 0 0 0 0 0 0
```

Programs that read this format should be as lenient as possible, accepting anything that looks remotely like a pixmap.

There is also a variant on the format, available by setting the RAWBITS option at compile time. This variant is

different in the following ways:

- The "magic number" is "P6" instead of "P3".

- The pixel values are stored as plain bytes, instead of ASCII decimal.

- Whitespace is not allowed in the pixels area, and only a single character of whitespace (typically a newline) is allowed after the maxval.

- The files are smaller and many times faster to read and write.

Note that this raw format can only be used for maxvals less than or equal to 255. If you use the _p_p_m library and try to write a file with a larger maxval, it will automatically fall back on the slower but more general plain format.

SEE ALSO

giftoppm(1), gouldtoppm(1), ilbmtoppm(1), imgtoppm(1), mtvtoppm(1), pcxtoppm(1), pgmtoppm(1), pi1toppm(1), picttoppm(1), pjtoppm(1), qrttoppm(1), rawtoppm(1), rgb3toppm(1), spctoppm(1), sputoppm(1), tgatoppm(1), ximtoppm(1), xpmtoppm(1), yuvtoppm(1), ppmtogif(1), ppmtoicr(1), ppmtoilbm(1), ppmtopcx(1), ppmtopgm(1), ppmtopi1(1), ppmtopict(1), ppmtopj(1), ppmtopuzz(1), ppmtorgb3(1), ppmtosixel(1), ppmtotga(1), ppmtouil(1), ppmtoxpm(1), ppmtoyuv(1), ppmdither(1), ppmhist(1), ppmmake(1), ppmpat(1), ppmquant(1), ppmquantall(1), ppmrelief(1), pnm(5), pgm(5), pbm(5)

AUTHOR

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NAME
pgm - portable graymap file format

DESCRIPTION
The portable graymap format is a lowest common denominator grayscale file format. The definition is as follows:

- A "magic number" for identifying the file type. A pgm file's magic number is the two characters "P2".

- Whitespace (blanks, TABs, CRs, LFs).

- A width, formatted as ASCII characters in decimal.

- Whitespace.

- A height, again in ASCII decimal.

- Whitespace.

- The maximum gray value, again in ASCII decimal.

- Whitespace.

- Width * height gray values, each in ASCII decimal, between 0 and the specified maximum value, separated by whitespace, starting at the top-left corner of the graymap, proceeding in normal English reading order. A value of 0 means black, and the maximum value means white.

- Characters from a "#" to the next end-of-line are ignored (comments).

- No line should be longer than 70 characters.

Here is an example of a small graymap in this format:

```
P2
# feep.pgm
24 7
15
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 3 3 3 3 0 0 7 7 7 7 0 0 11 11 11 11 0 0 15 15 15 15 0
0 3 0 0 0 0 0 7 0 0 0 0 0 11 0 0 0 0 0 15 0 0 15 0
0 3 3 3 0 0 0 7 7 7 0 0 0 11 11 11 0 0 0 15 15 15 15 0
0 3 0 0 0 0 0 7 0 0 0 0 0 11 0 0 0 0 0 15 0 0 0 0
0 3 0 0 0 0 0 7 7 7 7 0 0 11 11 11 11 0 0 15 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
```

Programs that read this format should be as lenient as possible, accepting anything that looks remotely like a graymap.

Sun Release 4.1 Last change: 27 September 1991 1

pgm(5) FILE FORMATS pgm(5)

There is also a variant on the format, available by setting the RAWBITS option at compile time. This variant is different in the following ways:

- The "magic number" is "P5" instead of "P2".

- The gray values are stored as plain bytes, instead of ASCII decimal.

- No whitespace is allowed in the grays section, and only a single character of whitespace (typically a newline) is allowed after the maxval.

- The files are smaller and many times faster to read and write.

Note that this raw format can only be used for maxvals less than or equal to 255. If you use the _p_g_m library and try to write a file with a larger maxval, it will automatically fall back on the slower but more general plain format.

SEE ALSO
fitstopgm(1), fstopgm(1), hipstopgm(1), lispmtopgm(1), psidtopgm(1), rawtopgm(1), pgmbentley(1), pgmedge(1), pgmenhance(1), pgmhist(1), pgmnorm(1), pgmoil(1), pgmramp(1), pgmtexture(1), pgmtofits(1), pgmtofs(1), pgmtolispm(1), pgmtopbm(1), pnm(5), pbm(5), ppm(5)

AUTHOR
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Sun Release 4.1 Last change: 27 September 1991 2

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Patrick SANCHEZ
INRIA-IRISA (Rennes) Campus de Beaulieu F-35042 Rennes Cedex FRANCE
PHONE : +33 99 36 20 00 ext 498 EMAIL : sanchez@irisa.fr

3769. Calligrapher - review/opinions wanted

Newsgroup: comp.sys.atari.st
Date: 1991-10-23 10:22:39 UTC
From: J.M.C.Geada@newcastle.ac.uk
Message-ID: <1991Oct23.102239.25061@newcastle.ac.uk>
Source record: 227911

I have just recently received a demo of Calligrapher Professional
and I am very impressed by the features list. However, before I
commit myself to buying it, I would like some further opinions/
reviews. I would particularly like to know how reliable it
is (ie are there any bugs?), how good the support has been, how fast
it prints, how good is the print quality etc.

Joao

SENDER : Joao Geada, PHONE : +44 91 222 8067
POST : Computing Laboratory, The University, Newcastle Upon Tyne, UK, NE1 7RU
JANET : J.M.C.Geada@uk.ac.newcastle
ARPA : J.M.C.Geada@newcastle.ac.uk

3770. How can event-multi return event when...

Newsgroup: comp.sys.atari.st
Date: 1991-10-23 10:28:20 UTC
From: r0mill01@ULKYVX.BITNET
Message-ID: <1991Oct23.102820.20079@vlsi.louisville.edu>
Source record: 227907

I have an application that uses the AES (and the VDI only a little). But after I init the application, and open a full-screen workstation, I don't open any AES windows. I just use the whole screen. The user can choose to have the AES read the keyboard, TOS, or GEMDOS. OK, when I use the AES, a mouse click can call a macro which does something the user wants (actually any AES event can have a macro). If no macros are defined, the default is for one left click to reposition the cursor where the mouse is. This works fine, exceptwhen the mouse is on the top line of the screen (just below the border). When the user has menus up the top line is AES controlled so that's not an issue, but when menus are not being displayed (I use menubar to turn them on or off), no mouse event within the TOP line causes an event_multi return. If you click while the mouse is in that line, nothing happens, but as soon as you move the mouse out of the row, event_multi returns a M_CLICK|M_MOVE event. This cositions the cursor on the second line exactly where the mouse entered the second line.

Is there a way to use the AES and event_multi to get a click event WHILE the mouse is in that TOP line?

Uniterm can do it, but perhaps Simon has bypassed the AES in favor of LINEA or something. I really want this to be only AES calls for mouse/key/message events. Just a thought, what if I set the timer event interval real low 0 or 1. Would evnt_multi return mouse_button_click when the timer ran out (assuming the button had been(clicked)? And if so, would the m_X, m_y parameters be properly filled?

Thanks for your time and patience

Robert Royar
Cratylus Educational Software

3771. Re: Data Diet type programs & Random access

Newsgroup: comp.sys.atari.st
Date: 1991-10-23 10:48:50 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <4VN001w164w@ersys.edmonton.ab.ca>
Source record: 227918

warwick@cs.uq.oz.au (Warwick Allison) writes:

> Data Diet compress files transparently, right?
>
> How [well] does it cope with random accesses to a file? For example, if
> I Fseek 15000 bytes into the file, how does D.D. cope? I'm lost, and very
> sceptical about these Data Diet tools. Also, I had a head crash on my
> hard disk, but I was able to restore a large number of ASCII source files
> by dumping tracks from the HD and manually sorting them out. Had they
> been compressed, all would have been lost. Secondly, my main reason for
> a hard disk is speed. I can buy a disk five time the size, but not one
> five times as fast. How much slower is Data Diet?
>
>
> Warwick
> --
> _-_|\ warwick@cs.uq.oz.au
> / * <-- Computer Science Department,
> _.-._/ University of Queensland,
> v Brisbane, AUSTRALIA.

This is of great interest to me. I just purchased DC Data Diet on Monday, and am waiting for it in the mail. Are you saying that the crash you had was *because* of DC Data Diet, or was it unrelated? The way I understand the workings of DC Data Diet, you should be able to fseek into a file easily. Whenever a compressed files is read, it creates a duplicate of the file in a work directory and all operations on the file are done on the duplicate. Then when the file is closed, it is copied back to the original spot. DC Data Diet will only slow you down if you want to compress the files as you use them. It is supposed to have a mode that will compress the files when the current application terminates. Please tell me more about your crash, though. I also have a questions about Hard Drives:

1. Should the Atari Megafile 30 make a "chirping, or beeping, or squeking, or creaking" kind of sound when it writes to the drive? The sound is kind of hard to describe! :=(The drive made this sound from the beginning, and it worries me now as much as it did then. There has to be someone else who owns a MegaFile or has heard the sound before...

My last question has to do with power surges. Today my hard drive was running fine and then it suddenly started running FAST! The fan started whirring *REAL* fast, and I turned it off right away. Could this have been a power surge? It has never happened before, and my power bar

claims to have a surge supressor (but not eliminator?).

Thanks in advance...

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

3772. Re: mercury and gulam

Newsgroup: comp.sys.atari.st
Date: 1991-10-23 11:01:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0bdq8e8@jonh.wimsey.bc.ca>
Source record: 227928

In <6855205@mns.UUCP>, you write:
>
>
>My second problem is that I would like to use uux to order my host to
>execute this command :
>
> uuto file mns!madmat
>
>which would send file on my system to user madmat (me !)
>
>Could anybody explain me how to perform this operation ?

I think Mercury's uux is broken. It doesn't pass any command switches
to the remote program. It definately doesn't allow redirection to tell
a file to be sent accompaying the uux output file.
Has anyone fixed this? If so, I'd sure like a copy.

--
John Henders jhenders@jonh.wimsey.bc.ca
MIND over MIDI Productions or ubc.cs!van-bc!jonh!jhenders
Vancouver,B.C

3773. Re: Panther & Jaguar.

Newsgroup: comp.sys.atari.st
Date: 1991-10-23 12:00:32 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1991Oct23.120032.15940@magnus.acs.ohio-state.edu>
Source record: 227922

In article <1991Oct22.133835.262@mtroyal.uucp> strachan6183@mtroyal.uucp writes:
>In article <Dy1101w164w@shark.cse.fau.edu>, mikal.bbs@shark.cse.fau.edu writes:
>> Someone mentioned two machines Atari is/was (rumored?) to be
>> working on called Panther and Jaguar. Does anyone know what
>> they are or where rumored to be?
> The Panther is supposed to be the next St and the Jaguar is just an atari
>console similar to the megadrive or the super famicom

I've read in a couple of magazines (ST Informer, Atari Explorer...)
that the Panther was going to be a 16bit games console, but
development on the Jaguar was going so well that Atari decided to put
all of its resources into building the more powerful 32bit Jaguar
machines.

--
_____ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | Golly, gee whiz, Sir. My experiment disabled our warp
`---- | engines, and weapons, and left us inside Romulan space!

3774. Copy programs from drive to ramdisk at boottime

Newsgroup: comp.sys.atari.st
Date: 1991-10-23 15:38:34 UTC
From: schultzd@egr.msu.edu
Message-ID: <1991Oct23.153834.7519@msuinfo.cl.msu.edu>
Source record: 227930

* PLEASE RESPOND VIA E-MAIL, I like to read this group but frequently
* fall behind. I need help with this long before I will get all caught
* up. Thanks...

I am looking for a program to copy files from the A: to a RamDrive at
Boottime. I have tried AUTOCOPY and TPORT. Both of these programs
have been giving me problems copying files.

TPORT just out and out doesn't seem to work on the STE!!!

AUTOCOPY works fine for progs in the ROOT dir, but chokes and gags at
trying to copy an ENTIRE directory.

--
Dave Schultz - "If it's on-line, you're a fool to think it's private."
120 Engineering Bldg. | schultzd@frith.egr.msu.edu |
Michigan State Univ. | schultzd@clvax1.cl.msu.edu | "The Samurai"
E. Lansing, MI 48823 | Work - (517)353-8891 |

3775. Vortex

Newsgroup: comp.sys.atari.st
Date: 1991-10-23 16:15:51 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.688234551.larserio@kolsaas.ifi.uio.no>
Source record: 227931

Anyone got an e-mail adress to Vortex GmbH in Germany ?
Any kind of e-mail adress will do !

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
__________/ _____________________/ _____________________/ ____/ /

3776. Reproducing sound samples on an ST-FM.

Newsgroup: comp.sys.atari.st
Date: 1991-10-23 16:24:10 UTC
From: ach-a@minster.york.ac.uk
Message-ID: <688235050.23561@minster.york.ac.uk>
Source record: 227936
Cross-posted to: comp.sys.atari.st,comp.music

Can someone tell me how to convert 8-bit sound samples (in my ST's memory) into sounds through the speaker.

I understand the basic principles of digital sound reproduction but not how to put it through the ST's sound chip! I also know how to address the sound chip and it's registers but not what numbers to send to which registers in the chip.

Andrew Hague | ach-a@minster.york.ac.uk
University of York |
York |
ENGLAND |

3777. Railroad Tycoon

Newsgroup: comp.sys.atari.st
Date: 1991-10-23 17:48:22 UTC
From: bill@mwca.UUCP
Message-ID: <1929@mwca.UUCP>
Source record: 227939

So now that some people have had a chance to play Railroad Tycoon for a few weeks, how is it (other than the installation bugs)? I bought it recently, but haven't had time to do much other than install it. It seems to run fine, other than the install program having the misnamed file, which can be fixed by simply doing a copy of both floppies to the hard disk.

Has anyone seen bugs during game play? Does it seem up to par versus the PC version?

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ##############

3778. Need help unsplitting files

Newsgroup: comp.sys.atari.st
Date: 1991-10-23 19:32:35 UTC
From: odonnj@rs6217.ecs.rpi.edu
Message-ID: <j=lp+yj@rpi.edu>
Source record: 227942

What is the best way to get a large binary file (greater than the size of one floppy) from the IBM RS6000 workstation (that I ftp from) to my ST? I have Mtools on the IBM so I can get stuff on to a disk, but how do I split up the files so that I can get them onto more than one disk and then how do I rejoin them on my ST?

The file I am specifically trying to get right now is 'bin.zoo' (containing the gcc binaries) from atari.archive. I can use the AIX command (or maybe it's a 'bash' command, I don't know) 'split' to split the file up into smaller chunks (which when rejoined via 'cat' on the IBM are identical to the original), but how do I do rejoin them on the ST? I've tried the 'cat' from gulam and from Micro C-Tools and neither worked. I could un-zoo the archive and re-zoo it in smaller pieces, but we don't have Zoo v2.1 on the computer, and I am not up to building it.

Any help would be appreciated...
--
~~~~~~
Jim O'Donnell, RPI ECSE Department, Troy, NY 12180 jod@rpi.edu
~~~~~~

3779. What is the 520STe?

Newsgroup: comp.sys.atari.st
Date: 1991-10-23 19:46:01 UTC
From: CCC_BALL@rzmain.rz.uni-ulm.de
Message-ID: <1991Oct23.194601.15462@rusmv1.rus.uni-stuttgart.de>
Source record: 227949

```
Hi!
Can anyone tell me what the 520STe is?
I thought Atari releases the STE only in a 1meg version!
-Joerg.

------------------------------------------------------------------------------
! Bitnet: ccc_ball@dulruu51.bitnet Internet: ccc_ball@rzmain.rz.uni-ulm.de !
! Joerg Ballschmiter Gartenhalde 68 D-7900 ULM-Maehringen GERMANY !
! Chaos Computer Club ULM !
------------------------------------------------------------------------------
```

3780. Games!

Newsgroup: comp.sys.atari.st
Date: 1991-10-23 19:51:14 UTC
From: chan@cs.unr.edu
Message-ID: <1716@equinox.unr.edu>
Source record: 227947

Hi everybody...
Does anybody have the latest scoop on good action games out for the ST?!

I have Speedball and am thinking about Speedball II. How is SII?

Is there any game out there that matches that of Wing Commander on the IBM
for the ST?

Any suggestions for a new game (preferably action/xlnt graphix)?

Later...

chan@mammoth.cs.unr.edu
Kaho Chan<==========

3781. Re: mercury and gulam

Newsgroup: comp.sys.atari.st
Date: 1991-10-23 20:14:30 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <yuAMh58mkjo@pfunk.hanse.de>
Source record: 227926

In <6855205@mns.UUCP>, Mathias Herberts writes:
>
> I am using mercury to exchange mail and news with my host site and I am
>having a slight problem with the uux utility.

Have I told anything about HERMES, a kind of upgrade to mercury? With
its new rmail, rnews and the phenomenal GEM-Shell including a news-
and mailreader, it replaces all parts of mercury.
>
>First of all Gulam uses the exclamation mark to recall the top command in the
>history buffer , therefore I cannot (or just don't know how to ????) use
>this character in the command line.
>
Why don't you set your commands in qoutes. For example:

uucp 'myfile malihh!mcshh!unido!uunet!yourfile'

this will completely hand over the whole string in the qoutes to 'uucp'.

>My second problem is that I would like to use uux to order my host to
>execute this command :
>
> uuto file mns!madmat
>
>which would send file on my system to user madmat (me !)
>
For this work, I would really recommend the HERMES package. Since now, all
doc's are written in german, but perhaps I could get the Author to
translate them to english. Then we could mail that stuff to Jeff Weiner
for putting it on atari.archive. The archive now has about 640kB and
installation is as hard as mercury, but that work will definitely be
payed by more comfort.

Bye......Michael

--
/-----------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-----------------------------------/

3782. Re: Atari Abaq

Newsgroup: comp.sys.atari.st
Date: 1991-10-23 20:27:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0bdqyl8@jonh.wimsey.bc.ca>
Source record: 227944

In <20179@hydra.Helsinki.FI>, Markku Luoto writes:
>is this abaq the same thing as something called "ATW" -transputer
>station made by atari in 80'ies too ?
>
>and is this "parallel supporting OC" same thing as "helios" used in ATW

Yes, and yes. Abaq turned out to be a name used by someone somewhere
else, so the name was changed to ATW. Helios was a Uni*-like os with
parallelism designed into it. It sounded like it might be a hapeening
system, but reveiws I read of the implementation, and conversations
with someone developing for Helios suggest it was (is) a bit of a kludge.
Also, the hacking in of a Mega as a front end i/o system appearantly
is a major bottleneck.
From a hardware point of view, the parallel concept is still very viable
for array-processing intensive applications like graphics. Imagine a ray
tracing program which can assign each ray trace to a seperate processor,
and the idea starts to look good.
Kodak appearantly has one at Ontario Place in Toronto that does some
slide to computer conversions(or is it computer to slide?) that are
very impressive.
The marketing, as usual, doesn't seem to have been very effective,
though I beleive the US Atari refused to even try to market it. The UK
Atari people were at some North American graphics shows, showing it
off. There was one at the Vancouver Atari Fest here last spring, but no
one seemed to know much about it, it was just running some X-demos.
ST User, or ST World did a 4 or 5 page article on a visit to
Perihelion, the developers of the hardware. Interesting reading, but
someone borrowed my issue, and I never got it back. :-(

--
John Henders jhenders@jonh.wimsey.bc.ca
MIND over MIDI Productions or ubc.cs!van-bc!jonh!jhenders
Vancouver,B.C

3783. Re: Railroad Tycoon

Newsgroup: comp.sys.atari.st
Date: 1991-10-23 21:04:24 UTC
From: seattle@hydra.unm.edu
Message-ID: <fx-d=0c@lynx.unm.edu>
Source record: 227946

In article <1929@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>So now that some people have had a chance to play Railroad Tycoon for a few
>weeks, how is it (other than the installation bugs)? I bought it recently,
>but haven't had time to do much other than install it. It seems to run fine,
>other than the install program having the misnamed file, which can be fixed by
>simply doing a copy of both floppies to the hard disk.
>
>Has anyone seen bugs during game play? Does it seem up to par versus the PC
>version?
>
>--
> ##
> # Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill #
> # Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201 #
> ############### Opinions expressed are my own and usually wrong ##############

I played the IBM version for a couple months before I got my ST version to
work. The big differences I find are:
Fewer animated sequences - I always skipped the Bridge building anyway.
Survey takes longer on ST - of course, I was running it on a '286.
The ST can load a game while you're playing - IBM has to quit and run.
The graphics (opening sceen) looks better on the ST (IMHO) and I was using
VGA too.

I wasn't using a mouse on the IBM, but the ST version doesn't really have
'pull-down' menu's. Seems that MicroProse did a straight port and forgot
about the nifty GEM windows and schtuff like that.

Works great though. I haven't run into any bugs beyond the installation
thingy. Doesn't crash at the end or any thing.

Nearly worth the $50 bucks I paid.

:-)

Dave

/|\ | Lords of the / seattle@hydra.unm.edu < <>--<> > David G. Adams \
< |/\ | Earth: | "Modern love is automatic" - A Flock of Seagulls |
\| | Live it! \ Don't bug the University 'bout nuthin' I've said. /
--
/|\ | Lords of the / seattle@hydra.unm.edu < <>--<> > David G. Adams \
< |/\ | Earth: | "Modern love is automatic" - A Flock of Seagulls |
\| | Live it! \ Don't bug the University 'bout nuthin' I've said. /

3784. Re: gnuucp

Newsgroup: comp.sys.atari.st
Date: 1991-10-23 21:35:34 UTC
From: jan@janhh.hanse.de
Message-ID: <2531.10.91@janhh.hanse.de>
Source record: 227927

From article <0531.10.91@jelal.north.de>, by nox@jelal.north.de (Juergen Lock):
>>I still have to use the UUCICO by Jan Willamowius, which is written
>>under GFA and bombs if it's started under MinT.
>
> yes, GFA bugsic should be banned. :-(i guess i'll have to look
> at this bauble uucp thing one day... (btw, is there a newer version
> than that posted in june?)

Don't blame me I just inherited it. :-)

Version 3.2 is to be posted RSN, I just want to make sure it runs with
all the different UUCP implementations. Be patient...

- Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

3785. Re: auto folder woes

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 00:57:51 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct24.005751.29680@actrix.gen.nz>
Source record: 227801

In article <1991Oct22.193645.16783@csam.lbl.gov> keithj@ux5.lbl.gov (Keith J Groves) writes:
> In article <1991Oct17.081345.24836@wg.estec.nl> chris@wg.estec.nl writes:
> >
> >
> >I've got an atari 1040ST. I've managed to put something in my auto folder on
> >the hard disk which hangs the machine. Is it possible to abort the auto folder
> >or boot with the hard disk off and still be able to access it once it's
> >switched on again?
> >
> >Any help would be appreciated.
> >Regards
> >
> >
> >Chris
> >--
> >Chris Rouch chris@wg.estec.nl
> >Serco Space Ltd. Tel: +31 1719 84672
> >ESTEC, The Netherlands. Fax: +31 1719 84192
> >
> >Underfunded OAPs turn to a life of crime in the great cucumber roberies of 1989
> >
>
> Chris,
> Your best bet is to insert a bootable floppy into your drive
> and turn your hard disk and ST on at the same time. The hard disk
> will not boot for at least 15 seconds, but in the meantime, your
> floppy will. At that point you should have some sort of desktop.
> The only procedure left is to run your harddisk's driver. This
> procedure should allow you access to your auto folder so that you
> may delete the offending program.
> Keith Groves

One thing that I will suggest is go have a play with DC Format V3.2,
it has a feature to install small boot sector programs, one of these
is By_pass Hard Disk.

I use this with my ICD utils installed on a floppy, Auto booting, for
these kind of problems.

But there is another way, use Desk Manager or Super Boot, this will
allow you to get out of these situations as you can control the running
or programs in your Auto Folder..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***

*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3786. Re: what types of joysticks work with 520ST?

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 01:03:16 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct24.010316.16@actrix.gen.nz>
Source record: 227803

In article <4652@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
> doucetdb@vax1.mankato.msus.edu writes:
>
> >buchs@obiwan (Kevin J. Buchs) writes:
> >> I am finally going to get a joystick for my 520ST. Do I need to get a
> >> particular type? Anyone have brand and source recommendations.
> >> Please Email and I summarize if there is interest.
>
> >I have always used the good old Atari black joysticks. They work well, are
> >durable, and are *cheap*. ;) By the way, I have a 1040ST.
>
> YUCK! I went through 4 sets of Atari joysticks before I bought myself a pair
> of WICO joysticks. That was 8 years ago, and the WICOs still work perfectly!
> Atari joysticks (and most others) use weak little shell switches, and all
> soft plastic components - WICO use strong reed switches, hard plastic and
> metal components! Sure, they cost more, but in $/year they are by far the
> most economical!
>
> My 2 yen worth, (That's the othe thing: I think WICO are "Made in the USA")
> Warwick
> --
> _-_|\ warwick@cs.uq.oz.au
> / * <-- Computer Science Department,
> _.-._/ University of Queensland,
> v Brisbane, AUSTRALIA.

Well I will second that, have played with quite a few, till I brought myself
2 WICO Bat handle ones, they are not that dear in the long run, as
they out last all the otheres..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3787. MiNT libraries: new version available

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 01:25:44 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Oct23.212544.81@uwovax.uwo.ca>
Source record: 227818
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've sent the latest version of the MiNT library (patchlevel 14) up to atari.archive.umich.edu. There are a lot of changes from patchlevel 10, most notably support for the new features of MiNT 0.9 (which is being beta-tested now; sorry for the delay!). If you want a sneak preview of what's going to be available in MiNT, grab the libraries :-).

I hope to have the new version of MiNT itself in a shippable form in a week or two (fingers crossed).

--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario ersmith@julian.uwo.ca

3788. Atari Product Line

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 02:29:32 UTC
From: judge@megacity.ithaca.ny.us
Message-ID: <XFVaaB3w164w@megacity.ithaca.ny.us>
Source record: 227808

Can someone give me a short rundown on the Atari line, like the difference
in a 520 and 1040, what a "Mega ST" is, a TT, etc?

Thaks
rory
(with a slight stuffed nose, as you can see)

---

judge@megacity.ithaca.ny.us (Rory Toma)
Mega-City One! BBS 607-256-3937
Supporting The Commodore Amiga and it's Users

3789. Re: auto folder woes

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 03:50:35 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <17yaaB3w164w@ersys.edmonton.ab.ca>
Source record: 227747

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

> In article <1991Oct22.193645.16783@csam.lbl.gov> keithj@ux5.lbl.gov (Keith J
> > In article <1991Oct17.081345.24836@wg.estec.nl> chris@wg.estec.nl writes:
> > >
> > >
> > >I've got an atari 1040ST. I've managed to put something in my auto folder
> > >the hard disk which hangs the machine. Is it possible to abort the auto fo
> > >or boot with the hard disk off and still be able to access it once it's
> > >switched on again?
> > >
> > >Any help would be appreciated.
> > >Regards
> > >
> > >
> > >Chris
> > >---
> > >Chris Rouch chris@wg.este
> > >Serco Space Ltd. Tel: +31 1719 8
> > >ESTEC, The Netherlands. Fax: +31 1719 8
> > >
> > >Underfunded OAPs turn to a life of crime in the great cucumber roberies of
> > >
> >
> > Chris,
> > Your best bet is to insert a bootable floppy into your drive
> > and turn your hard disk and ST on at the same time. The hard disk
> > will not boot for at least 15 seconds, but in the meantime, your
> > floppy will. At that point you should have some sort of desktop.
> > The only procedure left is to run your harddisk's driver. This
> > procedure should allow you access to your auto folder so that you
> > may delete the offending program.
> > Keith Groves
>
> One thing that I will suggest is go have a play with DC Format V3.2,
> it has a feature to install small boot sector programs, one of these
> is By_pass Hard Disk.
>
> I use this with my ICD utils installed on a floppy, Auto booting, for
> these kind of problems.
>
> But there is another way, use Desk Manager or Super Boot, this will
> allow you to get out of these situations as you can control the running
> or programs in your Auto Folder..

> --
> *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
> *** Kapiti At least I don't Flicker, ***
> *** New Zealand.. * not like a dying light globe ***

I have two suggestions:

1. To get out of your immediate problem, turn off your Hard Drive and boot the system with a floppy. After it is at the desktop, turn on your Hard Drive and let it get up to speed. Then run AHDI and you will be able to access your Hard Drive. This also works if you put a .ACC file in your ACC path and it messes you up. I don't reccommend doing this often, or at all really, unless you absolutely must. It might damage you r Hard Disk. I'm not sure.

2. If you can program, create a program that only has one function: rename. Then have it only become active when a shift key is held during the boot. Then you could have it ask you the source and new name. This is better than installing a large booter program like Superboot, and should only take up a few K.

I hope this helps you out.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

3790. Re: GENIE email

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 04:22:50 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <49146@cup.portal.com>
Source record: 227904

It's also worth pointing out that the GEnie "flat monthly fee" ONLY applies to things like the Scuba Diving Roundtable, the Basket Weaving Roundtable, and things like that.

If you want to access the Atari Roundtables, the IBM roundtables, indeed, any of the machine-specific computer Roundtables, the billing clock kicks in at $6.00 per hour, nonprime time.

Also, the "Basic" flat rate ONLY applies to reading messages in the "Basic" Roundtables. If you want to download a GIF picture of blow fish on the Great Barrier Reef from the Scuba Roundtable, it's $6.00 per hour again. Realtime online Conferences (multi-user chat) are also $6.00 per hour.

GEnie Mail is included in the basic flat rate, but XMODEM file mail is not. Sending or receiving files by mail is $6.00 per hour.

In other words, there are a LOT of "gotcha's" involved. You need to be very aware of what is included, and what is "extra cost".

Back to the original subject... no, there is no InterNet mail connection to GEnie.

There IS, however a two-way InterNet connection to CompuServe.

BobR

3791. Re: what types of joysticks work with 520ST?

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 04:32:49 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <49147@cup.portal.com>
Source record: 227905

Questions about joysticks for the ST...

Any "switch type" or "digital" joystick labelled "for use with Atari 800
Commodore-64 or Atari 2600" will work with the Atari ST.

Any IBM style joystick will NOT.

Any joystick labelled "for Nintendo" will NOT.

Actual choice of which Atari style joystick is a purely personal thing.
I prefer the original Atari joystick... yes, they break, and yes, you
have to replace them fairly often, but in my experience, they're FAR
more controllable and responsive than other, more durable units.

Your mileage may vary...

BobR

3792. Re: Panther & Jaguar.

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 04:54:34 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1991Oct24.045434.29799@usenet.ins.cwru.edu>
Source record: 227746

In a previous article, strachan6183@mtroyal.uucp () says:

>In article <Dy1101w164w@shark.cse.fau.edu>, mikal.bbs@shark.cse.fau.edu writes:
>> Someone mentioned two machines Atari is/was (rumored?) to be
>> working on called Panther and Jaguar. Does anyone know what
>> they are or where rumored to be?
> The Panther is supposed to be the next St and the Jaguar is just an atari
>console similar to the megadrive or the super famicom
>

Your the first person that I've heard say this...

What I hear is that the Panther was to be Atari's 32-bit video game system.

They were planning to release it in January of 1992.

They were also working on a 64-bit video game system called the Jaguar.

The Jaguar was to be released sometime in 1994.

However, the Jaguar was way ahead of schedule so Atari scrapped the Panther
and decided to go 64-bit all together.

The Panther would have kicked butt if released the same time as the Super
Nintendo but I guess Atari figured that would not be possible.

Can you imagine what the Jaguar will do?

The Panther would have cost $200.

I bet you that the jaguar will have a price around $300.

I have also heard that Atari may try to use some of the graphics and sound
of the Jaguar into a new ST that they are building and plan to release in 1992.

Now, if Atari can get both the Jaguar and the new ST compatible with each
other, I'll buy all the $2 stock that I can get my hands on.

--

3793. Atari Computer for sale!

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 05:30:49 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1991Oct24.053049.13223@umbc3.umbc.edu>
Source record: 227748
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

FOR SALE:

Atari 1040 ST $275
1 meg main system memory
Internal 720K 3.5" disk drive
TOS 1.4 Operating System ROMs
Atari standard mouse (Japan)
Has solder holes for Blitter on MB

Atari SC 1224 Color monitor $200
Original super-sharp JVC model

Surreal Systems Internal Clock (w/software) B/O

Abacus Chartpak B/O

If you buy the ST and monitor for $475, I'll throw in the clock,
the Chartpak software, a printer cable, and a modem cable!

If you have a trade in mind, then go ahead and ask. For now,
I am looking for mostly IBM and generic stuff: SCSI Hard drives,
laser printers, Roland MT-32 or LAPC-1, etc...

Anyway, if you have an offer, then make it! The worst thing
that can happen is that I'll say "No way!"

I prefer email, but if you would rather call, you can reach
me at (301) 521-0015.

Thanks!

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

3794. Re: What is the 520STe?

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 06:02:00 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <18738@ccncsu.ColoState.EDU>
Source record: 227750

In article <1991Oct23.194601.15462@rusmv1.rus.uni-stuttgart.de>
CCC_BALL@rzmain.rz.uni-ulm.de (Joerg Ballschmiter) writes:
>Hi!
>Can anyone tell me what the 520STe is?
>I thought Atari releases the STE only in a 1meg version!
>-Joerg.
>

520STe is the STe with 0.5MB RAM in it, yes, they are real. In fact some 520STe
came with some games boundled with it. (look in RUN PC's AD in Current Note for
titles, I don't remember them).
For upgrading to 4MB machine this is better buy, because they are cheaper than
1040 and only waste 2 256KB SIMMs in steaded of 4 256KB SIMMs in 1040.
Tang
sytang@lamar.colostate.edu

3795. For sale:Atari STFM

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 09:09:51 UTC
From: news@newcastle.ac.uk
Message-ID: <1991Oct24.090951.27067@newcastle.ac.uk>
Source record: 227912

For Sale:

Atari 520 STFM with Evesham SIMM board to 1MB
Atari SM124 mono monitor.
Disks, mags, joystick.....all for #375 ono.

Nick.
~~~~~~
Nick Shore - Microelectronics & Software Engineering - Newcastle University
----
~~~~~~

3796. Re: what types of joysticks work with 520ST?

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 09:37:43 UTC
From: jas@oasis.icl.co.uk
Message-ID: <113@oasis.icl.co.uk>
Source record: 227807

In answer to the actual question, just about any joystick with a "standard" D-Socket, will work with the ST.
I personally have a Konix Navigator and have found it the best I've ever used, especially if you want to use it for any length of time. It is one with a pistol-grip/trigger, with the stick on top, and beats the pants off any of those square based ("Ergo what?) things.
The only game I ever used a different one for is Prince of Persia (excellent game if anyone is interested), as it is sometimes hard to hit diagonals with 100% accuracy.

Jason.

3797. Re: PD C compilers

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 10:56:36 UTC
From: ulrer@ida.liu.se
Message-ID: <1991Oct24.105636.4242@ida.liu.se>
Source record: 227935

qs101@cl.cam.ac.uk (Quentin Stafford-Fraser) writes:

>What are the relative merits of the different PD C compilers for the ST?
>By instinct I would go for gcc, because I use it at work on my unix
>machine, but several people seem to use Sozobon.

>I have 1Meg & 2 floppies, of that makes a difference.

With that little memory, gcc is out of the question. I have 1 Meg and use
Sozobon without any problems. It has a few bugs though, but nothing you
can't live with.
--
Ulric Eriksson ulrer@ida.liu.se

"Det ser ut som rappakalja. Bara idioter kan h}lla p} med s}'nt d{r."

3798. Re: GENIE email

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 11:04:43 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Oct24.110443.20506@rodan.acs.syr.edu>
Source record: 227914

In article <49146@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>It's also worth pointing out that the GEnie "flat monthly fee" ONLY
>applies to things like the Scuba Diving Roundtable, the Basket Weaving
>Roundtable, and things like that.
>If you want to access the Atari Roundtables, the IBM roundtables,
>indeed, any of the machine-specific computer Roundtables, the billing
>clock kicks in at $6.00 per hour, nonprime time.
>Also, the "Basic" flat rate ONLY applies to reading messages in
>the "Basic" Roundtables. If you want to download a GIF picture of
>blow fish on the Great Barrier Reef from the Scuba Roundtable,
>it's $6.00 per hour again. Realtime online Conferences (multi-user
>chat) are also $6.00 per hour.
>GEnie Mail is included in the basic flat rate, but XMODEM file mail
>is not. Sending or receiving files by mail is $6.00 per hour.
>
>In other words, there are a LOT of "gotcha's" involved. You need to be
>very aware of what is included, and what is "extra cost".
^^
>Back to the original subject... no, there is no InterNet mail
>connection to GEnie.
>There IS, however a two-way InterNet connection to CompuServe.
>BobR

Thanks for reminding us of all this Bob. I dropped my
subscription to these pay-services when they imposed the
flat-rate system. I thought it was, and still think it is, a
rip-off. I do sort of miss access to the Gadgets forum on
Genie, but it is not worth paying for other people to read the
other non-computer forums. Anyway, I was just wondering if
anyone knew how these services were doing financially, as a
result of their change in philosophy about charging
subscribers? It might serve as a lesson in the future.
--Gerry

3799. Disk drives

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 11:12:52 UTC
From: data3d@aahs.no
Message-ID: <"1176*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 227913

How do I determine how many disk drives my ST has? Setting the active drive will return the drive mask in d0.l, but drive B is always present, even if I've only got one disk drive (in addition to the HD).

Karl Anders Oygard <data3d@aahs.no>

3800. Re: GENIE email

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 11:45:05 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1991Oct24.114505.1@lapis.labmed.umn.edu>
Source record: 227924

In article <1991Oct24.110443.20506@rodan.acs.syr.edu>, ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
> I dropped my subscription to these pay-services when they imposed the
> flat-rate system. I thought it was, and still think it is, a
> rip-off. ... Anyway, I was just wondering if
> anyone knew how these services were doing financially, as a
> result of their change in philosophy about charging
> subscribers? It might serve as a lesson in the future.

From my own observations, the services are doing quite nicely, thank you very much.

What one has to realize, of course, is that EVERYONE isn't interested only in the computer-related areas. Also, although you have access to a wide variety of newsgroups at relatively little cost (hint: it's called USENET NEWS...), the majority of computer owners don't have such access. For them, $4.95 per month is quite cheap to access Roundtables such as the Science Fiction Roundtable, or the Religion Roundtable, or the Small Business Roundtable.

Someone could log on every single evening, from 6 pm to 6 am, and =still= not capture every new message from all of the Roundtables available at that $4.95 flat fee.

As for access to software libraries, et al. ... well, I was paying $6.00 an hour before the fee was instituted, and I'm still paying $6.00 an hour after the fee was instituted. So?

The point is that I'm NOT paying $6.00 an hour to read the non-computer-related Roundtables ... and that is, I believe, the primary 'good' which comes from that small monthly charge.

Sure, you get to read the rec, soc and talk groups via USENET NEWS. But you're being subsidized by at LEAST $4.95 a month in order to do so. For those who don't have that option, the GEnie flat rate is a bargain.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

3801. Cross-Assembler for 8048 ?

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 12:29:32 UTC
From: jerry@uni-paderborn.de
Message-ID: <1991Oct24.122932.25369@uni-paderborn.de>
Source record: 227916

Hello networld !

I'm looking for an cross-assembler for the 8048 microprocessor.
Has anyone heard of such a program ?

Regards, Jerry

3802. Re: TT ftp site

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 13:14:02 UTC
From: raichle@azu.informatik.uni-stuttgart.de
Message-ID: <RAICHLE.91Oct24141402@azu.informatik.uni-stuttgart.de>
Source record: 227917

In article <3012@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
> In article <1991Oct11.153952.17628@rusmv1.rus.uni-stuttgart.de>
ttinfo@rusmv1.rus.uni-stuttgart.de (Markus Wenzel) writes:
> >
> >If you are interested, look into /serv/soft/atari/TT on
> >rusmv1.rus.uni-stuttgart.de = 129.69.1.12, login ftp, passwd ident.
>
> For all:
>
> Isn't there a mail system out there that lets people without FTP get access
> to FTP sites through e-mail? It's like BART for atari.archive, but on a
> general scale. If someone has information on this, please send it to me.

The server rusinfo.rus.uni-stuttgart.de (or rusmv1....) has a
mail-server. Write email to
mail-server@rusinfo.rus.uni-stuttgart.de
with empty subject and `help' in the mail body to get the newest help
page.

-bernd

3803. Re: Railroad Tycoon

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 13:35:25 UTC
From: evansg@uproar.enet.dec.com
Message-ID: <29213@nntpd.lkg.dec.com>
Source record: 227812

I've had problems when using a mouse accelerator (SpeedMouse) and the mouse/keyboard option, but switching the accelerator off seems to fix it.

Does anyone fancy trying to explain the Station Report boxes? I've read the docs but don't quite follow just what the various lines/half-lines/box-chars are trying to tell me.

Email's fine, if you think it's not worth net-bandwidth.

==
Full-Name: Gwyn Evans Internet: Gwyn.Evans@ime.mts.dec.com
Tel: +44 (0)895-208108 DTN: 769-8108
Organization: DESISCo
Digital Equipment Service Industries Solutions Company Ltd.

Above opinions are my own and do not necessarily reflect those of DEC.
==

3804. Re: PD C compilers

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 14:06:38 UTC
From: steve@thelake.mn.org
Message-ID: <A1221728088@thelake.mn.org>
Source record: 227921

[In article <1991Oct22.151235.11163@cl.cam.ac.uk>,
qs101@cl.cam.ac.uk (Quentin Stafford-Fraser) writes ...]

> What are the relative merits of the different PD C compilers for the ST?
> By instinct I would go for gcc, because I use it at work on my unix
> machine, but several people seem to use Sozobon.
>
> I have 1Meg & 2 floppies, of that makes a difference.

It makes a big difference. GNU C really needs a 2MB machine to compile
anything non-trivial, and if you look at the binary archives at a.a
you'll quickly see that GCC loves hard disk space.

Sozobon C runs well on a 520ST with two floppies. A good disk cache
will make it much more pleasant.

The big difference between the compilers is that GCC supports the ANSI
C standard, and Sozobon is a tradional (K&R C, Classic C) compiler. It
has some ANSI features and a fairly complete library, but it does not
support function prototypes.

I have enough RAM and disk space for GCC, and I own a commercial compiler
(Mark Williams), but the one I use is Sozobon.

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)

3805. Re: More TeX/LaTeX

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 14:18:10 UTC
From: fvlarsen@solan.unit.no
Message-ID: <1991Oct24.141810.26475@ugle.unit.no>
Source record: 227920

```
|> Why don't you simply use CS-TeX, available from several atari servers via ftp.
Name one, PLEASE!!!!
--
/-----------------------------------------------------------------------------\
| FINN VIDAR LARSEN |Snailmail: |
| Division of Computer Systems and Telematics | Arne Bergsgaardsvei 18/23 |
| The Norwegian Institute of Technology | 7033 Trondheim |
| The University of Trondheim, Norway | Norway |
|-----------------------------------------------------------------------------|
|email: fvlarsen@solan.unit.no, fvlarsen@lise.unit.no, fvlarsen@siri.unit.no|
|-----------------------------------------------------------------------------|
|"Great Wakering (participial vb.): |
| Panic which sets in when you badly need to go to the lavatory and |
| cannot make up your mind about what book or magazine to take with you."|
\-----------------------------------------------------------------------------
```

3806. Re: GENIE email

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 15:16:36 UTC
From: steve@thelake.mn.org
Message-ID: <A1376917336@thelake.mn.org>
Source record: 227923

[In article <1991Oct24.110443.20506@rodan.acs.syr.edu>,
ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes ...]

> Thanks for reminding us of all this Bob. I dropped my
> subscription to these pay-services when they imposed the
> flat-rate system. I thought it was, and still think it is, a
> rip-off. I do sort of miss access to the Gadgets forum on
> Genie, but it is not worth paying for other people to read the
> other non-computer forums. Anyway, I was just wondering if
> anyone knew how these services were doing financially, as a
> result of their change in philosophy about charging
> subscribers? It might serve as a lesson in the future.
> --Gerry

In GEnie's case, the result was rapid growth. I don't know about CompuServe. I quit CompuServe when they slapped on a monthly charge, for reasons similar to yours: I was interested only in the services with hourly surcharges, and I didn't want to pay a monthly minimum plus an hourly rate. On GEnie, I spend most of my time in the free forums (mostly Writers RT, Automotive, Aladdin) and my (automated) excursions into the ST RT rarely cost more than 25 cents a visit, so I come out ahead.

In the long run, I think you're going to see more services moving toward flat fees for messages and surcharges for file transfers. Competition from Prodigy exerts a lot of pressure, and the expenses for hardware and communications are going down.

GEnie has expanded its ``Basic Services'' and recently added an interactive chess game to the free list. Air Warrior remains $6 an hour, though. :-(

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)

3807. Re: Need help unsplitting files

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 17:15:48 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <1991Oct24.171548.19001@cs.yale.edu>
Source record: 227925

In article <j=lp+yj@rpi.edu> odonnj@rs6217.ecs.rpi.edu (James Robert O'Donnell Jr.)
writes:
>What is the best way to get a large binary file (greater than the size of one
>floppy) from the IBM RS6000 workstation (that I ftp from) to my ST? I have
>Mtools on the IBM so I can get stuff on to a disk, but how do I split up the
>files so that I can get them onto more than one disk and then how do I rejoin
>them on my ST?
>
>The file I am specifically trying to get right now is 'bin.zoo' (containing
>the gcc binaries) from atari.archive. I can use the AIX command (or maybe it's
>a 'bash' command, I don't know) 'split' to split the file up into smaller
>chunks (which when rejoined via 'cat' on the IBM are identical to the
>original), but how do I do rejoin them on the ST? I've tried the 'cat' from
>gulam and from Micro C-Tools and neither worked. I could un-zoo the archive
>and re-zoo it in smaller pieces, but we don't have Zoo v2.1 on the computer,
>and I am not up to building it.
>
>Any help would be appreciated...
>--
>~~~~~~
> Jim O'Donnell, RPI ECSE Department, Troy, NY 12180 jod@rpi.edu
>~~~~~~

Somebody posted a replacement "cat" awhile ago for gulam users. (I
forget what it was called.) But a better solution might be to bring up
Zoo v2.1 on your workstation as you suggest. I found it very easy to
bring up on my Sun Sparcstation.
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

3808. Re: Atari Abaq

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 18:41:23 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct24.184123.27306@actrix.gen.nz>
Source record: 227929

In article <A0bdqyl8@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
> In <20179@hydra.Helsinki.FI>, Markku Luoto writes:
> >is this abaq the same thing as something called "ATW" -transputer
> >station made by atari in 80'ies too ?
> >
> >and is this "parallel supporting OC" same thing as "helios" used in ATW
>
> Yes, and yes. Abaq turned out to be a name used by someone somewhere
> else, so the name was changed to ATW. Helios was a Uni*-like os with
> parallelism designed into it. It sounded like it might be a hapeening
> system, but reveiws I read of the implementation, and conversations
> with someone developing for Helios suggest it was (is) a bit of a kludge.
> Also, the hacking in of a Mega as a front end i/o system appearantly
> is a major bottleneck.

> ST User, or ST World did a 4 or 5 page article on a visit to
> Perihelion, the developers of the hardware. Interesting reading, but
> someone borrowed my issue, and I never got it back. :-(

But they went bust..

> John Henders jhenders@jonh.wimsey.bc.ca
> MIND over MIDI Productions or ubc.cs!van-bc!jonh!jhenders
> Vancouver,B.C

I thought I read that Paramont uses them, also did you see the Great
video tape that was done on a ATW, posibly by Inmos but was only 5 mins
long and had stereo sound, also had some great TV commercials,
Mobil and Commercial Union was some that I can remember, we used the
tape at a computer show here in Wellington, did create a bit of a croud
when we put it on..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3809. language use on usenet (was ftp list ..)

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 19:07:06 UTC
From: harold@alice.hobby.nl
Message-ID: <5karoqGOWt6@alice.hobby.nl>
Source record: 227815

In <1991Oct18.092628.22072@news.cs.indiana.edu>, Paul Purdom writes:
>Why do people keep asking for articles to be posted only in English? A lot of
>the action on the ST takes place in Europe. It seems to be that it is best to
>let people post in what ever language they know. That way those of us who can
>read it can make use of it, and the rest of us can easily ignore it.
>
>Be that as it may, this group does have a lot more readers of English than of
>other languages.

There are many languages in europe besides english
hardly anyone outside the home country speaks:
norwegian,
finish,
swedish,
dutch,
spanish, (perhaps a bit more than the others)
italian,
hungarian,
polish,
russian,
french (perhaps a bit more)
germain (perhaps a bit more)
greek,
turkish,
bulgarian
.... and a couple more (20 - 100)

And than we have the Asian languages (chinese, japanese etc) and
the African languages
not to forget the hundreds of dialects that are different enough to become
distinguishable from the orignal language.

English seems to be a practical world standard to me.

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3810. Re: HD to TT ? and TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 19:13:44 UTC
From: harold@alice.hobby.nl
Message-ID: <DExFQRgIG.o@alice.hobby.nl>
Source record: 227819

In <20156@hydra.Helsinki.FI>, Markku Luoto writes:
>As Heard from many sources, TT is supposed to be quite ready for a
>HD-disk drive
>, some people claim that it only need's a dip switch change etc...
>

I read a rumor in the Atari Journal (germain magazine) that Atari is
know shipping TT's with HD-drive.

Another rumor from that magazine: Atari has a TOS 2.06 update ready for
all ST (that is ST and STE), which together with some card could
be installed in all ST models.
Atari Benelux could not confirm this.

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3811. Re: mercury and gulam

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 19:23:50 UTC
From: harold@alice.hobby.nl
Message-ID: <SCbJvOL8Ud6@alice.hobby.nl>
Source record: 227816

In <6855205@mns.UUCP>, Mathias Herberts writes:
>First of all Gulam uses the exclamation mark to recall the top command in the
>history buffer , therefore I cannot (or just don't know how to ????) use
>this character in the command line.
use '\' to escape the '!' character (type '\!')

>My second problem is that I would like to use uux to order my host to
>execute this command :
>
> uuto file mns!madmat
>
>which would send file on my system to user madmat (me !)
Use uucp to copy files from one site to another, altough it might not work
I recall to have read somewhere that uucp always causes troubles.
A problem might be write permission in one of the directorys, or your host
does not support the use of uux/uucp/uuto. Ask your host administrator to
send the file to you that is most likely the quikest way

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3812. Re: Re^1: Mega STe

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 19:32:26 UTC
From: harold@alice.hobby.nl
Message-ID: <g0ID4z8Qoe.@alice.hobby.nl>
Source record: 227817

In <1991Oct22.121147.8296@actrix.gen.nz>, Roger Sheppard writes:
>Well if you have brought 1st_Word Plus, you can upgrade to version
>3.15, this I have read is the TT version, should work for the Mega STE..??

Shouldn't that say 3.20?
--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3813. Can a TTP Program Pexec a GEM Program?

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 20:03:32 UTC
From: wabe@ukc.ac.uk
Message-ID: <478@hobby.ukc.ac.uk>
Source record: 227932

I have recently been developing a tiny "mini-shell" program that searches a "built-in" PATH environment variable for a named program - which it then executes using the standard Gemdos Pexec(...) command. Of course, in order to input the name of the desired program from the Desktop the "mini-shell" has to be a .TTP (TOS-TAKES-PARAMETERS) application. This already works fine with all programs that DO NOT use the GEM environment (i.e. mouse active etc. etc.) - but I CANNOT get it to properly execute any program that uses GEM. I should explain I have done all the "obvious" things i.e. used VDI to open a Virtual Workstation, left cursor mode & entered graphics mode (v_exit_cur) and "activated" the mouse with graf_mouse(257,&dummy) BEFORE attempting the Pexec(...) command but NOTHING seems to work. The PATH is searched OK and the program found - but when it begins to execute and, say, presents a fileselector (with a visible mouse) I then find that "clicking" the mouse produces NO effect AT ALL! - the mouse, though visible, does not function. Of course, if I compiled my "mini-shell" as a .PRG program, which immediately asks for the program name (and any command line arguments there may be) then ALL WORKS WELL - but I would have to write my own code to "parse" the input command line (as I could not use argv[] and argc if I invoked the program by double-clicking from the Desktop). Though not a BIG job - this seems a nuisance & a hassle to do something which "ought" intuitively to be possible.

Am I missing out on something? - or, conceivably, I "might" be attempting something which is impossible with current TOS operating systems. I say this because I cannot remember seeing ANY .TTP program for the ST that takes command line arguments and then proceeds to do "GEM-like" things using the mouse etc. Further, as an experiment, I renamed a program that used GEM e.g. the "excellent" GULAM.PRG (as a typical example) so that it ended in .TTP i.e. GULAM.TTP in this case. Double clicking on it and, (of course) entering NO arguments into its .TTP dialogue box, gets me in to GULAM and allows me to do most things that don't require the mouse. However when I tried to execute a GEM Program from GULAM - the normal command being:

gem GEMPROG.PRG

it failed to work just like my small "mini-shell" failed (Mouse Clicking fails to Fileselect etc. etc).

I'm sure there are experts out there that can enlighten me - either by informing me where I'm missing out or confirming my suspicion that it may be impossible (in the which case I will not "waste" any more time "attempting the impossible")

Replies Please to: W. Alan B. Evans
[wabe@ukc.ac.uk]

3814. Re: Railroad Tycoon

Newsgroup: comp.sys.atari.st
Date: 1991-10-24 21:29:44 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1991Oct24.212944.9176@watmath.waterloo.edu>
Source record: 227933

In article <1929@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>Has anyone seen bugs during game play?

On my Mega4 and the Mega4STE at the local store, it bombs if the mouse pointer goes too close to the bottom of the screen.

It does not have that problem on my 1040ST.

One time, the keyboard keys were no longer properly recognized.
(When I did a Find City, every key put a 0 in the field.)

Yesterday, I was showing off my old English railway and loaded in my current Western U.S. one ... I ended up with breweries, glassworks, pounds, etc. all over the place.

It's an addictive game but it's also annoying.

Has anyone heard a response from MicroProse about the problems?

Dani Roloson
KWEST
Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

3815. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-10-25 04:00:40 UTC
From: nchartier@ciit85.ciit.nrc.ca
Message-ID: <1991Oct25.100040.1028@ciit85.ciit.nrc.ca>
Source record: 227810

In article <1991Oct24.171548.19001@cs.yale.edu>, fischer-michael@CS.YALE.EDU (Michael Fischer) writes:
> In article <j=lp+yj@rpi.edu> odonnj@rs6217.ecs.rpi.edu (James Robert O'Donnell Jr.) writes:
>>What is the best way to get a large binary file (greater than the size of one
>>floppy) from the IBM RS6000 workstation (that I ftp from) to my ST? I have
>>Mtools on the IBM so I can get stuff on to a disk, but how do I split up the
>>files so that I can get them onto more than one disk and then how do I rejoin
>>them on my ST?
>>
>>The file I am specifically trying to get right now is 'bin.zoo' (containing
>>the gcc binaries) from atari.archive. I can use the AIX command (or maybe it's
>>a 'bash' command, I don't know) 'split' to split the file up into smaller
>>chunks (which when rejoined via 'cat' on the IBM are identical to the
>>original), but how do I do rejoin them on the ST? I've tried the 'cat' from
>>gulam and from Micro C-Tools and neither worked. I could un-zoo the archive
>>and re-zoo it in smaller pieces, but we don't have Zoo v2.1 on the computer,
>>and I am not up to building it.
>>
>>Any help would be appreciated...
>>--
>>~~~~~~
>> Jim O'Donnell, RPI ECSE Department, Troy, NY 12180 jod@rpi.edu
>>~~~~~~
>
> Somebody posted a replacement "cat" awhile ago for gulam users. (I
> forget what it was called.) But a better solution might be to bring up
> Zoo v2.1 on your workstation as you suggest. I found it very easy to
> bring up on my Sun Sparcstation.
> --
> ==
> | Michael Fischer <fischer-michael@cs.yale.edu> |
> ==
--
Couldn't you uuencode the file on the R6000, copy the parts to floppies using mtools and then uudecode them on the ST? I believe that the umich archive has a uudecoder; that might do the trick.

Normand Chartier

3816. Re: Quantum HD

Newsgroup: comp.sys.atari.st
Date: 1991-10-25 05:35:37 UTC
From: baffoni@aludra.usc.edu
Message-ID: <20967@chaph.usc.edu>
Source record: 227945

In article <3024@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>In article <1991Oct9.084621.5549@newcastle.ac.uk> njdc@tuda.newcastle.ac.uk (J.D.Coleman) writes:
>>I have recently bought a Quantum LPS105S (105 meg, 20msec, 1130kb/sec)
>>and daisychained it to my existing ICD host adapter and Seagate ST177N.
>>
>>The drive is really nice, but so far I've been unable to get it working
>>properly. I managed to format it but after it had warmed up, I would get
>>continuous write errors until I couldn't write to it any more. I've talked
>>to ICD and they initially said that the drive was faulty, but I've had it
>>tested by the dealer I bought it off, and they say there are no problems
>>with it.
>>
>>Last week I tested it with a Sun SLC and it worked fine, but now I can't
>>even recognise it with my ST.
>
>I have a Quantum LPS105 working with an (old) ICD host adapter.
>
>I vaguely remember someone on GEnie (perhaps Tom Harker) saying that the
>old ICD host adapter (not the new Advantage series) had problems daisy-
>chaining some drives, either just Seagate SCSI with any other SCSI or all
>SCSI drives. Perhaps you might want to call ICD (talk to Howard, or maybe
>even Tom and mention what I said) and see what they say. That is, if
>you have the old host adapter. If you have the new ones, try rearranging
>the position of the drives on the SCSI chain. What kind of ST do you have,
>BTW?
>
I also have a QuantumLPS105. I know that it works fine with other SCSI
drives - I had to transfer all of my old data to the new drive - I had a
Quantum80S and both were being run off the same old (not Advantage) ICD host
adapter. You just have to make sure that you have removed the jumper that
enables parity (EP) which I believe SUNs use, and you need to make sure that
the drive in the middle of the SCSI chain has it's terminating resistors
removed. It SHOULD work then.
>
>--
> ||| Ed Krimen
> ||| ekrimen@wet.uucp
> / | \ E.KRIMEN (GEnie)

-Mike

baffoni@aludra.usc.edu
mbaffoni@skat.usc.edu

3817. HELP with problemic keyboard

Newsgroup: comp.sys.atari.st
Date: 1991-10-25 06:04:34 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91298.020434JJL101@psuvm.psu.edu>
Source record: 227805
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Recently I have been getting more and more problems with my 1040ST keyboard!
Any help would be appreciated. Often, a number of the keys will cease to work.
In poarticular the z x n m and / keys most often. They also will often work,
but with numerous keypresses only.
If I give the machine a slight drop to the table, the keyboard usually goes
back to just fine for a while. Would cleaning the keyboard help? The keys
'feel' as the usually due. Not really sticky, but the machine is old. Any
one ever have similiar problems? If so, please let me know.
]
Thanks in advance

****
* * John J. Lehett * JJL101@PSUVM *
* J.J. * Penn State * *
* * Center for Academic Computing * JJL101@PSUVM.PSU.EDU *
****
* Atari ST's!, Games, Puzzles, Cryptos, Programming, Chaos Theory *
****

3818. Re: GIF Viewer

Newsgroup: comp.sys.atari.st
Date: 1991-10-25 08:35:13 UTC
From: hansen@messua.informatik.rwth-aachen.de
Message-ID: <hansen.688379713@messua>
Source record: 227950

ericw@hobbes.amd.com (Eric Wedaa) writes:

>Silly question of the week: Where can I find a GIF viewer that works for the
>large GIFs that I have on my SUN? I have an old GIF viewer that works for
>"standard" Gifs, but not these 300K Gifs I have at work.

>Any suggestions?

Well, of course I have!

There's that wonderful program named "ViewGIF 1.2". You can find it in many
ftp sites under "VIEWGIF12". The program is shareware.

It runs in *all three* resolutions and works on big screens (like OverScan)
and the TT as well. It also transforms GIF-files into SPU, NEO, PI1 and some
more exotic formats. Other options are shrink and clip.

This program is an absolute MUST for handling GIF-pictures.

Oliver

+---------------+---+
| Oliver Hansen | Institut fuer Elektrische Nachrichtentechnik, RWTH-Aachen |
+---------------+---+---------------+
| Internet: hansen@messua.informatik.rwth-aachen.de | IRC: Mauselin |
| hansen@gent1.ient.rwth-aachen.de | |
+---+---------------+
| "You are not expected to understand this." |
+--+

3819. Re: GENIE email

Newsgroup: comp.sys.atari.st
Date: 1991-10-25 08:47:48 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <49198@cup.portal.com>
Source record: 227802

Regarding Gerry Greenberg's comments and questions about how the services which have instituted flat-rate schedules are doing...

I don't have any actual figures from GEnie any more, but I do know that the CompuServe marketing department does not consider them to be "the competition (that "honor" goes to Prodigy and America OnLine).

There are plans in the works to experiment with flat-rate schedules on CIS, but I don't know how much I'm supposed to say about that at the present time. I do know one of the possible plans will make the CIS offering a LOT more attractive than the fixed set of "basic" services GEnie offers.

As for other impacts of the flat-rate system on GEnie, people internal to GEnie have noted the change in the "class" of customers they now get at essentially $5 a month. The average user is a lot more juvenile and much less technically oriented than when the rate was $5 per hour.

Also, the immense increase in the sheer numbers of users at $5 per month has virtually crippled the response time of the system. I recently tried to upload the current PC Report online magazine and read and reply to one E-Mail message on GEnie... I was in E-Mail for over 30 minutes..!
While sending the reply to my E-Mail, it was taking 18-24 seconds for the prompt for the next line to come back after hitting Return. Moving from one area to another was excruciatingly slow. Granted, I wasn't "paying" for the time spent waiting endlessly, but I figure MY time is worth more than that. I suppose if I'd waited until 4AM, it might have been faster.

BobR

3820. Re: gnuucp

Newsgroup: comp.sys.atari.st
Date: 1991-10-25 08:52:08 UTC
From: univwa@sbusol.rz.uni-sb.de
Message-ID: <13933@sbsvax.cs.uni-sb.de>
Source record: 227804

In article <2531.10.91@janhh.hanse.de>, jan@janhh.hanse.de (Jan Willamowius) writes:
> From article <0531.10.91@jelal.north.de>, by nox@jelal.north.de (Juergen Lock):
> >>I still have to use the UUCICO by Jan Willamowius, which is written
> >>under GFA and bombs if it's started under MinT.
> >
> > yes, GFA bugsic should be banned. :-(i guess i'll have to look
> > at this bauble uucp thing one day... (btw, is there a newer version
> > than that posted in june?)
>
> Don't blame me I just inherited it. :-)
>
> Version 3.2 is to be posted RSN, I just want to make sure it runs with
> all the different UUCP implementations. Be patient...
>
> - Jan
>
> --
> Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
> E-Mail: jan@janhh.hanse.de

HI Jan,

could you please send this new UUCICO version to comp.binaries.atari.st ?

And: Will this version be able to use TT Fast RAM ?

Thanks

Bernhard

ATTENTION : New mail adresses !!!


```
*****************************************************************************
* *
* Dipl.Ing. Bernhard Stumpf | | | *
* / ___ / University of the Saarland | | | *
* /----. /__. -/- D-6600 Saarbruecken | | | *
* /____/ ___/ /_. / | \ *
* phone : ++49-681-302-41.43 / | \ *
* e-mail: bestu@sbusol.rz.uni-sb.de / | \ *
* bestu@h11.saar.sub.org *
*****************************************************************************
```

3821. Interrupt handling mouse & midi.

Newsgroup: comp.sys.atari.st
Date: 1991-10-25 09:09:11 UTC
From: geert@ccsds.ahold.nl
Message-ID: <2921@ahds.ahold.nl>
Source record: 227938
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am (still) writing a midi program for a synthesizer. Because the
synthesizer I have, can sent lots of data in one time I must
have an midi interrupt routine that works indepently from
the mouse interrupt routine.
I have written an assembly interrupt routine to
read the mididata from the midi port of the ST, but when I sent
lots of data to the ST and I move the mouse, even this results
in loss of data.
Unfortunately, atari has connected the midi and keyboard chip (which
handles the mouse) to the same interrupt pin on the interrupt chip.

Now my questions.

Does somebody have the same experiences?

Where can I obtain info about the mouse routine of the ST, so that
I can write a new (and faster) routine for the mouse, which does
correctly handle midi & mouse together?

Maybe there is an other solution for this problem, any help
appreciated.

Geert.

==
============== G E E R T W . T . J O N K H E E R . ================
========= A H O L D N . V . T H E N E T H E R L A N D S =======
====================== geert@ccsds.ahold.nl ==========================
==

3822. wanted: plain.tex

Newsgroup: comp.sys.atari.st
Date: 1991-10-25 09:58:36 UTC
From: maddox@zelator.in-berlin.de
Message-ID: <N2YV1EJ@zelator.in-berlin.de>
Source record: 227840

Hi!

Ich brauche unbedingt das file plain.tex fuer mein TeX-System!!

Es waere sehr nett, wenn mir jemand diese Datei zuschicken koennte.

Am besten fuer TeX-3.0 !

BYE! und Thanx im Voraus!

--
==========
It remains... /////Mad.M.Maddox///// (...spoken: Math-m-atics)

Patrick Hoffmann (maddox@zelator.in-berlin.de)
Grafik+Software, Berlin/West-Germany ...bye!
==========

3823. Re: PD C compilers

Newsgroup: comp.sys.atari.st
Date: 1991-10-25 10:58:40 UTC
From: s_grunwa@irau26.ira.uka.de
Message-ID: <kgfu70INNll6@iraul1.ira.uka.de>
Source record: 227806

Sozobon is fine for doing little programs and compiling ST-stuff, but if
you want to port UNIX-PD or want to do a bigger project you should
use GNU-C, because it's ANSI and zou have better support for bigger than
64k Programs and Data.
For bigger projects a HD is recommended anyway and the memory expansion
doesnot harm. I used to work with to floppies on a 1 Meg machine, but
things i have done then in 1 hour do are now done within 5 minutes, because you don't have
to arrange the things for compiling and you have
the crossreference handy, you have more than one version, if you do
debbuging and so on ...
The speed increase is much more than the hardware speed increase, because
the work flow is much better.

So, if you want to try a bit and compile now and then Sozobon is the
choice, if you want a programming tool, GCC is better (Turbo-C 2.0, or
Pure-C as it is now called, is easier to use, but not PD) and don't
mind the price of system expansion, it's the fun tax.

Knut

P.S. Keep in mind, that the new systems like the 1040STE are cheaper to
expand and the packet prices are even cheaper. I bought a MEGA STE
for 400 DM (300 $??) more than the price of a 4 Meg Expansion and
a 48 Meg HD (>500 KB per second, not wait and see HD)

3824. Re: More TeX/LaTeX

Newsgroup: comp.sys.atari.st
Date: 1991-10-25 11:27:57 UTC
From: raichle@azu.informatik.uni-stuttgart.de
Message-ID: <RAICHLE.91Oct25122757@azu.informatik.uni-stuttgart.de>
Source record: 227934

> |> Why don't you simply use CS-TeX, available from several atari servers via ftp.
> Name one, PLEASE!!!!

Use the ftp server of the german speaking TeX users group DANTE:
rusinfo.rus.uni-stuttgart.de [129.69.1.12]
in
soft/tex/machines/atari/cs-tex/disk[1-8]/*

If you don't have ftp access, use email to
mail-server@rusinfo.rus.uni-stuttgart.de
(Send a mail with `help' in the body to get the help page.)

-bernd

Bernd Raichle, DANTE Koordinator `german.sty' | "Le langage est source
privat: Stettener Str. 73, D-W-7300 Esslingen | de malentendus"
email: raichle@azu.informatik.uni-stuttgart.de | (A. de Saint-Exupery)

3825. Re: GIF Viewer

Newsgroup: comp.sys.atari.st
Date: 1991-10-25 12:48:32 UTC
From: lsmichae@cip.informatik.uni-erlangen.de
Message-ID: <1991Oct25.124832.22819@informatik.uni-erlangen.de>
Source record: 227827

hansen@messua.informatik.rwth-aachen.de (Oliver Hansen) writes:

>ericw@hobbes.amd.com (Eric Wedaa) writes:

>>Silly question of the week: Where can I find a GIF viewer that works for the
>>large GIFs that I have on my SUN? I have an old GIF viewer that works for
>>"standard" Gifs, but not these 300K Gifs I have at work.

>>Any suggestions?

>Well, of course I have!

>There's that wonderful program named "ViewGIF 1.2". You can find it in many
>ftp sites under "VIEWGIF12". The program is shareware.

>It runs in *all three* resolutions and works on big screens (like OverScan)
>and the TT as well. It also transforms GIF-files into SPU, NEO, PI1 and some
>more exotic formats. Other options are shrink and clip.

>This program is an absolute MUST for handling GIF-pictures.

It's not bad, but it's the slowest GIF viewer I know, and it doesn't handle
STe colors. The GIF to SPECTRUM grabs always the to left 320 * 200 pixel for
conversion 8-(((.

Larry

+--+----------------------------------+
lsmichae@faui43.uni-erlangen.de				
Lars "Mr. GIF" Michael				"Down with ATARI,
Graduate Student of Computer Science	/	\ Long live the ST !"
at University of Erlangen/Germany	/	\
+------------+---------------------------+----------------------------------+
| Irc: Pit | Startrek VI: "The undiscovered country" Stardate: 12/13/91 |
+------------+---+

3826. Need help unsplitting files

Newsgroup: comp.sys.atari.st
Date: 1991-10-25 14:09:20 UTC
From: cae@sdfvm1.vnet.ibm.com
Message-ID: <9110251408.AA02880@ucbvax.Berkeley.EDU>
Source record: 227937

In <j=lp+yj@rpi.edu> James Robert O'Donnell Jr. writes:
>What is the best way to get a large binary file (greater than the size of one
>floppy) from the IBM RS6000 workstation (that I ftp from) to my ST? I have
>Mtools on the IBM so I can get stuff on to a disk, but how do I split up ...

You can either

a) get the replacement for the GULAM 'cat' (which is broken) from the
twitterpater archive (binaries/volume6/cat)

b) UUEncode into pieces on the S/6000, UUDecode the pieces together again
on the ST (you might have to edit the 'include' line if you don't use
a Dumas' compatible UUE like that available for ST's).

Cornelius Caesar GADL Boeblingen
IBM Germany
Internet: cae@sdfvm1.vnet.ibm.com

3827. Re: Games!

Newsgroup: comp.sys.atari.st
Date: 1991-10-25 14:13:27 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60138@aurs01.UUCP>
Source record: 227940

In article <1716@equinox.unr.edu> chan@cs.unr.edu (Kaho Chan) writes:
>Hi everybody...
>Does anybody have the latest scoop on good action games out for the ST?!
>
>I have Speedball and am thinking about Speedball II. How is SII?

Excellent. Bigger, better, faster, more addicting. The manual and
"program" are very, very funny... I consider this game a "must have".

>Any suggestions for a new game (preferably action/xlnt graphix)?

I've become a Bitmap Brothers convert. All their games look great,
have great music, intelligent, glitch-less interfaces, and are
fun and challenging but eventually beatable (the key word here is
"eventually). If you haven't tried GODS, you're missing something
spectacular. I'm looking forward to my copy of Magic Pockets in the
mail any day.
****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

3828. Re: GENIE email

Newsgroup: comp.sys.atari.st
Date: 1991-10-25 14:25:40 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60139@aurs01.UUCP>
Source record: 227941

In article <49146@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>It's also worth pointing out that the GEnie "flat monthly fee" ONLY
>applies to things like the Scuba Diving Roundtable, the Basket Weaving
>Roundtable, and things like that.

There's lots of good stuff included in the basic rate, assuming you have any interests at all outside computers. I would think that all ST MIDI users would get their money's worth from the MIDI roundtable with C-Lab and Dr.T's on-line tech support and much discussion of ST MIDI specific issues. I regularly read three of the flat rate roundtables, and often check the UPI news and sports... I've been able to cancel my newspaper delivery by using the on-line news.

>If you want to access the Atari Roundtables, the IBM roundtables,
>indeed, any of the machine-specific computer Roundtables, the billing
>clock kicks in at $6.00 per hour, nonprime time.

The hour or so it takes to learn the Aladdin navigator program makes accessing the "prime" services quite reasonable... I check the Atari boards at least twice a week and download several files every month and have never paid more than a total of $20 in a month.

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

3829. Re: Railroad Tycoon

Newsgroup: comp.sys.atari.st
Date: 1991-10-25 14:49:18 UTC
From: dxper@dtek.chalmers.se
Message-ID: <6036@chalmers.se>
Source record: 227823

bill@mwca.UUCP (Bill Sheppard) writes:

>So now that some people have had a chance to play Railroad Tycoon for a few
>weeks, how is it (other than the installation bugs)? I bought it recently,
>but haven't had time to do much other than install it. It seems to run fine,

It really is quite addictive. Fourtunately I've stopped playing it because
I had too...but when I get some time to spare I sure would like to give it
another go.

The most annoying thing with this game is that the computer players don't
abide by the same laws as you have to, which means that they can expand
quite a lot faster than yourself...at least I found it to be so when playing
on the European theatre.

>other than the install program having the misnamed file, which can be fixed by
>simply doing a copy of both floppies to the hard disk.

>Has anyone seen bugs during game play? Does it seem up to par versus the PC
>version?

I've played the game in all theatres and especially the European one,
from 1900 to mid '80s...sure is nice to see those French built TGVs roam
around...

I've found no bugs within the game except that it doesn't clean up properly
after a game making it hang. If it did't I usually went for a reset
anyway...to be on the safe side...

pao

--
.............................Andrew Olausson.................................
............................Systems Architect...............................
.........................dxper@dtek.chalmers.se............................
.............................pao@proxxi.se.................................

3830. Re: Downloading to ST disk's using MTools on a SPARC.

Newsgroup: comp.sys.atari.st
Date: 1991-10-25 14:55:21 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Oct25155521@orion.laas.fr>
Source record: 227943

In article <5909@gmdzi.gmd.de> huber@skye.gmd.de (Hans Huber) writes:

| MTOOLS on a SPARC - Station with SUN OS 4.1.1 did not work for me, but you
| can do the following:
|
| format an MSDOS compatible floppy (DD) on the SUN:
|
| fdformat -Ld
|
| mount the floppy drive as a PC file system:
|
| fdmount

Maybe this is only locally, but in the SPARC mntdisk family there is
now `dosmount.'

dosmount -f to format low-density

dosmount -m to mount

dosmount -ue to unmount and eject.

The rest remains the same:
|
| cp *.txt /pcfs
|
| (the floppy filesystem is called /pcfs)

Just be careful to redo the serial nos. on your Atari!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

3831. Re: PD C compilers

Newsgroup: comp.sys.atari.st
Date: 1991-10-25 15:20:21 UTC
From: qs101@cl.cam.ac.uk
Message-ID: <1991Oct25.152021.19414@cl.cam.ac.uk>
Source record: 227948

Many thanks all. I think I'll have a play with Sozobon. I would much
rather have ANSI C, but you can't win 'em all.

The ST is on extended loan, it's not mine, otherwise I would buy a hard disk.
(Actually I wouldn't. I'd sell it and buy a PC. I don't like intel
architectures but I do like PC software!)

Quentin

Quentin Stafford-Fraser "I've no idea what my employer
Cambridge University Computer Lab thinks about this."
qs101@cl.cam.ac.uk
Tel +44 223 334645

3832. Re: mercury and gulam

Newsgroup: comp.sys.atari.st
Date: 1991-10-25 16:08:27 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <24856@sdcc6.ucsd.edu>
Source record: 227834

In <yuAMh58mkjo@pfunk.hanse.de> Michael Kistenmacher writes:
>For this work, I would really recommend the HERMES package. Since
>now, all doc's are written in german, but perhaps I could get the
>Author to translate them to english. Then we could mail that stuff
to
>Jeff Weiner for putting it on atari.archive. The archive now has
about
>640kB and installation is as hard as mercury, but that work will
>definitely be payed by more comfort.

(Darned quoter!)

Why not go ahead and post it to atari-archive with German
documentation? I for one would be willing to slog through the
doc's, especially if HERMES is based off of Mercury. (I already
have Mercury installed)...

-- Adam

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

3833. Re: GENIE email

Newsgroup: comp.sys.atari.st
Date: 1991-10-25 16:11:02 UTC
From: bill@mwca.UUCP
Message-ID: <1931@mwca.UUCP>
Source record: 227813

In article <1991Oct24.110443.20506@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
~>In article <49146@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
~>>It's also worth pointing out that the GEnie "flat monthly fee" ONLY
~>>applies to things like the Scuba Diving Roundtable, the Basket Weaving
~>>Roundtable, and things like that...

~>Thanks for reminding us of all this Bob. I dropped my
~>subscription to these pay-services when they imposed the
~>flat-rate system. I thought it was, and still think it is, a
~>rip-off...

At first I was perturbed, but after much use I think my bills are lower. It's especially nice to be able to use Sabre cost free, since I don't feel under the gun to enter and exit as quickly as possible. Also, Aladdin makes a major difference in how much can be done in how little time. Truly a stellar program.

Of course, you'll pay $12.50/hour on CI$ to do virtually anything...GEnie let's you do lots of stuff for $4.95/month, everything else is only $6.00. Of course, CI$ not having prime time rates is nice if you wish to access during the day...I'd say Delphi's $20/20 hours plan is the cheapest on-line service for power users, but I don't think the breadth of information is as great.
--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

3834. Re: B & C ComputerVisions

Newsgroup: comp.sys.atari.st
Date: 1991-10-25 16:39:28 UTC
From: glenn@ludwig.sharebase.com
Message-ID: <9110251639.AA00861@ludwig.sharebase.com>
Source record: 227809

Are still in business. They recently moved down the street to a new store,
and changed their phone number. Dialing the old number gets you a referral.

Their new number is (408)-986-9960.
Their new address is 2730 Scott Avenue, Santa Clara, CA
I'm local, so I didn't ask for Zip Code or 800 number, if they have one.

Glenn Linderman glenn@sharebase.com 408-369-5663

3835. Copy Files to RamDisk at Bootup

Newsgroup: comp.sys.atari.st
Date: 1991-10-25 17:13:56 UTC
From: schultzd@kira.msu.edu
Message-ID: <1991Oct25.171356.23086@msuinfo.cl.msu.edu>
Source record: 227811

Thanks to everyone who responded to my request for info. I got LOTS
of suggestions to use MAXIDISK because it has a built in ability to
have programs copied to it at bootup.

One thing about MAXIDISK is that it compresses files stored in it.
Thus, it is slower than other ramdrives. I need a program that copies
regardless of the ramdisk program.

I've already had two offers of programs (which I've asked for).
Please drop this thread and I'll post info about how these other
programs work, if poeple ask about them.

--
Dave Schultz - "If it's on-line, you're a fool to think it's private."
120 Engineering Bldg. | schultzd@frith.egr.msu.edu |
Michigan State Univ. | schultzd@clvax1.cl.msu.edu | "The Samurai"
E. Lansing, MI 48823 | Work - (517)353-8891 |

3836. Re: B & C ComputerVisions

Newsgroup: comp.sys.atari.st
Date: 1991-10-25 20:40:30 UTC
From: chu@acsu.buffalo.edu
Message-ID: <9110252040.AA24493@lictor.acsu.buffalo.edu>
Source record: 227814

Thanks a lot for the address and the phone number!

john
chu@acsu.buffalo.edu

3837. Captive

Newsgroup: comp.sys.atari.st
Date: 1991-10-25 23:40:14 UTC
From: at731@cleveland.Freenet.Edu
Message-ID: <1991Oct25.234014.2754@usenet.ins.cwru.edu>
Source record: 227820

For anyone out there who liked Dungeon Master and Chaos Strikes Back!, I would have to recommend the game "Captive". I just got it last week and I must say that I like it tremendously. It's similar to DM in that you control four characters (droids, in this case) by a remote control.

Anyone else have this game?

The documentation is intentionally sparse, but here are a few things I've found out: When you start out in your ship, one of the planets has a blinking green dot on it. Any ideas what this signifies? I decided it was as good a place to start as any, so I landed there. You want to make sure you land at the landing spot, otherwise you land in water and can't go anywhere without damaging your droids. It was a simple matter of getting into a dungeon complex adjacent to the landing site. The only problem is getting OUT of it. (Anyone know how to do this?) Anyway, look for wall sections with rollers on the bottom. These can be pushed by clicking on the forward arrow with the right mouse button. Also, in some places there are electrical outlets close to the floor. Click on them with the hand icon, and the hand will become electrified. By clicking it in the viewscreen, you can actually shoot this electricity at monsters which is very helpful. Also, if you pick up a droid's chestplate with an electrified hand, it will recharge that droid. Be sure not to pick up anything else when you hand is electrified though- most things will explode! (I accidently fried one of my droid's CPU chips by doing that.)

Any other opinions on this game?

--
Troy L. Nothnagel
at731@cleveland.Freenet.Edu
"And for a gorilla, his English wasn't half bad." - Den of Earth
"No, now go away or I shall taunt you a second time-a!" - Guard, MP&tHG

3838. Need MORE memory (was Re: More TeX/LaTeX)

Newsgroup: comp.sys.atari.st
Date: 1991-10-26 01:38:34 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1991Oct26.013834.7289@oz.plymouth.edu>
Source record: 227822

In article <RAICHLE.91Oct25122757@azu.informatik.uni-stuttgart.de>
raichle@azu.informatik.uni-stuttgart.de (Bernd Raichle) writes:
>Use the ftp server of the german speaking TeX users group DANTE:
> rusinfo.rus.uni-stuttgart.de [129.69.1.12]
>in
> soft/tex/machines/atari/cs-tex/disk[1-8]/*

Could somebody (if AT ALL possible) move this stuff to North America ?
I can get there now with ftp but it feels like a satelite link or
something. It'll occassionally timeout. Also this is a HUGE chunk to
be ftp'ing across the Atlantic. (I have the readme (it's in English,
there's another file [info] in German) & am willing to post it here if
enough people are curious (& it's not TOO much of a netiquette faux-pas.

I do know that I WANT THIS !!!!! I just would like a closer site to
get it from.

In this vien, cs-tex claims to NEED a minimum of 1 meg of free RAM. On
a good day I can only cough up 900K (with NOTHING except a harddisk
driver going.). Does ANYONE know of a RAM upgrade for a stock 1040STf
(TOS 1.2) that (preferably) uses SIMM's. I don't feel like taking on
the do-it-yourself route. I have the ability, just don't have access
to the tools....
So... something commecial THAT WORKS !!!!!!

Thanx for any help....

-Andy-

--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	
you sprinkle on ice ??"	oddjob@oz.plymouth.edu
This is a banana),This is your brain on bananas ^>^, Get the picture?

3839. Re: More TeX/LaTeX

Newsgroup: comp.sys.atari.st
Date: 1991-10-26 02:21:26 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <5226@tamsun.TAMU.EDU>
Source record: 227821

In article <630@olymp.informatik.uni-bonn.de> volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:
>In article <4928@tamsun.TAMU.EDU> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>Oh my, why do people insist on making life difficult for themselves?
>
>Why don't you simply use CS-TeX, available from several atari servers via ftp.
>This program sets up EVERYTHING, the INSTALL.PRG builds all the right files,
>directories etc.
>
>There's a TeX shell that makes document recompilation a 3-key issue.
>There's an automated Metafont that makes all fonts for your output device(s)
>automatically, either on the fly as you need them, or as an overnight job.
>
>Naturally, there's a previewer included that works with printer fonts, to
>save on disk space. And of course there's a Panasonic printer driver.
>
>---
>Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
>UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
>Internet: volker@sfb256.iam.uni-bonn.de [hopefully] (Bonn, Germany)

Well Volker, I took your advice. I downloaded the 8 disks from a German ftp site. The TeX you describe is faster, more reliable, and easier to understand.

I think that my document will have to include a cs-TeX section. In fact I think I will recommend it over what is currently in the atari archive.

NOW MY BIG QUESTION IS: Why haven't American users puts CS-TEX on the terminator archive in Michigan. It is faster to download from and has better over USA access. I am going to attempt to send the 5Mbytes of data to terminator (asking for permission first).

CS-TeX is tremendously better than the stuff we currently have.

Mark Lehmann
tamuts.tamu.edu!n160ao

PS. I'm compiling the USA TeX document tonight (10/25/91).

3840. GENIE (Was Re: GENIE email)

Newsgroup: comp.sys.atari.st
Date: 1991-10-26 04:43:15 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <18804@ccncsu.ColoState.EDU>
Source record: 227825

The flat rate for GENIE is not a bad deal from my personal view point except that they charge $2/hr connecting fee from here (Fort Collins, CO) which Prodigy don't have that surcharge here. Serval local computer user has called GENIE many times ask them about change it, the answer is GENIE don't feel it's necessary to change this area into normal connecting area, even though near by citys has been combined into here as one local phone call by US west.

Tang
sytang@lamar.colostate.edu

3841. Jpeg v1.0 source released; can someone compile on ST?

Newsgroup: comp.sys.atari.st
Date: 1991-10-26 06:59:11 UTC
From: bryanw@netcom.COM
Message-ID: <1991Oct26.065911.6910bryanw@netcom.COM>
Source record: 227824

Hi there. The JPEG compression/decompression programmes, version 1.o, have been released as SOURCE CODE. It is in C (I believe.. got me). I have successfully compiled it on my Unix box. However, I would like to use it on my ST as well..

For you see, I call into my Unix box from home, using my Atari ST. I am interested in posting GIFs to the Usenet (a.s.p, a.b.p, etc). In order to do so, I need to upload files from home to my Usenet account.

It would be sufficiently more efficient to be able to use JPEG on my ST, to compress the GIFs, upload them to my Unix site (in less time), post them on the Usenet, and then let others download it to their machines (in less time) and decompress it.

JPEG can reduce the size of a gif by 4 times, though that is in ideal conditions. Most of the time a compression of 2x is desirable, with a minimum loss in quality.

I would compile the stuff on the ST myself, save the glaring fact that I do not know how. Also, I suspect I do not have enough resources.. Only a 1040Stf with its internal floppy drive.

Therefore, I am asking for help: Could someone compile the JPEG source code into programs that can be used on the Atari ST? So far they have been compiled to work on the Macintosh, Amiga, and Unix systems.. Why not the Atari as well? The JPEG documentation says that the source should be portable to "most decent compilers.." isn't the ST a decent computer with a capable compiler?

Whomever wishes to help (there are more than myself who would benefit from this, I might add), send me a brief note and I will provide ye with the source code via email.

Thank you,

--
Bryan Woodworth Mail: bryanw@netcom.COM
Netcom - Online Communication Services San Jose, CA

3842. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1991-10-26 08:28:16 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1991Oct26.082816.19517@terminator.cc.umich.edu>
Source record: 227826

```
drwxrwxr-x daemon 1024 Oct 19 15:14 .
drwxrwxr-x jon 4608 Oct 19 14:49 ./games
-rw-r--r-- weiner 29912 Oct 19 14:49 ./games/spider.lzh
-rw-rw-r-- weiner 9218 Oct 19 14:50 ./games/Index
drwxrwxr-x jon 1536 Oct 19 15:08 ./languages
-rw-rw-r-- weiner 109039 Oct 19 15:08 ./languages/forst.zoo
-rw-rw-r-- weiner 3103 Oct 19 15:10 ./languages/Index
drwxrwxr-x jon 2048 Oct 19 14:54 ./demos
-rw-r--r-- weiner 219802 Oct 19 14:54 ./demos/bombclub.arc
-rw-r--r-- weiner 139166 Oct 19 14:54 ./demos/bttf3.arc
-rw-r--r-- weiner 430080 Oct 19 14:54 ./demos/spaceinv.arc
-rw-rw-r-- weiner 3390 Oct 19 14:56 ./demos/Index
-rw-r--r-- weiner 1161 Oct 19 15:02 ./misc/Index
-rw-r--r-- weiner 11209 Oct 19 15:06 ./utilities/Index
-rw-r--r-- weiner 6059 Oct 19 15:01 ./graphics/Index
-rw-r--r-- weiner 1389 Oct 19 14:48 ./music/Index
drwxrwxr-x jon 2048 Oct 19 15:04 ./telecomm
-rw-r--r-- weiner 3343 Oct 19 15:04 ./telecomm/Index
-rw-rw-r-- weiner 99463 Oct 19 14:39 ./telecomm/datalink.zoo
drwxrwxr-x jon 2560 Oct 19 14:33 ./magazines/streport
-rw-r--r-- weiner 74945 Oct 19 14:33 ./magazines/streport/str741.txt.Z
drwxrwxr-x weiner 512 Oct 19 14:41 ./magazines/portadd
-rw-r--r-- weiner 9935 Oct 19 14:41 ./magazines/portadd/portadd06.txt.Z
-rw-r--r-- weiner 2349 Oct 19 15:03 ./programming/Index
-rw-rw-r-- weiner 4278 Oct 19 14:43 ./applications/Index
-rw-rw-r-- weiner 1306 Oct 19 15:04 ./ste/Index
drwxrwxr-x weiner 512 Oct 19 14:52 ./sound
-rw-rw-r-- weiner 283136 Oct 19 14:52 ./sound/zeppelin.lzh
-rw-r--r-- weiner 1739 Oct 19 14:53 ./sound/Index
-rw-rw-r-- weiner 97145 Oct 19 15:10 ./Index
-rw-r--r-- weiner 2029 Oct 19 15:00 ./dc/Index
-rw-r--r-- weiner 73053 Oct 19 15:13 ./ls-lR.Z
-rw-rw-r-- weiner 48577 Oct 19 15:10 ./CompInd.Z
drwxrwxr-x jon 2048 Oct 20 14:05 ./magazines/znet
-rw-r--r-- weiner 37922 Oct 20 14:05 ./magazines/znet/znet9143.txt.Z
-rw-r--r-- weiner 3985 Oct 20 14:05 ./magazines/znet/znet9144.txt.Z
drwxrwxr-x jon 4608 Oct 21 11:40 ./games
-rw-rw-r-- weiner 9188 Oct 21 11:40 ./games/Index
drwxrwxr-x weiner 1024 Oct 22 12:53 ./ste
-rw-rw-r-- weiner 1261 Oct 22 12:52 ./ste/Index
drwxrwxr-x daemon 1024 Oct 23 08:15 .
-rw-rw-r-- weiner 97070 Oct 23 08:13 ./Index
drwxrwxr-x weiner 1024 Oct 23 08:09 ./mint
-rw-rw-r-- weiner 66994 Oct 23 08:08 ./mint/mntinc14.zoo
```

```
-rw-rw-r-- weiner 181697 Oct 23 08:08 ./mint/mntlib14.zoo
-rw-rw-r-- weiner 192839 Oct 23 08:08 ./mint/mntolb14.zoo
-rw-rw-r-- weiner 1413 Oct 23 08:11 ./mint/Index
-rw-r--r-- weiner 73113 Oct 23 08:14 ./ls-lR.Z
-rw-rw-r-- weiner 48566 Oct 23 08:13 ./CompInd.Z
drwxrwxr-x daemon 1024 Oct 24 20:58 .
drwxrwxr-x jon 3072 Oct 24 20:54 ./diskutils
-rw-r--r-- weiner 26599 Oct 24 20:54 ./diskutils/dbackup.lzh
-rw-rw-r-- weiner 5745 Oct 24 20:55 ./diskutils/Index
-rw-rw-r-- weiner 4325 Oct 24 20:57 ./applications/Index
drwxrwxr-x weiner 512 Oct 24 20:55 ./applications/dtp
drwxrwxr-x weiner 512 Oct 24 20:56 ./applications/dtp/clipart
-rw-r--r-- weiner 535224 Oct 24 20:56 ./applications/dtp/clipart/clipart1.zoo
-rw-rw-r-- weiner 97148 Oct 24 20:58 ./Index
-rw-rw-r-- weiner 48538 Oct 24 20:58 ./CompInd.Z
```

3843. Re: PD C compilers

Newsgroup: comp.sys.atari.st
Date: 1991-10-26 11:03:10 UTC
From: ulrer@ida.liu.se
Message-ID: <1991Oct26.110310.26783@ida.liu.se>
Source record: 227829

s_grunwa@irau26.ira.uka.de (Knut Grunwald) writes:

>Sozobon is fine for doing little programs and compiling ST-stuff, but if
>you want to port UNIX-PD or want to do a bigger project you should
>use GNU-C, because it's ANSI and zou have better support for bigger than
>64k Programs and Data.

That's interesting, I didn't know that. What are the problems with
programs and/or data > 64K?
--
Ulric Eriksson ulrer@ida.liu.se

"Det ser ut som rappakalja. Bara idioter kan h}lla p} med s}'nt d{r."

3844. Re: How can event-multi return event whe

Newsgroup: comp.sys.atari.st
Date: 1991-10-26 12:29:10 UTC
From: harold@alice.hobby.nl
Message-ID: <EE6OVp.vLBI@alice.hobby.nl>
Source record: 227849

In <1991Oct23.102820.20079@vlsi.louisville.edu>, Robert Delius Royar writes:
> Summary of the problem:
> When not using AES only VDI but initialised AES with appl_init call
> evnt_* routines do not work when mouse in the TOP row
>
>Is there a way to use the AES and event_multi to get a click event WHILE the
>mouse is in that TOP line?
>
Your problem is that AES is initialized and expects a menu bar in the TOP
row. This means that when the mouse is in the TOP row AES gives mouse control
to the MENU manager.
One solution is not use AES at all not even for event polling. Use AES only
if you want to use menu's and dialogs.
There are VDI functions that can perform this task for you. Describing them
here would be to much so I suggest that you get your hands on a good book
about VDI (Profibuch) and try to figure out how to use VDI for this.
If you run into a specific problem that VDI cannot solve according to your
knowlegde ask again.
Some function names you should look at are:

vex_motv install mouse movement interrupt vector
vex_butv button
vrq_valuator several input routines
vrq_string
vrq_locator
vrq_choice

Hope this will help you one step futher!
--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3845. Re: How to copy screen display using for

Newsgroup: comp.sys.atari.st
Date: 1991-10-26 12:40:14 UTC
From: harold@alice.hobby.nl
Message-ID: <.E9TdA8VPqo@alice.hobby.nl>
Source record: 227847

In <1041@carl.pppl.gov>, Bruce Scott writes:
>Hello all,
> I use the Absoft FORTRAN quite heavily from time to time.
>I would like to be able to find the 32kbytes (right?) which contain the
>data for the monochrome screen in memory, and copy them elsewhere from
>a FORTRAN program. Is this possible at all? I've never seen info like
>this anywhere, but I'm sure this is a FAQ to someone in the know.

Use the VDI function vro_cpyfm or vrt_cpyfm
You will need to create two Memory Form Definition Block's which will look
like this

```
typedef struct
{
void *fd_addr; form adress 0L means screen adress
int fd_w; form width
int fd_h; form heigth
int fd_wdwidth; form width in bytes
int fd_stand; coordinate type
int fd_nplanes; # planes
int fd_r1; resereved
int fd_r2;
int fd_r3;
} MFDB;
```

set fd_w and fd_h to maximum screen values and use the pxarray to cut a
piece out of the screen. The needed information about screen width/height
etc can be found in de 'workout' array of v_opvwk or vq_extnd.

I assumed that you can open a VDI workstation from Fortran, if not
use form_dial. But the last one is limited to a quarter screen size and
does not allow futher manipulation of your buffer.

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3846. Re: Need help unsplitting files

Newsgroup: comp.sys.atari.st
Date: 1991-10-26 12:47:44 UTC
From: harold@alice.hobby.nl
Message-ID: <uyECvU3A1Uk@alice.hobby.nl>
Source record: 227848

In <j=lp+yj@rpi.edu>, James Robert O'Donnell Jr. writes:
>What is the best way to get a large binary file (greater than the size of one
>floppy) from the IBM RS6000 workstation (that I ftp from) to my ST? I have
>Mtools on the IBM so I can get stuff on to a disk, but how do I split up the
>files so that I can get them onto more than one disk and then how do I rejoin
>them on my ST?

Try uuencoding it, splitting the encoded parts and recat them at your ST and
decode it again.
Splitting the binary and recatting it on your ST has the problem of
different line ending rules. The Gulam cat probably assumes ascii files and
adds \n\r characters. Using uuencode to force getting ascii solves this
problem. Any uud should be able to handle '\n' and '\r\n' endings

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3847. Re: Need help unsplitting files

Newsgroup: comp.sys.atari.st
Date: 1991-10-26 13:18:38 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0bdwnr0@nathan.ruhr.de>
Source record: 227864

In <j=lp+yj@rpi.edu>, James Robert O'Donnell Jr. writes:
^^^^^^^
What a msgid... that one's really funny....

[Problems with a large binary file to be transported from IBM RS to ST]
What about uuencoding that file? You'll have a textfile you can split with
an ordinary editor on that IBM workstation. Save the parts onto a disk
and go home to your ST. Start an ASCII editor, load the parts (in the
correct order!), save the whole file and uudecode it. That's it...
/s/

--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

3848. Common lisp for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-10-26 13:38:11 UTC
From: ib09@rz.uni-karlsruhe.de
Message-ID: <1991Oct26.133811.21315@rz.uni-karlsruhe.de>
Source record: 227828
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just uploaded clisp.zoo, a common lisp implementation for the ST,
to atari.archive.umich.edu.

For European users, it is also available from
ma2s2.mathematik.uni-karlsruhe.de [129.13.115.2] via anonymous ftp.

--
Thomas Koenig
ib09@rz.uni-karlsruhe.de, ui0t@dkauni2.bitnet,
ui0t@ibm3090.rz.uni-karlsruhe.dbp.de

3849. Re: GENIE email

Newsgroup: comp.sys.atari.st
Date: 1991-10-26 14:48:29 UTC
From: COP50285@UCF1VM.BITNET
Message-ID: <91299.104829COP50285@UCF1VM.BITNET>
Source record: 227865

The one thing I really like about GEnie (which makes it well worth the $4.95 flat fee) is the fact that it is the only information service that my stepfather in North Carolina subscribes to, and the GEmail is included in the flat fee. I get more than my money's worth out of that part of the service: I am now in relatively constant communication with home while I am in exile in Florida for a whole hell of a lot less than what AT&T would charge for the comparable phone calls.

A couple of things that I would like to see them do (and yes, I have sent feedback to them...many times!)...

1. Make all of the BBs into the flat rate....charge the surcharge on files and stuff like OAG, etc.

2. Put HSTs or Dual Standards on the high speed dialups...their V.32 modems lock out the vast majority of high speed users.

SunFox

3850. Flight simulator II and 1040STe

Newsgroup: comp.sys.atari.st
Date: 1991-10-26 17:38:15 UTC
From: dbsuthe@PacBell.COM
Message-ID: <24905@pbhya.PacBell.COM>
Source record: 227830
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have used the microprose Flight Simulator II for years, and was sad to find that it (apparently) fails the copy protection when run on my 1040STe. It runs, but it goes to "demo mode". A call to microprose requesting an update was not fruitful.

Does any-one have a version that does run on the 1040 STe with color monitor? If they do would they be willing to supply a copy?

I do not believe in piracy, and will be willing to risk sending my original disk as proof of ownership.

An alternative might be a patch for the original program that turns off the protection check.

Any Ideas, any-one?

Dan Suthers, Systems Analyst, Pacific Bell
uucp: {backbone}!pacbell!pbeos!dbsuthe

Youth's a difficult time, and it gets harder the longer you try to draw it out.

3851. Re: HD to TT ? and TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1991-10-26 20:54:08 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Oct26.205408.22798@rhrk.uni-kl.de>
Source record: 227831

harold@alice.hobby.nl (Harold van Aalderen) writes:

... stuff deleted ...

>Another rumor from that magazine: Atari has a TOS 2.06 update ready for
>all ST (that is ST and STE), which together with some card could
>be installed in all ST models.
>Atari Benelux could not confirm this.

TOS 2.06 is ready, this is no rumour. Atari released TOS 3.06 and 2.06
on the SYSTEMS fair in Munich this week.
In Germany TOS 2.06 for _all_ STs is distributed by Artifex. The package
includes an adaptor kit so that the new TOS can be used in the old ST
models.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
----
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
****

3852. 3D glasses

Newsgroup: comp.sys.atari.st
Date: 1991-10-26 21:40:18 UTC
From: leonard@cs.UAlberta.CA
Message-ID: <leonard.688513218@genesee>
Source record: 227832

Years ago when the atari first came out there was some company selling
an iinterface comprising lcd glasses made by tektronics that were in
sync with alternating pictures on the screen - giving a 3d image.
Anyone have a pair they would like to get rid of - or know of a
source for these?
thanks /leonard

3853. Re: Atari 1040STF *For Sale* MidI

Newsgroup: comp.sys.atari.st
Date: 1991-10-26 21:56:21 UTC
From: covert@cactus.org
Message-ID: <9712@cactus.org>
Source record: 227833
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

In article <48951@cup.portal.com> Bobster@cup.portal.com (Robert Jules Shaughnessy) writes:
>
>*For Sale*
>
>Atari 1040 STf
>1 meg of ram
^^^^^^ standard in a 1040STf!!

>1 internal DSDD 3.5 inch drive
^^^^^^^ standard in a 1040STf!!

>1 External DSDD 3.5 inch drive (atari sf314)
>1 Color Atari Monitor. (SC1224)
>
>All of this could be yours for $700 or best offer!

Great sales pitch, maybe he could sell my 1040STf for me, he is so good ad ad writing!!

>Reply to net or phone me at 816-756-5189. (Ask for Bobby)

Geez, you can buy a brand new 1040STe for $399, and a new color monitor for $300 so $700 for his system just gets you an extra floppy drive.

Used 1040STfs are (or aren't (-( ) selling for about $200 to $250, with used color monitors going for about $150 and used floppy drives for about $50. so a realistic price is about $400 to $450, not the $700 Bobby is asking.

If you wanna pay $700 I have a 1040STf with TOS 1.4 and 2.5 megs RAM and a SM124 monochrome I would like to sell for $700. Ask me about it!!

--
Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert

3854. Re: GENIE email

Newsgroup: comp.sys.atari.st
Date: 1991-10-27 00:52:17 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <688531106.6@therip.FidoNet.Org>
Source record: 227839

Bob...

I have not seen what you have seen guy..
I have logged into GEnie time and time again and NEVER have had to wait extended periods of time to do anything...
And I don't know where you got the idea that GEnie is only $5 a month..
You still pay the $6 an hour.. The $4.50 is a base fee no matter if you use the system or not. However you get a few services for free.
The ONLY place I have seen that this could bring the "kids" to is the single player online games..
Most of the other "free" things are usable only by students or bussiness people.
(Other then the games)
Of course anyone who has been around the networks for ANY length of time know you cry about things just to cry...
If YOU don't like it then don't use it.
GEnie works just fine...
I still pay about $30 a month using it...

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

3855. Computer and Printer for Sale

Newsgroup: comp.sys.atari.st
Date: 1991-10-27 01:17:28 UTC
From: cs3p+@andrew.cmu.edu
Message-ID: <gd2VCcu00WB9B_9JpY@andrew.cmu.edu>
Source record: 227835
Cross-posted to: comp.sys.atari.st,comp.forsale

Atari 1040ST computer and Panasonic KX-P1080 printer.

Like New !!!!

Software:
ST Writer (word processor)
VIP Professional (100% compatible Lotus 1-2-3 clone)
Basic, C, Logo, Lisp, and other languages.
Several games
Lots of Public Domain software

Hardware:
68000 processor
1meg memory
Atari SM124 Monochrome monitor (640x400 resolution)
2 720K floppy drives

Printer:
Panasonic dot matrix printer
fast
draft and Near letter quality modes
words fine with Atari computer. Also would work with IBM computers.

Price: Make an offer for one or both

Chris Stluka
cs3p@andrew.cmu.edu

3856. ARC 5.21d

Newsgroup: comp.sys.atari.st
Date: 1991-10-27 04:05:30 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Oct27.040530.25146@elroy.jpl.nasa.gov>
Source record: 227836

Well, comp.binaries seems to be dead again; I sent the 5.21 binary out last week and it hasn't shown yet. So, for those interested, you can retrieve arc521d.arc from atari.archive.umich.edu in ~ftp/atari/archivers.

I haven't posted the sources yet; we'll see what kind of bug reports come in first.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

3857. Tempus II / Rapid fire

Newsgroup: comp.sys.atari.st
Date: 1991-10-27 05:38:52 UTC
From: ekrimen@wet.UUCP
Message-ID: <3038@wet.UUCP>
Source record: 227841

(I sure hope this works.)

I'm having trouble getting Tempus II to load. I get an "Unusable system" error before the file selector comes up. I'm told that Tempus II may be taking up a VBI slot without expanding the tables. Does anyone know of small AUTO program that will expand the VBI table?

I am also looking for the author of the Rapid fire documentation at atari.archive. The documentation describes how to make a joystick rapid fire connector. If you know the author's name, please send me e-mail.

3858. FALL COMDEX brings packages

Newsgroup: comp.sys.atari.st
Date: 1991-10-27 06:05:17 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1991Oct27.060517.12539@usenet.ins.cwru.edu>
Source record: 227837

Well, looks like Atari's about to start mass marketing its lower-end computers that will eventually mean- more and more software and products for the ST and STe.

Atari released the Discovery XTRA package in the United States.

This package consists what many people in Europe have already seen.

A 520 STe, SC1224 color monitor, and lots of games.

The Family Curriculum package which will consist of the 1040 STe, SC1224 color monitor, and games and applications.

The prices of these packages were not mentioned but I'm guessing that the Discover package will be less than $699 and the Family package will be less than $799.00.

The amazing part of this news is that Atari claims it will be made available in two weeks.

What does this all mean?

This means that all those people who are selling their STs may end up with one again in a few months.

The main problem was the lack of new software- the IBM, Mac, and Amiga would get software approximately 6 months earlier than the ST or the ST wouldn't get it at all. The mass marketing of these computers will give the ST the software it needs.

I was considering selling my ST, not anymore folks... the package was called VERY impressive by many- including the box that it will be sold in.

Atari also stressed DTP and MUSIC as the markets that they will be concentrating on.

What does this mean?

Atari computers may become very serious contenders in the DTP and music market and all the other software that you love may "trickle" down from there.

The mass marketing of the STes will most likely create a great amount of game availability.

Atari also released 4 IBM compatibles ath the show. One was a slick looking notebook. The 3 desktop computers were called ugly to most but interesting in a way.

And lastly, the ST Notebook was released at the Fall Comdex.

Looks like, Atari is making a big effort to get into the "professional" world, even though it may be through niche markets.

I can live with it.

I guess the MAIN thing that will determine the success of the computers is,

WILL ATARI ADVERTISE?

and

WILL ATARI GET ENOUGH DEALERS TO ACTUALLY SELL THESE COMPUTERS?

We'll find out.

--

3859. Re: HD to TT ? and TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1991-10-27 11:02:42 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct27.110242.12636@actrix.gen.nz>
Source record: 227838

In article <DExFQRgIG.o@alice.hobby.nl> harold@alice.hobby.nl writes:
> In <20156@hydra.Helsinki.FI>, Markku Luoto writes:
> >As Heard from many sources, TT is supposed to be quite ready for a
> >HD-disk drive
> >, some people claim that it only need's a dip switch change etc...
> >
>
> I read a rumor in the Atari Journal (germain magazine) that Atari is
> know shipping TT's with HD-drive.
>
> Another rumor from that magazine: Atari has a TOS 2.06 update ready for
> all ST (that is ST and STE), which together with some card could
> be installed in all ST models.
> Atari Benelux could not confirm this.
>
> Harold van Aalderen | harold@alice.hobby.nl
> | {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
> alice: She's not the neighbour girl nor is she living in wonderland
> Who it is? For me to know for you to guess.

Yes I have heard about a TOS 2.07 Upgrade but at a very high cost..
Quoted to be some $100 us.

Here in New Zealand you can get a Amiga A500 version 1.3 kick start rom,
(256k rom, same size as the STE rom), fitted for $80 nz.

But the cost of the Atari TOS 1.4 here fitted is $200 nz, I for one do
not think that Atari is playing the Game, if they wan't more users
to go for a better bug free TOS it should be for just over cost, and
not the rip of price that it now is..

Note: Two 1 meg E-Proms cost here $35 nz, this is the size of the STE Roms,
so why should I have to Pay $200nz, when Commodore here, only charge $80nz for
the same thing..

So Atari lets have some better prices for the Rom Upgrade Please..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3860. Re: Atari 1040STF *For Sale* MidI

Newsgroup: comp.sys.atari.st
Date: 1991-10-27 12:52:53 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <688568494.12@therip.FidoNet.Org>
Source record: 227854

Actually from what I have seen its the $520STe selling for $399...
The 1040STe seems to be around $539....
Course in either machine you have easy to replace SIMMS modules...

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

3861. Re: More TeX/LaTeX

Newsgroup: comp.sys.atari.st
Date: 1991-10-27 15:38:08 UTC
From: elmar@lut.ac.uk
Message-ID: <1991Oct27.153808.26902@lut.ac.uk>
Source record: 227846

In article <630@olymp.informatik.uni-bonn.de> volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:
>In article <4928@tamsun.TAMU.EDU> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>>Thanks for the help setting up TeX and LaTeX. I now have TeX (and I think
>>LaTeX) working. I can view things with the screen previewers.

[stuff deleted]

>> directory should have directories named after a font, and should contain
>> font files with names like "100pk". Also, the "fonts" direcotry should
>> have files containing "fontname.tfm" in it.
>
>Oh my, why do people insist on making life difficult for themselves?
>
>Why don't you simply use CS-TeX, available from several atari servers via ftp.
>This program sets up EVERYTHING, the INSTALL.PRG builds all the right files,
>directories etc.
>
Now, where are these ftp sites ?

- Rahin

3862. Re: FALL COMDEX brings packages

Newsgroup: comp.sys.atari.st
Date: 1991-10-27 15:48:08 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Oct27.094808.12789@doug.cae.wisc.edu>
Source record: 227842

In article <1991Oct27.060517.12539@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>
>
>Well, looks like Atari's about to start mass marketing its lower-end computers
>that will eventually mean- more and more software and products for the ST and
>STe.
>
>Atari released the Discovery XTRA package in the United States.
>
>This package consists what many people in Europe have already seen.
>
>A 520 STe, SC1224 color monitor, and lots of games.
>
>The Family Curriculum package which will consist of the 1040 STe, SC1224 color
>monitor, and games and applications.
>
>The prices of these packages were not mentioned but I'm guessing that the
>Discover package will be less than $699 and the Family package will be less
>than $799.00.
>
>The amazing part of this news is that Atari claims it will be made available
>in two weeks.
>
>
>What does this all mean?
>
>
>This means that all those people who are selling their STs may end up with
>one again in a few months.
>
>The main problem was the lack of new software- the IBM, Mac, and Amiga would
>get software approximately 6 months earlier than the ST or the ST wouldn't
>get it at all. The mass marketing of these computers will give the ST the
>software it needs.

The ST will never get the software it needs to serious in any respect
except maybe programming and games. THATS ALL.

Atari MUST DUMP TOS and go with UNIX, or in the future make current
machines that help Mr. Small's emulation efforts...indirectly of course..:)

>
>I was considering selling my ST, not anymore folks... the package was

>called VERY impressive by many- including the box that it will be sold in.
>
Wow, a colorful card board box, neato.
>
>Atari also stressed DTP and MUSIC as the markets that they will be
>concentrating on.

You must, can`t be serious, DTP? HA! Music, market is much more
realistic...

>
>What does this mean?
>

It means you have been drinking too much on weekends, and that you
need to sell your Atari and get a real computer, even the AMIGA
3000 looks impressive, goodness, Lynx developers love the machine
from what I have been reading...at least most of them anyway.

>
>Atari computers may become very serious contenders in the DTP and music
>market and all the other software that you love may "trickle" down from there.
>
>The mass marketing of the STes will most likely create a great amount of
>game availability.
>

How many times have you heard the phrase "Oh, well, we are going to mass
market the ST's with advertising...BS etc BS etc BS..."

Won`t you ever learn?

>
>Atari also released 4 IBM compatibles ath the show. One was a slick looking
>notebook. The 3 desktop computers were called ugly to most but interesting
>in a way.
>
>
>And lastly, the ST Notebook was released at the Fall Comdex.
>
>Looks like, Atari is making a big effort to get into the "professional" world,
>even though it may be through niche markets.
>
>
>I can live with it.
>
>
>I guess the MAIN thing that will determine the success of the computers is,
>
>WILL ATARI ADVERTISE?

NO.

>
>and
>
>WILL ATARI GET ENOUGH DEALERS TO ACTUALLY SELL THESE COMPUTERS?

NO.

>
>
>We'll find out.
>
>
>--
>

Greg Carter - Undergraduate - United States Amatuer Wrestler (149.5 lb)
ONLY 8 months to go for State tournee - Kick Butt Time!

Employed: Computer Aided Engineering Center - University Wisconsin - Madison
Major: Computer Science - Emphasis: System Design Tools, User Interfaces
Phone Home: (608) 264-3622 - Work: (608) 262-5349

My Current Wife: Atari MEGA STE 4/50 16Mhz 68000 1.8 Mips
Runs all Mac Software, quite nicely.
(Third Person in the US to own one)

"Close the door, toss the key. Say that you will always be, my one and only."
Queensryche "EMPIRE" 90

3863. Rev. P-K has a problem.

Newsgroup: comp.sys.atari.st
Date: 1991-10-27 16:47:20 UTC
From: revpk@cellar.org
Message-ID: <L6iHaB4w164w@cellar.org>
Source record: 227855

I'm having some problems with my floppy drive; the damn thing seems
to boot up only when it wants to, and only off of selected disks. The problem
seems to vanish for any particular disk once it boots correctly, though--
that is, if I get a successful boot from one disk, and _don't change it_,
most subsequent operations seem to work. Took me about two hours to make a
successful backup from an old copy of Flash.

Does this sound liek a hardware problem, just the need to clean the
thing out, or could I have _gasp_ a Virus?!?!?!? (Aw, Gosharootie, NO!)

And I'm wodnering what the price on a used 1040 St would be, with a
few neat packages of software. Any buyers?

"""

Brian Siano, Delaware Valley Skeptics
Rev. Philosopher-King of The First Church of the Divine Otis Redding
revpk@Cellar.UUCP "Ecrasez l'enfame!" - Voltaire
"""

3864. PC-Ditto I vs. Mega4 ?

Newsgroup: comp.sys.atari.st
Date: 1991-10-27 17:19:25 UTC
From: dshaw@cpva.saic.com
Message-ID: <7666.290a849d@cpva.saic.com>
Source record: 227843

I've had some strange problems with PC-Ditto I since about the time I got a Mega4. Although PC-Ditto comes up and indicates that there's about 700K available, some PC programs don't run, giving an error message about not having enough room to run the program. These same programs ran just fine when I was using a 520ST with 1MB RAM. I'm not certain that this is the precise time that the problem began occurring, but wondered if anybody else had had similar problems, or had run PC-Ditto I successfully on a Mega4. (some PC programs do run ok).

3865. Diamond Back II

Newsgroup: comp.sys.atari.st
Date: 1991-10-27 17:20:35 UTC
From: dshaw@cpva.saic.com
Message-ID: <7667.290a84e3@cpva.saic.com>
Source record: 227844

Has anyone else used Diamond Back II for HD backups ??? If so, have
you successfully restored files ???

I recently started using it for the first time and after backing up
my C: partition to a dozen double sided floppies (compressed, file
splitting allowed), I tried to restore to another partition. The
first floppy seemed to go ok, but when I got to the second, it was
skipped over in just a couple of seconds. Then when I inserted the
3rd as requested, I got an error message claiming that the next file
had been compressed with the wrong number of bits.

I tried a second time (I completely resaved the partition first) and
this time when I got to the second disk I got an error message claiming
the diskette was unlabelled.

Another problem I've had is that the automatic disk switching doesn't
seem to be working correctly. If I insert the next disk while another
is being used and press the drive letter as I understood the instructions,
I still don't get automatic switching when the first disk is completed.

3866. Re: More TeX/LaTeX

Newsgroup: comp.sys.atari.st
Date: 1991-10-27 19:47:44 UTC
From: Schoepf@sc.ZIB-Berlin.de
Message-ID: <SCHOEPF.91Oct27204744@quattro.sc.ZIB-Berlin.de>
Source record: 227850

In article <1991Oct27.153808.26902@lut.ac.uk> elmar@lut.ac.uk
(Mohammad A. Rahin) asked for FTP sites for Atari TeX.

The host is

rusinfo.rus.uni-stuttgart.de [129.69.1.12]

and is managed by DANTE< the association of german speaking TeX users.

Look into the directory soft/tex/machines/atari. You'll find two
directories with two up-to-date implementations of TeX for the Atari
ST:

cs-tex

and

Lindner-TeX

Both are organized as one directory per floppy disk.

Lindner-TeX.packed-disks contains one zoo archive per floppy disk, for
those who prefer that for FTP.

I'm not so biased as the original poster to strongly recommend one of
these implementations. Both have their strong points.
--

Rainer Schoepf
Konrad-Zuse-Zentrum ,,Ich mag es nicht, wenn
fuer Informationstechnik Berlin sich die Dinge so frueh
Heilbronner Strasse 10 am Morgen schon so
D-1000 Berlin 31 dynamisch entwickeln!''
Federal Republic of Germany
<Schoepf@sc.ZIB-Berlin.dbp.de> or <Schoepf@sc.ZIB-Berlin.de>

3867. FOR SALE: ST and Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1991-10-27 20:03:25 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1991Oct27.200325.5747@usenet.ins.cwru.edu>
Source record: 227852

FOR SALE:

520 STfm (1 Meg) in excellent condition. Also includes mega-touch springs.
It is less than a year and half old. The system comes with all original
disks, manuals, cables, power supply, and box.

PRICE: $250.00.

Supra 20 Meg Hard Drive. A new host adaptor was recently replaced in it.
The mechinism does have its problems. A part of the mechinism sometimes
needs to be jiggled in order to work. My dealer claims that has no problems
with it and I shouldn't have any problem with it as long as I keep it on.
But since there does to be problems and I'm honest enough to say so,
I'm not charging for it. You may want to just replace it anyways since
it is only 20 megs.

Also comes with host adaptor, controller, manuals, cables, disks, case,
fan, power supply, original box, etc...

PRICE: BEST OFFER

Syncho Express. Copies all disks. 22 seconds for single sided, 44 for double
sided. Two drives required (external and internal or external and external).
Comes with software.

PRICE: $40.00.

The reason I'm selling is because I'm going to purchase a higher-end
Atari computer (Mega STe or TT/030).

Write back.

--

3868. Re: Disk drives

Newsgroup: comp.sys.atari.st
Date: 1991-10-27 21:02:46 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0bdz3wm@nathan.ruhr.de>
Source record: 227892

In <"1176*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>, Karl Anders 0ygard writes:

>How do I determine how many disk drives my ST has? Setting the active drive
>will return the drive mask in d0.l, but drive B is always present, even if
>I've only got one disk drive (in addition to the HD).

The number of disc drives is stored within the system variable _nflops,
it's an int at $0004A6.
/s/
--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

3869. Atari ST Maple (symbolic algebra package) for sale -- $200

Newsgroup: comp.sys.atari.st
Date: 1991-10-27 21:04:02 UTC
From: gl8f@fermi.clas.Virginia.EDU
Message-ID: <1991Oct27.210402.17573@murdoch.acc.Virginia.EDU>
Source record: 227851
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

For sale: Atari ST Maple version 4.2

Maple is a symbolic algebra package, capable of doing algebra and calculus on all sorts of expressions. It can also graph functions and numerically integrate things it can't do symbolic. Much faster than looking up those nasty integrals in your nasty 1,000 page book of integrals written by some poor souls locked away in a Siberian labor camp.

This program is similar to other packages like Mathematica, Macsyma, and Derive. It sells for $400 (list price).

Includes all manuals (tutorial, reference, Atari installation), and the original distribution disks in shrink-wrap. Requires about 4 megabytes of disk space, plus at least 1 megabyte of ram, preferably more. I don't know if it will run on a TT or not.

I'm asking $200, plus shipping.

3870. UNITERM question

Newsgroup: comp.sys.atari.st
Date: 1991-10-27 22:40:29 UTC
From: carlos@garfield.cs.mun.ca
Message-ID: <1991Oct27.224029.26011@garfield.cs.mun.ca>
Source record: 227853
Cross-posted to: comp.sys.atari.st,misc.test

Anyone know how to get UNITERM to print a textfile when it is first
run? Ie: How do I write a macro to display a certain file? And
how do I execute such a macro?
--
\\\
C. Miguel Borges ||| Memorial University of Newfoundland
carlos@garfield.cs.mun.ca ||| ATARI St. John's, Newfoundland
an630@Cleveland.Freenet.edu / | \ Canada.

3871. Re: HD to TT ?

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 01:06:55 UTC
From: adamd@rhi.hi.is
Message-ID: <3775@krafla.rhi.hi.is>
Source record: 227860

In <1991Oct22.094215.22164@ugle.unit.no> erlingh@idt.unit.no (Erling Henanger) writes:

>Note: You have to have your own software to FORMAT HD-disks, but TOS will
>automagically read/write HD/normal disks. If you have source to a floppy-
>formatter, just change number of sectors to 18 instead of 9 and recompile.
>You will then have a HD-formatter.

You must alao ensure that the format track buffer in the program is big
enough. Many variable format programs are useless in this respect unless
the source is fixed to give a larger buffer. I stopped using the format
program that was distributed way back when with STart magazine because it
will not format more than 14 sectors. Now I usually use KnifeST from HiSoft
for formatting as it gives complete flexibility over all format parameters.

--
Adam David.
(adamd@rhi.hi.is)

3872. JPEG-software for ST???

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 03:30:06 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.91Oct28043006@nic.funet.fi>
Source record: 227856

Has anyone yet compiled that JPEG-thing for ST? If someone has, upload
it immediately to atari.archive or nic.funet.fi and post a note about
it too.

If there are any JPEG-related news concerning ST, please post!!!

(not very funny to build multi-megabyte decompressers and converters
in a limited-disk-space unix site and *try* to convert jpegs to gifs
and then download multimegabyte images with modem...)

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator in nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

3873. 3D stats display package

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 09:02:55 UTC
From: rlw@ukc.ac.uk
Message-ID: <40@eagle.ukc.ac.uk>
Source record: 227866

I am doing research into visualisation techniques for Geographical Information Systems, and was wondering if anyone has or knows of a 3D stats package for the ST (something like UNIMAP on VMS systems).

Ideally I am looking for something on the public domain as I am on a very limited budget.

If you know of any such package I would like to hear from you (E-mail preferably). Please contact me first before you send any large uuencoded files - Thanks

Cheers

Dick (rlw@ukc.ac.uk)

3874. WANTED: article: TOS 2.(0)5 in MEGA ST

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 09:57:50 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Oct28.095750.21288@informatik.uni-erlangen.de>
Source record: 227869

Hi folks,

some weeks ago, I've posted a small hack how to use
TOS 2.05 in EPROMs in MEGA STs.

Can any good soul who saved this article email the article
back to me? I've accidently deleted the file ...

Thanx

Larry


```
+--------------------------------------+---------------------------------+
| lsmichae@faui43.uni-erlangen.de | | | |
| Lars "Mr. GIF" Michael | | | | "Down with ATARI, |
| Graduate Student of Computer Science | / | \ Long live the ST !" |
| at University of Erlangen/Germany | / | \ |
+------------+-------------------------+---------------------------------+
| Irc: Pit | Startrek VI: "The undiscovered country" Stardate: 12/13/91 |
+------------+-------------------------------------------------------------+
```

3875. Sozobon C on SUN

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 11:02:22 UTC
From: robin@castle.ed.ac.uk
Message-ID: <14180@castle.ed.ac.uk>
Source record: 227872

I have built sozobon C on a SUN 4 SPARC station ELC to produce binaries
for the ST. Everything works except the linker complains about the
dlibs.a file. What files would I need to recreate the dlibs.a file using
the sozobon ar utility. Any suggestions?

Here is the output that I get when I try to compile the sample hex.c program.

```
coolidge%scc hex.c
/u3/robin/sozobon/bin/hcc.ttp hex.c
/u3/robin/sozobon/bin/jas.ttp hex.s
/u3/robin/sozobon/bin/sld.ttp -p -u _main -o hex.ttp -f ldfile.tmp
Opening ldfile.tmp
/u3/robin/sozobon/lib/dstart.o:
hex.o:
/u3/robin/sozobon/lib/dlibs.a:
Member 'main.o' of library '/u3/robin/sozobon/lib/dlibs.a' not a valid
object file
Re-scan /u3/robin/sozobon/lib/dlibs.a:
Undef _fopen from hex.o
Undef _printf from hex.o
Undef _fgetc from hex.o
Bad reloc
cc: loader failed
```

Thanks

Robin

3876. Re: FALL COMDEX brings packages

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 11:20:46 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <688655056.1@therip.FidoNet.Org>
Source record: 227886

Well guy Flames here are highly unwelcome....
Oh and by the way, lets see how most companies would work while being worth $400million, buying a worthless retail market outlet, loosing atleast $100 million, and then try to operate....
Atari should have been out of bussiness. As of late atari seems to have been picking up a little bit of steam.
The professional MIDI market is tied up pretty much by atari since no other machine comes close in capability yet. (Timming is said to be at a premium with most machines. With amigas you can do a couple midi devices but when you get into LOTS of devices all other machines choke on it...)
The professional DTP arena is filled with MANY Atari products that are better then anything out there. Although if atari isn't careful they will loose even that portion that they have now. Realize that the Mac is the only other real contender in the DTP area. Those running IBM DTP systems are just die hard IBMers or havent tried one of the other systems.
The atari DTP systems are mainly used by the self employed or family owned graphics outfits. If atari computers were mainstream I dont think you would see anything but Ataris in either the midi or the DTP area...
Everyone else is playing catchup to the atari 3rd party products in these areas. Although the Mac has a head start number wise in the DTP area if atari makes a serious attempt at becomming a mainstream machine they will knock ALOT of macs out of the DTP arena.

As to the atari getting software.. Yes it will get anything it needs.
All atari has to do is sell machines. And lots of them. They need to get their computers out into the mass markets as well as the higher end machines in dealers hands. Mass marketing them will bring atari's name back to the forefront.

Dump tos? Yea right... Its the easiest to use OS and size/performance ratio is excelent. YOu wont find another OS ANYWHERE with as much power and grace and yet take up as little memory. The user interface is great and if you dont like it you can select a CLI of your choice...
(Try that with a Mac some time...)
When the new multi tasking TOS is available it may just bring the last item the ST could use. (Said to be march.. But hey this IS atari... ;-))

The amiga is a nice machine but its rapidly loosing ground to new IBM machines.
The only niche the amiga will soon control is the home computer games.
And any other work it will do will be mainly cause someone at home decided to use it. The ST has a much higher chance at becomming a computer for bussiness.
It has most if not all the software needed to run a company. Not only that but the way the computer is set up you can at the moment buy a whole workstation for less then $2000 and have a VERY workable system with networking, a hard drive, a laser printer and some decent software to get going on. (Note that

the atari monochrome monitor is the best out there for the money.. You need to spend lots a money to get an amiga to do the same resolution with out flickering. Unless of course you buy the Ami 3000... And even then for a comparable system you still pay quite a bit more for the amiga..)

Your reading old news with the lynx.. Last I heard they are now programming the lynx on the newer atari ste's...

Mass market them with advertising? Atari has been advertising for years.. Just not in the magazines YOU have been reading.. And amiga really did alot with its $16million tv advertising last year. From what I heard they lost all the benifits they might have gained by mid january.. Magazine ads is where its at. And atari DOES advertise..
Hmm, let see, I think I will go out and buy an amiga laptop....
NOT...

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

3877. Re: HD to TT ? and TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 11:39:43 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Oct28.113943.10441@rhrk.uni-kl.de>
Source record: 227870

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

>Yes I have heard about a TOS 2.07 Upgrade but at a very high cost..
>Quoted to be some $100 us.

>Here in New Zealand you can get a Amiga A500 version 1.3 kick start rom,
>(256k rom, same size as the STE rom), fitted for $80 nz.

>But the cost of the Atari TOS 1.4 here fitted is $200 nz, I for one do
>not think that Atari is playing the Game, if they wan't more users
>to go for a better bug free TOS it should be for just over cost, and
>not the rip of price that it now is..

>Note: Two 1 meg E-Proms cost here $35 nz, this is the size of the STE Roms,
>so why should I have to Pay $200nz, when Commodore here, only charge $80nz for
>the same thing..

>So Atari lets have some better prices for the Rom Upgrade Please..

Did you ever think of DOS updates costing even more than the new TOS?
Comparing TOS with DOS you have to realize that TOS is much more complicated
than DOS. I think because of that it is worth the prize. In Germany you
pay 200 DM for the new TOS 2.06, including an adaptor kit to use it in
all ST models. Instead of some discs (this is the DOS update) Atari
supplies its system on roms. Is 200 DM too much for that?

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
--
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
****

3878. Windows3 -> GEM

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 11:42:08 UTC
From: jas@oasis.icl.co.uk
Message-ID: <116@oasis.icl.co.uk>
Source record: 227857

Before I say anything else, do not treat this article as FlameBait. I do NOT want to start a "My GUI is better than yours" flamewar, I just want some useful comments/opinions.

At the moment I am developing Windows 3 applications for the PC, but as I have an ST, I would like to try some simple GEM programs. Has anybody used both, who would like to give me some constructive advice as to how similar the two are? What I want to do is make the switch with as little hassle as possible - if they are hugely different I probably won't bother as this is for personal use rather than the Windows stuff which is my job.
I'd also be interested in the titles/authors of any good texts for GEM beginners (preferably something still in print!). The only book I've ever seen on a shelf here in England is The Atari ST TOS Technical Reference Guide from COMPUTE!. Anybody know if it's any good?

As I said, constructive comment by E-MAIL (let's save the bandwidth, eh?), to:
jas@uk.co.icl.oasis

Thanks for any help you can give me,
Jason.

3879. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 12:34:16 UTC
From: cordes@ac.dal.ca
Message-ID: <1991Oct28.083416.1771@ac.dal.ca>
Source record: 227858

Which version of TeX (i.e. 3.1, 3.12, 3.14 or ?) is in the cs-tex package
discussed recently?

John Cordes
Dept. of Physics
Dalhousie University
Halifax, N.S., Canada B3H 3J5
email: cordes@ac.dal.ca

3880. Mail to Torbjorne Ose

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 12:49:25 UTC
From: t821431@minyos.xx.rmit.oz.au
Message-ID: <1991Oct28.124925.22147@minyos.xx.rmit.oz.au>
Source record: 227868

I have had no succes to mail you though i got your mail on the 16th oct.
I will keep on trying!
If you can send me you mailing address i will send you a letter by postage!
You were also chasing jp 4.0, i can send you that! and others!

I will write to you when i have your address! (i gather its in Norway?)

I tried going via ucbvax.berkeley.edu but had no luck (returned mail)

Keep in touch!

Regards

Richard Clarkson

3881. Re: Need MORE memory (was Re: More TeX/LaTeX)

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 13:37:18 UTC
From: raichle@azu.informatik.uni-stuttgart.de
Message-ID: <RAICHLE.91Oct28143718@azu.informatik.uni-stuttgart.de>
Source record: 227863

In article <1991Oct26.013834.7289@oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
> In this vien, cs-tex claims to NEED a minimum of 1 meg of free RAM. On
> a good day I can only cough up 900K (with NOTHING except a harddisk
> driver going.).

To run (La)TeX, it's best to have more than 1MB of memory.
`cs-tex claims to NEED' this lot of memory, because the internal array
sizes are fixed to a specific size.

There's a TeX impl. for the ST where you can set most of the array
sizes with the help of a configuration file:
br-tex

Disadvantages:
It consists of `virtex' and `initex' only (no other utilities).
There's a poor documentation with many errors and I don't know which
TeXshell can be used to run `virtex'.
Advantages:
It's fast (perhaps the fastest TeX for the ST) and it's running
on a 1MB machine without problems. (It has some other features,
like `codepage' support, i.e., you can map the ST character set to
the font layout of the EC-/DC-Fonts (= extended ISO Latin-1))

Available via anonymous ftp from
ifi.informatik.uni-stuttgart.de [129.69.211.1]
in
pub/TeX/atari/br-tex/brtex11.lzh

-bernd

3882. Re: HD to TT ?

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 14:13:54 UTC
From: data3d@aahs.no
Message-ID: <"1205*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 227861

In <1991Oct22.094215.22164@ugle.unit.no> erlingh@idt.unit.no (Erling Henanger) writes:

[stuff deleted...]
>automagically read/write HD/normal disks. If you have source to a floppy-
>formatter, just change rumber of sectors to 18 instead of 9 and recompile.
...

Does anyone have a such sourcecode (preferably machine language) that they'd
like to share with the rest of the world? Are there any on A-A?

Karl Anders Oygard <data3d@aahs.no> ==

3883. Re: <None>

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 14:36:15 UTC
From: Schoepf@sc.ZIB-Berlin.de
Message-ID: <SCHOEPF.91Oct28153615@quattro.sc.ZIB-Berlin.de>
Source record: 227862

In article <1991Oct28.083416.1771@ac.dal.ca> cordes@ac.dal.ca writes:

Which version of TeX (i.e. 3.1, 3.12, 3.14 or ?) is in the cs-tex package
discussed recently?

Both CS-TeX and Lindner/Birkhahn-TeX are version 3.14. It doesn't make
much difference anyway. Only a few rather arcane problems were fixed.
--

Rainer Schoepf
Konrad-Zuse-Zentrum ,,Ich mag es nicht, wenn
fuer Informationstechnik Berlin sich die Dinge so frueh
Heilbronner Strasse 10 am Morgen schon so
D-1000 Berlin 31 dynamisch entwickeln!''
Federal Republic of Germany
<Schoepf@sc.ZIB-Berlin.dbp.de> or <Schoepf@sc.ZIB-Berlin.de>

3884. Re: FALL COMDEX brings packages

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 14:41:21 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Oct28.144121.24939@watdragon.waterloo.edu>
Source record: 227867

In article <1991Oct27.060517.12539@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
}Well, looks like Atari's about to start mass marketing its lower-end computers
}that will eventually mean- more and more software and products for the ST and
}STe.
Hahaha...

}Atari released the Discovery XTRA package in the United States.
}This package consists what many people in Europe have already seen.
}A 520 STe, SC1224 color monitor, and lots of games.
}
}The Family Curriculum package which will consist of the 1040 STe, SC1224 color
}monitor, and games and applications.
}
}The prices of these packages were not mentioned but I'm guessing that the
}Discover package will be less than $699 and the Family package will be less
}than $799.00.
}
}The amazing part of this news is that Atari claims it will be made available
}in two weeks.

Sure it will. Atari hasn't got any stock, and I doubt the contracts for the
software bundling have even been signed. There were about 50-60 messages
on GEnie this weekend talking about this. Looks like Atari'll miss the
Christmas season for the third year in a row. :-(

}What does this all mean?

That you're getting your chain pulled.

}This means that all those people who are selling their STs may end up with
}one again in a few months.
}
}The main problem was the lack of new software- the IBM, Mac, and Amiga would
}get software approximately 6 months earlier than the ST or the ST wouldn't
}get it at all. The mass marketing of these computers will give the ST the
}software it needs.
}
}I was considering selling my ST, not anymore folks... the package was
}called VERY impressive by many- including the box that it will be sold in.
}
}Atari also stressed DTP and MUSIC as the markets that they will be
}concentrating on.
}
}What does this mean?

The ST will remain strong in it's strengths (DTP and Music) despite Atari's
wacky ideas of marketing and product availability.

}Atari computers may become very serious contenders in the DTP and music
}market and all the other software that you love may "trickle" down from there.
}
}The mass marketing of the STes will most likely create a great amount of
}game availability.
}
}Atari also released 4 IBM compatibles ath the show. One was a slick looking
}notebook. The 3 desktop computers were called ugly to most but interesting
}in a way.
}
}And lastly, the ST Notebook was released at the Fall Comdex.

There are only something like FIVE of these things IN THE ENTIRE WORLD.

}Looks like, Atari is making a big effort to get into the "professional" world,
}even though it may be through niche markets.

Atari make an effort to sell their machines in North America? I'll beleive
it when I see the package deals in the stores.

}I can live with it.

I wish I had your faith.

}I guess the MAIN thing that will determine the success of the computers is,
}WILL ATARI ADVERTISE?

Not likely.

}and
}WILL ATARI GET ENOUGH DEALERS TO ACTUALLY SELL THESE COMPUTERS?

Not likely.

}We'll find out.

And, with any luck, we won't be disappointed this time.
---------------==---------------
Chris Herborth, 3B Hons English RPW cjherborth@{rose|lotus}.waterloo.edu
"I'd tax Raquel Welch... GEnie: C.HERBORTH
...and I have a feeling she'd tax me..." - It's Man

3885. Ataripu members, ATTENTION!!!

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 14:55:10 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.91Oct28155510@nic.funet.fi>
Source record: 227859

Following addresses have caused multiple bounces or other
mailer errors on the Ataripu-list.

<cmp8157@information-systems.east-anglia.ac.uk> (S.M. Sowerby)
<stigvi@lise.unit.no> (Stig Vidar Hovland)
<aw@epg.harris.com> (Alex Walton)
<chuck@richsun.cpg.trs.reuter.com> (Chuck Menard)
<cjr@computer-science.birmingham.ac.uk>
<jhenders@jonh.wimsey.bc.ca> (John Henders)

Owners of these addresses, please send me email (reply to this
article) and give me a corrected mailpath or a alternative address.

Currently mail to these list-members is directed to /dev/null to avoid
bounces, so please send your corrections quickly.
The redirection to /dev/null will stay on until I receive something
that explains the bounces. If it has only been a occasional error,
your address will be returned to the list.

So, please reply!

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator in nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

3886. Re: Why programs don't work (was Fligth Simulator on STe)

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 14:56:42 UTC
From: ritz@msb.com
Message-ID: <1991Oct28.145642.15576@msb.com>
Source record: 227880

In article <kg883eINN5su@iraul1.ira.uka.de> s_grunwa@irau28.ira.uka.de (Knut Grunwald) writes:
>
>This is a ME TOO !
>
>I have the same problem with games. Atari should forget about tricky
>people sparing a few dollars for the ROM's by using a disk. You loose
>a lot of memory and the ROM's are much more comfortable, if something
>went's wrong.

Well, having older versions of the OS available on disk doesn't seem to have hurt Microsoft very much. I think it is a lot better to be able to boot up the older OS if you have a favorite program that barfs on the new one.

>They should place an Atari Emulator for PC's on the market, showing that
>emulating a little, outdated 68000 is a very hard job for those super,
>duper 80486's. May be the users like the ST-software and then buy a
>ST for using it ...

Why would anyone want to emulate an ST on a 486 box? I guess if you wanted to run a game that isn't available on the PC it might be worthwhile, but other than a few MIDI programs and Calamus, I can't think of any decent applications that run better on the ST than on a 486 machine. Many of the PC games that come out now can run in 1024 X 768 X 256 colors which makes them better at games too if you're into that sort of thing.

I just don't understand your line of reasoning.

Cheers,

Chris
--
-------------------------------------+--
Chris Mauritz |Meetpoint Station BBS - Public Access Unix
ritz@msb.com |(718)899-0662 v.32/v.32bis/v.42bis 9600b
Copyright (C) 1991 |Join us...We're friendly dammit! :-)

3887. Re: 3D glasses

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 15:12:32 UTC
From: george@electro.electro.com
Message-ID: <1991Oct28.151232.4340@electro.electro.com>
Source record: 227874

In article <leonard.688513218@genesee> leonard@cs.UAlberta.CA (Leonard Harris) writes:
>Years ago when the atari first came out there was some company selling
>an iinterface comprising lcd glasses made by tektronics that were in
>sync with alternating pictures on the screen - giving a 3d image.
>Anyone have a pair they would like to get rid of - or know of a
>source for these?
>thanks /leonard

I remember seeing something similar for one of the popular games
machines advertised in Consumer's Distributing magazine. Does CD exist
in your area? If not I'll look for you.
.

--

_____
|---|---|line--upon--line---|---|---|---| watmath!watcgl!electro!george
|---|--building the foundations-|---|---|---| george@electro.com

3888. PageStream upgrades

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 16:04:36 UTC
From: jph@minster.york.ac.uk
Message-ID: <688665874.9694@minster.york.ac.uk>
Source record: 227881

Does anyone out there in the ST community use PageStream version 2 ?
If so, could you tell me if you think the upgrade to version 2 is worth it
(I'm currently running v1.83 UK) and how to go about upgrading (I have mailed
SoftLogik in St. Louis with no reply yet).

On the same subject - is there an FTP site where I could find public-domain
PageStream fonts to brighten up my creations ?

Any help appreciated.

Jonathan.

Jonathan P. Hassell - HCI Group
Dept. of Computer Science, University of York, York, Y01 5DD (+44 0904 430000)
UUCP MAIL: {mcsun,uknet}!minster!jph
JANET MAIL: jph@uk.ac.york.minster
INTERNET MAIL: jph@minster.york.ac.uk
last resort: jph%minster.york.ac.uk@nsfnet-relay.ac.uk
------------------------- Usual Disclaimers Apply ----------------------------

3889. Re: Railroad Tycoon

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 16:41:18 UTC
From: stevew@tsltor.uucp
Message-ID: <1991Oct28.164118.16609@tsltor.uucp>
Source record: 227894

In article <artichoke> bill@mwca.UUCP (Bill Sheppard) writes:
>So now that some people have had a chance to play Railroad Tycoon for a few
>weeks, how is it (other than the installation bugs)? I bought it recently,
>but haven't had time to do much other than install it. It seems to run fine,
>other than the install program having the misnamed file, which can be fixed by
>simply doing a copy of both floppies to the hard disk.
>
>Has anyone seen bugs during game play? Does it seem up to par versus the PC
>version?
>

It's run for over a hundred hours in the last few weeks with no serious bugs
on my 1040STfm. The only bug I've found is that if you load an old game
after playing another game, the lading and symbold are screwed up (like,
go from a European to an American continent, the European lading is used.
Kinda adds variation).

There are some frustrating aspects: the mouse pointer won't go far enough to
the right on the little map in the upper right, and turbo speed doesn't allow
you to do things like read reports without changing speed first. Any the broker
screen doesn't come up when you ask for it.

____
Stephen M. Webb

3890. Re: JPEG-software for ST???

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 17:27:35 UTC
From: millert@cs.colorado.edu
Message-ID: <1991Oct28.172735.173@colorado.edu>
Source record: 227873

In article <JARTSU.91Oct28043006@nic.funet.fi> Jari.Lehto@hut.fi writes:
>
>
>Has anyone yet compiled that JPEG-thing for ST? If someone has, upload
>it immediately to atari.archive or nic.funet.fi and post a note about
>it too.
>
>If there are any JPEG-related news concerning ST, please post!!!
>

I'm planning to attempt a port today. I'll post about any success/failure :-)

- todd
--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

3891. Re: ARC 5.21d

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 18:54:48 UTC
From: steve@thelake.mn.org
Message-ID: <A1859655516@thelake.mn.org>
Source record: 227875

[In article <RV3V5PK@lime.in-berlin.de>,
techno@lime.in-berlin.de (Techno) writes ...]

> Pardon me, Howard, but isn't ARC now in version 6.02 ?

I was wondering about that, too. The version I use says:

|ARC-ST - Archive utility, Version 6.02ST, created in November of 1989
|Copyright 1985-89 by System Enhancement Associates, Inc.; ALL RIGHTS RESERVED
|
|Please refer all inquiries to:
|
| Darin Wayrynen
| 10851 N 43rd Ave #211
| Phoenix, AZ 85029

It compresses better and faster than ARC 5.xx and it supports subdirectories.
The only thing I don't like about it is that Darin has rigged arc p to send
data to the prn: port instead of stdout.

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)

3892. MIDItasking: What ever happened to it?

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 19:18:12 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <cd369oe00WBKM3nu9B@andrew.cmu.edu>
Source record: 227878

Hey, what ever happened to the MIDItasking thing atari was working on. I thought it seemed like a waste of time, but was just thinking about vapourware, and it came to mind. Any news?

mark

3893. Multibyte: Stacy battery

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 19:25:30 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <wd36Eei00WBKM3nukX@andrew.cmu.edu>
Source record: 227879

Here is a warning and a question:
I ordered and payed for a battery for my STacey from a company
called Multibyte. Several months later I had not recieved it, but
repeated calls to them by me assured me it would be ready "very soon".
Then I was told that the Persian Gulf idiocy was causing a shortage of
parts, and that it would take some time. After the foolishness was over,
I again was being told, "very soon". Now, almost a year since the
original purchase, their phone has been disconnected, with no
information available from the phone company. SO... If these people
resurface from the slime, DO NOT send them money until you have product
in hand.
Also, If anyone can give me info about the company, or who ran it, I
would be greatly appreciative, as I want my money back!

mark

3894. Re: <None>

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 19:31:51 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <5317@tamsun.TAMU.EDU>
Source record: 227876

In article <1991Oct28.083416.1771@ac.dal.ca> cordes@ac.dal.ca writes:
>Which version of TeX (i.e. 3.1, 3.12, 3.14 or ?) is in the cs-tex package
>discussed recently?
>
>John Cordes
>Dept. of Physics
>Dalhousie University
>Halifax, N.S., Canada B3H 3J5
>email: cordes@ac.dal.ca

I just ran CS-TeX and it said that it was version 3.1 / cs 2.1.

By the way, after running CS-TeX for close to a week now, I have
noticed that it seems more like a combination of TeX 2.x and TeX 3.1.
I can't seem to build format files with a command like "tex &lpLain -i"
but instead I have to use a version of TeX called InitTeX, which is
what the earlier versions used. Unfortunatey, I don't know what to
issue on the command line to make InitTeX create a format file.
Fortunately the CS-TeX shell does all of that automatically for you.

Mark Lehmann
tamuts.tamu.edu!n160ao

3895. MicroSoft Flight Simulator Interfacing??

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 20:06:36 UTC
From: bob@reed.edu
Message-ID: <1991Oct28.200636.22090@reed.edu>
Source record: 227877
Cross-posted to: comp.sys.ibm.pc,comp.sys.ibm.pc.programmer,comp.sys.atari.st,comp.sys.amiga.programmer,rec.games.programmer,rec.games.misc

Just finally got a copy of the Microsoft Flight Simulator V4. I was
wondering if anyone has:

a) Figured out a way of converting FS4 position to Latitude and Longitude.
(Looks like you might have to do some kind of reverse Lambert conical
projection).
b) Figured out the format of messages out the serial port in multi-player
mode. Seems like you could do some interesting things with that.

Any info or pointers greatly appreciated!

Bob Ankeney
...!tektronix!bob@reed.EDU

--

Bob Ankeney | "Yield and overcome. |
...!tektronix!reed!bob | Bend and be straight. |
...!tektronix!bob@reed.EDU | Empty and be full." - Lao Tzu |

3896. Re: ARC 5.21d

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 20:50:45 UTC
From: techno@lime.in-berlin.de
Message-ID: <RV3V5PK@lime.in-berlin.de>
Source record: 227871

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>Well, comp.binaries seems to be dead again; I sent the 5.21 binary out
>last week and it hasn't shown yet. So, for those interested, you can
>retrieve arc521d.arc from atari.archive.umich.edu in ~ftp/atari/archivers.

>I haven't posted the sources yet; we'll see what kind of bug reports come
>in first.

Pardon me, Howard, but isn't ARC now in version 6.02 ?

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

3897. MicroSoft Flight Simulator Interfacing??

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 20:52:23 UTC
From: bob@reed.edu
Message-ID: <1991Oct28.205223.25399@reed.edu>
Source record: 227882
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.programmer,rec.games.programmer,rec.games.misc

Just finally got a copy of the Microsoft Flight Simulator V4. I was wondering if anyone has:

a) Figured out a way of converting FS4 position to Latitude and Longitude. (Looks like you might have to do some kind of reverse Lambert conical projection).
b) Figured out the format of messages out the serial port in multi-player mode. Seems like you could do some interesting things with that.

Any info or pointers greatly appreciated!

Bob Ankeney
...!tektronix!bob@reed.EDU

--

Bob Ankeney | "Yield and overcome. |
...!tektronix!reed!bob | Bend and be straight. |
...!tektronix!bob@reed.EDU | Empty and be full." - Lao Tzu |

3898. For Sale

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 21:12:14 UTC
From: mbarnes@finally.Sun.COM
Message-ID: <5458@southeast.East.Sun.COM>
Source record: 227883

I have the following extra Atari items for sale. All of these items are in working order. Please e-mail me or call (703) 569-8881 if you are interested in any of these items.

QTY Product Price

2 1040ST $150.00
2 ST Color Monitor $100.00
2 ST Monochrome Monitor $50.00
2 720 Atari 3.5" floppy $50.00
2 360 Atari 3.5" floppy $25.00
1 Computer Eyes frame grabber $50.00
1 20 MB Hard Drive for ST $175.00
1 520 ST w/1MB RAM $100.00

3899. Atari-Synth link

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 21:14:44 UTC
From: erik@iscnl.UUCP
Message-ID: <1812@iscnl.UUCP>
Source record: 227893
Cross-posted to: comp.music,rec.music.makers,rec.music.synth,rec.music.video,aus.music,k12.ed.music,comp.sys.atari.st

For a friend I post the following message, as an ealier attempt failed:

: I am looking for a simple bankmanager for my Roland D10
: synthesizer. I want to be able to load complete banks and/or
: selected voices from synth to disk and vice versa.

: I am also very much interested in sounds for my D10. Because I
: do not yet have a bankmanager, I won't be able to swap sounds.

: Also, I am interested in a simple way to link my Sony camcorder F450E
: (PAL) to my Atari ST1 so I can control my camcorder through my
: computer. Preferebly also with a (infra red) link to my editing
: VCR (Hitachi 7xxx).

Please respond by e-mail to erik@isc.nl.

Tnx,

--Erik

--
Erik Meinders Individual SoftCare
phone: +31 3240 46326 Schoutstraat 23
email: erik@isc.nl 1315 EV Almere Stad

3900. Re: ARC 5.21d

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 21:54:34 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Oct28.215434.12893@elroy.jpl.nasa.gov>
Source record: 227884

In article <A1859655516@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>[In article <RV3V5PK@lime.in-berlin.de>,
> techno@lime.in-berlin.de (Techno) writes ...]
>
> > Pardon me, Howard, but isn't ARC now in version 6.02 ?

True, but when I posed my question about it earlier some folks replied saying
they still use ARC 5 primarily, and would like to use this faster version.

>It compresses better and faster than ARC 5.xx and it supports subdirectories.

My tests show this version to be as fast or faster than ARC 6.02, and
better compression on graphic bitmap type image files. Also, since no one
has ported 6.02 to Unix yet, the improvement is of great enough impact to
make it worthwhile to distribute.

>The only thing I don't like about it is that Darin has rigged arc p to send
>data to the prn: port instead of stdout.

During my testing I also ran across a couple archives that 6.02 won't
touch. It apparently doesn't like filenames that use 8 bit characters
(like copyright, superscripts, a couple others that I've seen...).
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

3901. Hard Disk Recording

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 22:47:58 UTC
From: friedric@mdd.comm.mot.com
Message-ID: <1991Oct28.224758.17557@mdd.comm.mot.com>
Source record: 227885

Does anybody have any first-hand knowledge of the PLASMEC Stereo Hard Disk Digital recorder for the Atari? How does it compare to Digidesign Sound Tools for the Mac? Recommended hard drives?

Where can you buy it in the U.S.?

Thanks in advance.

Bernd

3902. Background pics on desktop

Newsgroup: comp.sys.atari.st
Date: 1991-10-28 23:51:27 UTC
From: slqn0@cc.usu.edu
Message-ID: <1991Oct28.175127.50127@cc.usu.edu>
Source record: 227887

I'm looking for a program that will display a color spectrum or degas
picture in the background of the desktop. Any help would be appreciated.

****
Hoyt J. Heaton SLQN0@cc.usu.edu
****

3903. Re: JPEG-software for ST???

Newsgroup: comp.sys.atari.st
Date: 1991-10-29 01:05:06 UTC
From: bryanw@netcom.COM
Message-ID: <1991Oct29.010506.19418bryanw@netcom.COM>
Source record: 227890

In <JARTSU.91Oct28043006@nic.funet.fi> jartsu@nic.funet.fi (Jartsu) writes:

>Has anyone yet compiled that JPEG-thing for ST? If someone has, upload
>it immediately to atari.archive or nic.funet.fi and post a note about
>it too.

I mailed the source to about 8 or 9 people with ST compilers. They have
all been (I suppose?) busily compiling and debugging! Should have results
within a week. I will then post a summary to the net, and any programs
that come of this will be tested and then sent to terminator..

>--
>* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
>* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
>* 00760 HELSINKI * Atari moderator in nic.funet.fi *
>* Finland * Administrator of Atari power-user mailing-list *
--
Bryan Woodworth Mail: bryanw@netcom.COM
Netcom - Online Communication Services San Jose, CA

3904. TT

Newsgroup: comp.sys.atari.st
Date: 1991-10-29 01:18:49 UTC
From: klassa@asdsun.larc.nasa.gov
Message-ID: <1991Oct29.011849.4820@news.larc.nasa.gov>
Source record: 227889
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

A friend of mine just got a TT. Can anyone recommend "must-have" software
for the TT that will really make the TT shine? I'm looking for recommendations
on demos, utilities, applications and anything else that will really make the
TT stand out. Please, if possible, tell me where I can find the thing you're
telling me about (i.e. an FTP site, if pd, etc.), and so on.

Reply via email to klassa@panther.larc.nasa.gov.

Thanks!
John Klassa
klassa@panther.larc.nasa.gov

3905. Want to use StyleWriter with Scpetre HELP!

Newsgroup: comp.sys.atari.st
Date: 1991-10-29 01:22:17 UTC
From: slim@cisco.com
Message-ID: <1991Oct29.012217.14066@csl.sri.com>
Source record: 227899

Here's the long and the short of it, I am a very happy Spectre GCR (3.0) user, but I don't like trips to a local copy center to pay high per page prices for laserprinters that are dirty (It is illegal for me to use University Computer equipment for personal profit). Since I (and my wife) do a bit of DTP work on Spectre, I was pretty impressed with the Apple Stylewriter 360 DPI printer, especially with its student price. Anyhow, I've got it home, I just need to get it to work. I have used a standard MAC DIN-8 to DB25 serial converter, direct into my ST serial port to no avail. If anyone has had experience using the Stylewriter with Spectre (or anything else, for that matter) please drop me some e-mail, especially if you have a cable diagram for the cable you have used.

Thank you...
-Bill Mills

NOTE: Since posting access at my site is temporarily down, I am having a friend post this. PLEASE respond directly to me by e-mail, not through rn (or whichever news program you are using).

billm@zimmer.csufresno.edu
=-=-=-

3906. Why flame?

Newsgroup: comp.sys.atari.st
Date: 1991-10-29 02:15:33 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <5354@tamsun.TAMU.EDU>
Source record: 227897

I bought my Atari 1040ST because I could afford it and because I liked the way it ran. At the time I bought it, I though Atari was going to stop selling them (1987). I have been very happy ever since.

What I am intrigued about is why every-one is so worried about the financial weight of Atari.

If I hear that Atari is going out of business, I am not going to run over to my 1040St and throw it in the trash. Why go so upset about it? Just use the tool you have.

Flaming Atari or IBM or whoever has also baffled me. I didn't see Atari personally attack anyone. Do flamers have a personal vengence with Atari? I realize that Atari doesn't make products quickly, but the Atari ST, which is discussed on this group is a great product. So why flame it as if this good computer personally makes your life miserable?

Unless you can justify your comment, don't broadcast it thoughout the world.

Mark Lehmann
tamuts.tamu.edu!n160ao

3907. .MOD files list wanted

Newsgroup: comp.sys.atari.st
Date: 1991-10-29 03:47:04 UTC
From: dddean@bluemoon.rn.com
Message-ID: <6c9JaB1w164w@bluemoon.rn.com>
Source record: 227898

Hello:

I was just curious as to if anyone has a compilation of the .MOD files available for the Atari ST?

I know that there are quite a few out there, and that not all of the files can be accounted for, but if someone quite possibly has a listing (with brief descriptions) then, could you possibly e-mail me at the address below?

Thanks for any response!

David D. Dean, Vice Chairman David D. Dean, Activities Chairman
Exploring Officer's Association Explorer Post 891
Central Ohio Council AT&T Systems & Bell Laboratories

These thoughts belong to: dddean@bluemoon.rn.com !!!! No one else!

3908. Re: Multibyte: Stacy battery

Newsgroup: comp.sys.atari.st
Date: 1991-10-29 04:55:36 UTC
From: skum@eng.umd.edu
Message-ID: <1991Oct29.045536.23610@eng.umd.edu>
Source record: 227891

In article <wd36Eei00WBKM3nukX@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:
>Here is a warning and a question:
> I ordered and payed for a battery for my STacey from a company
>called Multibyte. Several months later I had not recieved it, but
>repeated calls to them by me assured me it would be ready "very soon".
>Then I was told that the Persian Gulf idiocy was causing a shortage of
>parts, and that it would take some time. After the foolishness was over,
>I again was being told, "very soon". Now, almost a year since the
>original purchase, their phone has been disconnected, with no
>information available from the phone company. SO... If these people
>resurface from the slime, DO NOT send them money until you have product
>in hand.
> Also, If anyone can give me info about the company, or who ran it, I
>would be greatly appreciative, as I want my money back!
>
>
>mark

From what I've heard, the company went bust.

--
skum

| Allon Stern | (301)405-4864 [work] | Ring around the Internet |
| skum@bessel.umd.edu| (301)474-4527 [home] | A packet with a bit not set |
+--------------------+-----------------------+ ENQ ACK ENQ ACK |
| Unix weirdo in training. Handle with care. | We all go down! |

3909. Re: FALL COMDEX brings packages

Newsgroup: comp.sys.atari.st
Date: 1991-10-29 05:13:43 UTC
From: rjc@mole.gnu.ai.mit.edu
Message-ID: <19800@life.ai.mit.edu>
Source record: 227900

In article <688655056.1@therip.FidoNet.Org> Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:
>Well guy Flames here are highly unwelcome....

And then goes on to write:

>Oh and by the way, lets see how most companies would work while being worth
>$400million, buying a worthless retail market outlet, loosing atleast $100
>million, and then try to operate....
>Atari should have been out of bussiness. As of late atari seems to have been
>picking up a little bit of steam.
>The professional MIDI market is tied up pretty much by atari since no other
>machine comes close in capability yet. (Timming is said to be at a premium
>with most machines. With amigas you can do a couple midi devices but when you
>get into LOTS of devices all other machines choke on it...)

The Mac is becoming the MIDI machine. All I see in the US at university
music classes are Macs. Macs and NeXTs.

>The professional DTP arena is filled with MANY Atari products that are better
>then anything out there. Although if atari isn't careful they will loose even
>that portion that they have now. Realize that the Mac is the only other real

The Mac and NeXT are the king of DTP, you will find nothing on the
Atari that can handle the quality and amount (not to mention the
output quality) of these.

>contender in the DTP area. Those running IBM DTP systems are just die hard
>IBMers or havent tried one of the other systems.
>The atari DTP systems are mainly used by the self employed or family owned
>graphics outfits. If atari computers were mainstream I dont think you would
>see anything but Ataris in either the midi or the DTP area...

Take a look at Apple printer technology. Apple is announcing enhancements
on almost a weekly basis. Improved printer drivers, new font technology,
new fonts, faster and cleaner output, agreements with Adobe, etc.

>Everyone else is playing catchup to the atari 3rd party products in these
>areas. Although the Mac has a head start number wise in the DTP area if atari
>makes a serious attempt at becomming a mainstream machine they will knock ALOT
>of macs out of the DTP arena.

This has yet to be seen. Does TOS have scalable outline fonts yet? What
about display postscript?

>As to the atari getting software.. Yes it will get anything it needs.

And here's the catch:

>All atari has to do is sell machines. And lots of them. They need to get their
>computers out into the mass markets as well as the higher end machines in
>dealers hands. Mass marketing them will bring atari's name back to the
>forefront.

If this doesn't happen, developers are going to stick where the cash is,
and that is IBM and MAC.

>Dump tos? Yea right... Its the easiest to use OS and size/performance ratio is
>excelent. YOu wont find another OS ANYWHERE with as much power and grace and
>yet take up as little memory. The user interface is great and if you dont like
>it you can select a CLI of your choice...
>(Try that with a Mac some time...)

I think TOS is one of the worst operating systems availible today besides
MS-DOS or CP/M which it still resembles. TOS is no comparison to
NeXTStep, System 7.0, OS/2 or AmigaDOS. Speaking of small and efficient?
AmigaDOS offers more functionality than TOS, and uses only 192k of ram
(not it uses 512k of ROM, the 2.0 ROMs are shipping)

>When the new multi tasking TOS is available it may just bring the last item
>the ST could use. (Said to be march.. But hey this IS atari... ;-))

A multitasking TOS will be as much of a kludge as Windows or Multifinder.

>The amiga is a nice machine but its rapidly loosing ground to new IBM machines.
Amiga sales have been steadily rising. The A3000 is now outselling
the A2000. (A2000= $999 list, A3000 = $1850) The 4 millionth Amiga will
be shipped soon, not to mention the thousands of Amiga's that will be sold
inside the PC/Mac-Toaster.

>The only niche the amiga will soon control is the home computer games.
>And any other work it will do will be mainly cause someone at home decided to
>use it. The ST has a much higher chance at becomming a computer for bussiness.
>It has most if not all the software needed to run a company. Not only that but
>the way the computer is set up you can at the moment buy a whole workstation
>for less then $2000 and have a VERY workable system with networking, a hard
>drive, a laser printer and some decent software to get going on. (Note that
>the atari monochrome monitor is the best out there for the money.. You need to
>spend lots a money to get an amiga to do the same resolution with out
>flickering. Unless of course you buy the Ami 3000... And even then for a
>comparable system you still pay quite a bit more for the amiga..)

No, you spend $30 for the ECS Denise chip, and $80-140 on a composite
monochrome monitor (16 gray levels, so your "3d look" is still intact)
The A500plus, and all new Amiga's ship with this chip built in, and 2.0
ROMS. Anyone who bought an Amiga since March gets a free upgrade.
(Commodore Gold Service. If you computer breaks, or needs an upgrade,
Federal Express comes to your house, takes your computer, upgrades it and
returns it. For A2000s and A3000, you get onsite repair)

You can buy an A2000 for $999 (that's List price), purchase a Impact
22mhz 68030/68882 card with SCSI controller and room for 32megs of ram for
$900 (comes with 1mb installed) Add $500 for 16mb of ram (4mb simms),

and a $80 mono monitor. Total $2400 (if you want, spend the $500 on
Deskjet or Bubblejet printer)

>Your reading old news with the lynx.. Last I heard they are now programming
>the lynx on the newer atari ste's...
>
>Mass market them with advertising? Atari has been advertising for years.. Just
>not in the magazines YOU have been reading.. And amiga really did alot with
>its $16million tv advertising last year. From what I heard they lost all the
>benifits they might have gained by mid january.. Magazine ads is where its at.
>And atari DOES advertise..

What magazines? As I have said, Amiga sales have been steadily
increasing. It's esimated that they will ship almost 1million machines a
year now,and the Amiga hit it's 3million mark faster than the Mac did.
If you want to talk REAL advertising, look at Apple. I've seen Apple
ads in my school newspaper that are bigger, more numerous, and better
than any Commodore or Atari ad in years.

>Hmm, let see, I think I will go out and buy an amiga laptop....
>NOT...

Why do you keep bashing on Amiga? You should focus your efforts on
the real market giants, IBM and Apple. IBM has what? 4 new operating
systems coming out? (Pink/Blue, OS/2, Aix, Windows NT(microsoft)
Apple is steadily saturating the Airwaves with advertisements.
Average consumers are not going to buy an Amiga or Atari when they are
constantly bombardd about how great the Mac is, or about those
fabulous $1500 486/SVGA systems.

>
> * Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

3910. Re: Why flame?

Newsgroup: comp.sys.atari.st
Date: 1991-10-29 06:25:39 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Oct29.002540.6790@doug.cae.wisc.edu>
Source record: 227888

In article <5354@tamsun.TAMU.EDU> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>I bought my Atari 1040ST because I could afford it and because I liked
>the way it ran. At the time I bought it, I though Atari was going to
>stop selling them (1987). I have been very happy ever since.

So have I.

>
>What I am intrigued about is why every-one is so worried about the
>financial weight of Atari.

Is everyone? I could care less what happens to Atari. However, for the
new computer buyer who is a neophyte at this sort of thing, its sort of
a rip off to buy a machine from a company that goes under the next day.
(some people call it buy beware I call it unethical).

OR

The experienced user is going to avoid Atari like the plague for the same
reason as above, because of lack of support, little software and no upgrade
paths.

>
>If I hear that Atari is going out of business, I am not going to run over
>to my 1040St and throw it in the trash. Why go so upset about it? Just
>use the tool you have.

Well, yeah, I see your point here. But computer technology is suppose to
make our lives easier, not put them at a stand still. If Atari goes under
that means your stuck in the stone age three years from now.

CARTERS RULE #1: A computer ceases to be useful once its technology presents
zero options to the user.
(I have a small book to live by I could send you)

Although your right, you could run a BBS, still run Mac Software, and
Mr. Small...as always comes to the rescue. That would keep us cruising for
a couple of years more.., but eventually, the inevitable has to happen.
Even large fairly well off companys phase out old models eventually.
Faster, smaller, more reliable, cheaper..thats the game here.

If you think your problems end when a company goes out of business, your
sadly mistaken, case and point...JASMINE...oooo, what a mess.

>
>Flaming Atari or IBM or whoever has also baffled me. I didn't see Atari
>personally attack anyone. Do flamers have a personal vengence with Atari?
>I realize that Atari doesn't make products quickly, but the Atari ST, which

>is discussed on this group is a great product. So why flame it as if this
>good computer personally makes your life miserable?

The Atari ST is a great product, as long as its used for its intended
audience it works great.

In my opinion thats:

1) Mac emulation
2) Games
3) Music applications

Anything else I just can't see. When people try and suggest spending
thousands of dollars on DTP stuff, its ludicrous! Thats when I get
cynical...and people get mad at me! Especially JUST because its an ATARI.

People flame Atari because they buy the machine and wish it culd do more.
Like me! I wish I had 7 slots tons of cpu add ons, graphics coprocessors,
and easy way to upgrade..instead of soldering anything and everything I want
to add on thats worth while..

So when Atari OBVIOUSLY KNOWS what people want and they don't give it too them
or display machines that are quite good architecturally, and then scraps them
and shoves something else in our face WE GET MAD.

Isn't that bait and switch???

>
>Unless you can justify your comment, don't broadcast it thoughout the world.
>
>Mark Lehmann
>tamuts.tamu.edu!n160ao

Ok, well, thats my angle. So I am broadcasting.

Greg Carter - Undergraduate - United States Amatuer Wrestler (149.5 lb)
ONLY 8 months to go for State tournee - Kick Butt Time!

Employed: Computer Aided Engineering Center - University Wisconsin - Madison
Major: Computer Science - Emphasis: System Design Tools, User Interfaces
Phone Home: (608) 264-3622 - Work: (608) 262-5349
Current Project: NO, ITS NOT a VIDEO GAME. Thank You.

My Current Wife: Atari MEGA STE 4/50 16Mhz 68000 1.8 Mips
Runs all Mac Software, quite nicely.
(Third Person in the US to own one)

My Advice: For God sake, don't use rn, otherwise you'll be 25 like me,
and never talk to any real people just text faces!

3911. Re: HD to TT ? and TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1991-10-29 07:17:13 UTC
From: baffoni@aludra.usc.edu
Message-ID: <21088@chaph.usc.edu>
Source record: 227896

In article <1991Oct27.110242.12636@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
[Stuff deleted]
>Yes I have heard about a TOS 2.07 Upgrade but at a very high cost..
>Quoted to be some $100 us.
I realize that $100us is probably quite a bit there (sorry, I don't know the exchange rates) but the old ROM upgrade to TOS1.4 was $100 - And That was just for the 2 or 6 chips and some documentation on how to put them in your machine. The new upgrade will have a new board (an adapter to change the starting address I would imagine, and possibly fixing the problem of "how to put 2chip sets in machines with 6 ROMs" that used to be fixed by cutting traces and other "nasty hardware" hacking - anyone know about that?) to go with the new ROMs. At least now you are getting more for your $100.
>
>Here in New Zealand you can get a Amiga A500 version 1.3 kick start rom,
>(256k rom, same size as the STE rom), fitted for $80 nz.
>
I think this was kind of a desperation move - if they didn't start putting the kickstart on ROMs, it might have seriously affected sales - after all, who wants to put in the disk to boot the system when you can have it quicker on ROMS ? :)!!! But then, thats one of the perks/problems with having an ST/TT (please, lets not start that thread again!!! :). Ah, who cares - I'm not part of the Amiga distributing heads, so this is pure speculation.

>But the cost of the Atari TOS 1.4 here fitted is $200 nz, I for one do
>not think that Atari is playing the Game, if they wan't more users
>to go for a better bug free TOS it should be for just over cost, and
>not the rip of price that it now is..
As I think many people have mentioned, Atari is a corporate beast: it does what it does because doing so makes money (regardless of how short-sighted the action). So, as long as people will fork out money for it, they will sell it as they have decided to...
>
>Note: Two 1 meg E-Proms cost here $35 nz, this is the size of the STE Roms,
>so why should I have to Pay $200nz, when Commodore here, only charge $80nz for
>the same thing..
>
Who says that they pay $35/Eprom ? They probably don't as they get them with mass-discount. Besides, you aren't really paying for the eproms, you are paying for the wonderful bug-free totally Atari compatible code that was so thoughtfully burned into it (excuse me, but I think you should get that bit o'sarcasm before drips off the monitor and ruins the keyboard...:).

>So Atari lets have some better prices for the Rom Upgrade Please..
>--

Would be nice, but I'm not holding my breath. But it's nice to
dream.

>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

-Mike

baffoni@aludra.usc.edu
mbaffoni@skat.usc.edu

3912. Unix utilities with '/' sought

Newsgroup: comp.sys.atari.st
Date: 1991-10-29 10:27:18 UTC
From: marc@uni-paderborn.de
Message-ID: <1991Oct29.102718.22947@uni-paderborn.de>
Source record: 227895

Does anyone know of unix utilities (ls, cp & friends) for the
ST with unix style path separators ('/' instead of '\')?

When using BASH with MiNT it's rather annoying typing always
things like c:\\usr\\spool\\mail :(

Or, is there any other decent shell out that is aware of MiNT and
has tools like those above built in (like gulam)? I assume that
an updated version of gulam that will support MiNT is not out yet
(and will probably never be), right?

Thanks for any piece of information (esp. ftp servers and path names :),
Marc

--

Marc Gumbold marc@uni-paderborn.de || marc%horn.uucp@germany.eu.net
"Computers are different from telephones. Computers do not ring."
- A. S. Tanenbaum

3913. Re: gnuucp

Newsgroup: comp.sys.atari.st
Date: 1991-10-29 11:37:02 UTC
From: nox@jelal.north.de
Message-ID: <0569.10.91@jelal.north.de>
Source record: 227499

In <2531.10.91@janhh.hanse.de> jan@janhh.hanse.de (Jan Willamowius) writes:

>From article <0531.10.91@jelal.north.de>, by nox@jelal.north.de (Juergen Lock):
>>>I still have to use the UUCICO by Jan Willamowius, which is written
>>>under GFA and bombs if it's started under MinT.
>>
>> yes, GFA bugsic should be banned. :-(i guess i'll have to look
>> at this bauble uucp thing one day... (btw, is there a newer version
>> than that posted in june?)

>Don't blame me I just inherited it. :-)

hey i didn't blame you, :-) only the authors of this silly joke
of a programming language.

>Version 3.2 is to be posted RSN, I just want to make sure it runs with
>all the different UUCP implementations. Be patient...

will it also run with MiNT? may i put it in the background or
even in a crontab? now _that_ would be what i call a real uucico... :-)

(and if not, can anybody tell me the current status on bauble UUCP?
thanx!)

>- Jan
c u,
Juergen
--
J"urgen Lock / ..!nicedel!lynx1!jelal!nox / ** !! dead{hanseat!jelal} !! **
...ohne Gewehr

3914. Re: PD C compilers

Newsgroup: comp.sys.atari.st
Date: 1991-10-29 12:31:20 UTC
From: nox@jelal.north.de
Message-ID: <0570.10.91@jelal.north.de>
Source record: 227498

In <kgfu70INNll6@iraul1.ira.uka.de> s_grunwa@irau26.ira.uka.de (Knut Grunwald) writes:

>So, if you want to try a bit and compile now and then Sozobon is the
>choice, if you want a programming tool, GCC is better (Turbo-C 2.0, or
>Pure-C as it is now called, is easier to use, but not PD)

well if you ever want to use non-ST sources (or just program for
MiNT), gcc wins big time over turbo C/pure C anyway.

> and don't
>mind the price of system expansion, it's the fun tax.

true. 4MB RAM, and you can even read news while gcc compiles in
background... :-)

>Knut
greetings,
Juergen
--
J"urgen Lock / ..!nicedel!lynx1!jelal!nox / ** !! dead{hanseat!jelal} !! **
...ohne Gewehr

3915. Re: Panther & Jaguar.

Newsgroup: comp.sys.atari.st
Date: 1991-11-02 17:04:10 UTC
From: Diederik.Hoogenboom@p9.f801.n281.z2.fidonet.org
Message-ID: <fido_2_281/801.9_2912cccd@linn.fidonet.org>
Source record: 227507

In a message of <22 Oct 91 19:38:35>, strachan6183@mtroyal.uucp
(2:320/100.1) writes:

>> Someone mentioned two machines Atari is/was (rumored?) to be
>> working on called Panther and Jaguar. Does anyone know what
>> they are or where rumored to be?
s> The Panther is supposed to be the next St and the Jaguar is just an
s> atari console similar to the megadrive or the super famicom

Atari cancled the Panther-project due to the fast development of the Jaguar
and its technical extensions (32 bit, lotsa colors, ect.). The Jaguar is
supposed to be a lot better than the Megadrive or Super Famicom. Sega will
also release a new console soon, called Gigadrive (how orginal).

Greetz... ~Diederik~

--- STabloid Development, Point At ~ABC~ On
Diederik.Hoogenboom@p9.f801.n281.z2.fidonet.org
or Diederik.Hoogenboom@p9.f801.n281.z2.linn.gna.tfd.com

3916. Re: Data Diet type programs & Random access

Newsgroup: comp.sys.atari.st
Date: 1991-11-03 23:41:16 UTC
From: Marco.Fris@p11.f202.n281.z2.fidonet.org
Message-ID: <fido_2_281/202.11_1485d000@linn.fidonet.org>
Source record: 227509

> How [well] does it cope with random accesses to a file? For example,
> if I Fseek 15000 bytes into the file, how does D.D. cope? I'm lost,
> and very sceptical about these Data Diet tools.
As DD's readme states, it extracts a full copy of the file into it's working directory. So your program sees exactly the same file as it would without the DD stuff, albeit not on the same physical place.
> crash on my hard disk, but I was able to restore a large number of
> ASCII source files by dumping tracks from the HD and manually sorting
> them out. Had they been compressed, all would have been lost.
If you didn't have a backup, that is. But you, being an able minded computer user, have a nice and fresh one of course...

- Marco -

--- And now ... number one ... The Larch.
Marco.Fris@p11.f202.n281.z2.fidonet.org
or Marco.Fris@p11.f202.n281.z2.linn.gna.tfd.com

3917. Re: Data Diet type programs & Random access

Newsgroup: comp.sys.atari.st
Date: 1991-11-03 23:53:26 UTC
From: Marco.Fris@p11.f202.n281.z2.fidonet.org
Message-ID: <fido_2_281/202.11_1485d002@linn.fidonet.org>
Source record: 227508

> 1. Should the Atari Megafile 30 make a "chirping, or beeping, or
> squeking, or creaking" kind of sound when it writes to the drive?
> The sound is kind of hard to describe! :=(The drive made this sound
> from the beginning, and it worries me now as much as it did then.
> There has to be someone else who owns a MegaFile or has heard the sound
> before...
It does make some noise during acesses. It's kinda hard to compare what I hear
to what you described, but why don't you go listen to one in a shop?
Seems to me that if this sound ment something bad, you would have found out in
these months.

> My last question has to do with power surges. Today my hard drive
> was running fine and then it suddenly started running FAST! The fan
> started whirring *REAL* fast, and I turned it off right away. Could
> this have been a power surge? It has never happened before, and my
> power bar claims to have a surge supressor (but not eliminator?).
No, that's no power surge. These are very short, the only thing you'd probably
notice when a power surge hits your machine is the smoke coming out of it...
You might have a problem with the internal power supply of the M30.

- Marco -

--- And now ... number one ... The Larch.
Marco.Fris@p11.f202.n281.z2.fidonet.org
or Marco.Fris@p11.f202.n281.z2.linn.gna.tfd.com

3918. Re: 8mhz ST = 16mhz 386

Newsgroup: comp.sys.atari.st
Date: 1991-11-04 20:40:56 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <XaNwaB1w164w@ersys.edmonton.ab.ca>
Source record: 227650

lch3e@holmes.acc.Virginia.EDU (Lauren C. Howard) writes:

> For all you folks contemplating jumping ship:
>
> An article in the October Current Notes magazine reviews up-to-date
> benchmarks comparing the ST and TT vs. 286/386sx/386/486
>
> Our little ol' 8mhz ST's come out equal to or slightly better than
> the 386sx in ALL benchmarks, including running identical programs.
>
> The 386 is only slightly better (20mhz), and conjecture is that the
> Mega STE would blow any 386 away.
>
> The TT was mucho better than the 486, though unclear by how much.
>
> Chew on that awhile.
>
> Lauren Howard, Chief Potentate
> ACCCHU! Atari Computer Club CHarlottesville Users!

How *much* better, and what tests? I love my ST, but I don't believe
that it is as fast as a 16 Mhz 386sx. I'd be interested to see what
kinds of tests were done, and with what programs?

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

3919. Upgrading the ST: How far should I go, and is it worth it to me?

Newsgroup: comp.sys.atari.st
Date: 1991-11-04 22:17:54 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <JsRwaB2w164w@ersys.edmonton.ab.ca>
Source record: 227648

Hello, again.

I'm planning on upgrading my computer system withing the next month or two, and I have several options:

1. 1040STe w/4 MB RAM & AdSpeed STe
$1276.51 (Including INSTALLATION!)

2. Mega STe w/ 4 MB RAM
$1480.00 (Including INSTALLATION!)

3. Evil IBM alternative which I won't mention due to the fact that I can't reenjoy using Windows, and the price is awful (but lower than before).

If anyone could tell me the differences between the options #1 and #2 in terms of performance and worth, I would appreciate it. I know that the Mega STe has a new TOS and Desktop, and a non-attached keyboard. Does the 1040Ste also have a new TOS? I am using 1.4 now. I'd like the new Desktop, though, since installing icons on the Desktop is a good idea with a Hard Drive. If worse comes to worse, though, I suppose I could buy the DC Desktop or some other desktop which has this feature. 4 MEGS of RAM would give me a *whole bunch* of room to expand. My current system is a 520ST w/ 1 MEG RAM. Nothing special in terms of speed, and I use a monochrome monitor. Does the STe and the Mega STe allow the use of the SM124 monitor? I really like Monochrome, so buying a new monitor does not appeal to me at all. The systems I mentioned above do not ocme with the monitor. They are just the consoles.

Any help would be appreciated...

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

3920. Sozobon questions

Newsgroup: comp.sys.atari.st
Date: 1991-11-05 06:58:22 UTC
From: bboychuk@sdcc13.ucsd.edu
Message-ID: <25246@sdcc6.ucsd.edu>
Source record: 227619

I'm having a little trouble with Sozobon and was hoping someone
could help:
Does ANYBODY have some Sozobon code that will find the
length of, allocate memory for, and then read in a text file? I
have ANSI compatible code that doesn't work no matter what I try.
Am I being a bonehead? Arg.
And is there a way to get past the limit of the number of
files Sozo will link? How can I write a big program if I can't link
more than ten or so files?
--
---
bboychuk@ucsd.edu "My GOD, did you see the power and majesty radiated by
that llama?" "Well, of course I did, you fool..."

3921. WordFlair II and FSM GDOS

Newsgroup: comp.sys.atari.st
Date: 1991-11-05 08:39:05 UTC
From: kllove@uokmax.ecn.uoknor.edu
Message-ID: <1991Nov5.083905.28335@uokmax.ecn.uoknor.edu>
Source record: 227602

Is WFII a word processor of some sort? If so, then is it better than Word Writer ST? How much does it cost? Does it have a good manual?

I have LDW Power and it uses GDOS (I think). Will this FSM GDOS work with it? What did LDW use it for anyway? (Note: I've never done any thing other than use normal font for printing. Heck, I don't even know HOW to switch to another font. Oh yeah, I have a Panasonic KX-P1191 printer if that makes a diff.) All of this was probably explained somewhere in a manual, but *I* couldn't find it.

What other program(s) use GDOS? Will they work with FSM?

Please, inform the uninformed so that they may educate others in the ways of Atari! :) (This comment evolved from an earlier post about Atari Fanatics and their Religion.)

Thanks (again. Darn it all, I've posted 2 articles this semester asking for help or info. Or is it three? I've got to cut down before I become a Bandwidth Glutton. I mean, I'm already WIDE enough, right?)

Kenneth Love

PS: E-mail answers to my above questions to:

kllove@uokmax.ecn.uoknor.edu

3922. Looking for ST software to design a floorplan

Newsgroup: comp.sys.atari.st
Date: 1991-11-05 14:07:13 UTC
From: mlake@irscscm.UUCP
Message-ID: <1991Nov5.140713.9812@irscscm.UUCP>
Source record: 227608

Is there software available for the Atari ST to aid in the design of house floorplans? And what are personal opinions concerning the product(s)?

--
Marshall Lake
mlake@irscscm.UUCP
...!uunet!media!ka3ovk!irscscm!mlake

3923. Re: .MOD files list wanted

Newsgroup: comp.sys.atari.st
Date: 1991-11-05 16:35:58 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <25253@sdcc6.ucsd.edu>
Source record: 227621

In article <2445@richsun.cpg.trs.reuter.com> chuck@cpg.trs.reuter.com (Chuck Menard) writes:
>In article <26459.3079123025@kcbbs.gen.nz> Jon_Clarke@kcbbs.gen.nz (Jon Clarke)
>>
>>We have about 200 .mod files on our BBS (Z*NET PACIFIC) here in Auckland
>>New Zealand. If you pop me a few disks we will send you some off. The
>>longest file is about 200k.
>
>
>OR! - If you would like -> post them to comp.binaries.atari.st. Yes, and BTW,
>what did happen to comp.sources/binaries.atari.st?

NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO
(gee, Adam, comsumed a wee bit of coffee this morning? :-)

There is already a group (alt.binaries.sounds.misc) which is
dedicated to this! And there are already LARGE AMOUNTS of .mod
files on the FTP sites "ab20.larc.nasa.gov" (amiga equiv. of a.a)
and "nic.funet.fi". (also try "saffron.inset.com" after 1830EST).
If you don't have FTP access, flooding an Atari binaries group withn
Amiga sounds isn't the answer... Try FTPMAIL or other ftp-to-mail
servers...

>
>Speaking of other newsgroups, wouldn't it be 'nice' to see, maybe, comp.sys.atari.tt
>or comp.unix.tt in the future?!!

Well, maybe when there are actually enough users of either to
actually warrant the action. The Amiga newsgroup gets traffic
because there are *lots* of A3000/UX users out there - can ASV say
the same?

>
>CUL,
>Chuck

<stepping off the soapbox and into the frying pan>

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

3924. 8mhz ST = 16mhz 386

Newsgroup: comp.sys.atari.st
Date: 1991-11-05 17:41:13 UTC
From: data3d@aahs.no
Message-ID: <"1258*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 227622

[warwick]
>The Intel architecture is NOT a simple architecture. That's what makes it
>so slow. Where a 680x0 has one continuous expanse of memory, the 386
>system would be using 64K chunks, adding base registers and all that stuff.
>(The 386 is CAPABLE of running with continuous memory, but the OS generally
>isn't). These figures do not suprise me at all. 16MHz 386 is probably
>around the power of a 8MHz 68000.

I find it a bit difficult to believe that 8MHz 68000 = 16MHz 386.
8MHz 68000 ST system = 16MHz 386 msdos system, maybe.

I've looked at the subject before, and my conclusion was that a 68000
pretty much equals a 386SX (when running at the same clock frequency).
They're both 32bits processors with a 16bit databus, and they both have
the capability of addressing continuous memory. In the case where you
have two systems written _for_ on the a 8MHz 68000 and a 16MHz 386, and
not the case where the 386 is based on the obsolete msdos standard, my
guess would be that the 386 would outrun the 68000 easily.

What makes the 68000 as fast as the 386 is the pc-architecture. The
pc architecture is possibly the most outdated system architecture still
in use (not counting the C64). Memory segmentation, the need of downwards
compatibility with 8088 (fortunately they're getting over this) etc. etc.

The '040 is capable of an overall performance of 1.3 instructions per
clock cycle, versus the 486's 1.7 instructions per clock cycle. Then
again you have to consider the risc factor; how much does each instruction
perform? All in all, my guess would be that the '040 would run at least
twice as fast as a 486 at the same frequency. And if you'd put the 486
in a pc (after all, no sane computer engineer would even consider the
x86 processors unless they'd want to keep the system msdos compatible),
the difference would be even greater.

[warwick]
>Did you know that the screen memory on a 386 runs about 1/5 the speed of
>normal memory? And I thought the TT was slow with video memory!!!!

And, did you know that the msdos architecture doesn't allow more that 64KB
vram? They have to do bankswitching to get more than 64KB... >;-)
Also, the vram is not relocatable as on the ST... That's why pc's never
could beat Mac's/ST's/Amiga's on handling graphics. Just take a look
at Windows. That should convince even the worst diehard pc-freaks.

If all pc-systems blacked out tomorrow, I couldn't care less.

==========
Karl Anders Oygard <data3d@aahs.no> 'MSDOS? Just say NO!'

3925. Re: Spectre 128 and System X.X.X ?

Newsgroup: comp.sys.atari.st
Date: 1991-11-05 19:36:54 UTC
From: jad2433@ritvax.isc.rit.edu
Message-ID: <1991Nov5.193654.23202@isc.rit.edu>
Source record: 227603

What do you mean sys 6.0.7 would't work, I 'm running in right now.
What could you possibably be trying to load that spectre would not look at?

3926. Lemmings Demo

Newsgroup: comp.sys.atari.st
Date: 1991-11-05 20:15:03 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Nov5.201503.20871@oz.plymouth.edu>
Source record: 227601

Hello out there,

I recently played the Lemmings Demo on an IBM PC and was plesently surprised with it. Does anyone know if and where a demo for the ST exists. I know the game was supposed to be made for the Atari, but haven't seen the demo kicking around anywhere, and since it is a 2 hour drive to the nearest dealer, I'd like to try it on the ST before purchase.

Stephan

--
\/\/\/

3927. Navarone time cartridge

Newsgroup: comp.sys.atari.st
Date: 1991-11-05 20:16:48 UTC
From: dbsuthe@pbhya.PacBell.COM
Message-ID: <1991Nov5.201648.13974@pbhya.PacBell.COM>
Source record: 227611

I have recently obtained a NAVARONE cartridge that has the words "ST-CLOCK"
on the board inside. The cartidge is used, and came with no docs.

I have no software to access it. Does anyone out there have a copy of the
setting and initialization programs?

Any help appreciated; E-mail prefered.

Dan Suthers, Systems Analyst, Pacific Bell
uucp: {backbone}!pacbell!pbeos!dbsuthe

Youth's a difficult time, and it gets harder the longer you try to draw it out.

3928. Indus GTS-100 floppy drive

Newsgroup: comp.sys.atari.st
Date: 1991-11-05 20:56:48 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1991Nov5.155648.14058@mailer.cc.fsu.edu>
Source record: 227609

Howdy,

I have a been offered a GTS-100 for a song. However, it (like its brethren) does not seem to work quite right. When I connect it to my Mega2, it not only refuses to format in twisted mode, it also somehow prevents my internal floppy from doing it! My questions are:

1. What exactly is wrong with this drive (ie what does it do wrong).

2. Is there any way I can disable or fix the "wrongness"?

I remember this thread from years past, but time has clouded my memory. I want the drive to work with my system (obviously), be able to format out to at least 82 tracks 10 sector/track, and be able to twist format. I assume there is something non-standard with the Indus board in the drive, and not the drive mech itself. If the problem cannot be "fixed", what I propose to do is disconnect the drive cable from the Indus board, hook it directly to the drive mech, and use the Indus board only for power. This would cause me to loose the little LED track display, but I could live with that. This brings me to two more questions (given that the answer to #2 is "no"):

3. The 3.5" drive mech inside the Indus is a Shugart SA310-16.
Will this drive work properly with the ST, without media change detection problems?

4. What are the correct pinouts for directly connecting a floppy to an ST cable? Is there a text file somewhere that tells how to hook a generic 3.5" floppy mech to the ST?

Any information would be appreciated. Please email, and I will post a summary if there is interest.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

3929. Re: Hypertext Help for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-11-05 21:05:59 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1991Nov5.210559.6490@uvm.edu>
Source record: 227604

Deletions...

> a) an interactive editor for creating hypertext help documents
> b) a "shell application" module in the form of
> functions for C/Pascal etc. to access the help, to be linked in
> (with minimal pains) with existing program code; or, preferably
> to form a starting prototype for the envisaged system.
> c) a standard resource file to hold the help resources
>
> This is just an idea at present, but is one which I think the Atari community
....

> Any (constructive) comments appreciated [via email or to the newsgroup].
>
> Yours hoping to spark debate/create a better future for our beloved machines
>
> Jonathan.
>
> --
> Jonathan P. Hassell - HCI Group
> Dept. of Computer Science, University of York, York, Y01 5DD (+44 0904 432765)
> UUCP MAIL: {mcsun,uknet}!minster!jph
> JANET MAIL: jph@uk.ac.york.minster
> INTERNET MAIL: jph@minster.york.ac.uk
> last resort: jph%minster.york.ac.uk@nsfnet-relay.ac.uk
> ------------------------ Usual Disclaimers Apply -----------------------------
Seems like a good idea, do you want to do it or farm it out?

Bob Pegram

pegram@uvm.edu
or
...!uvm-gen!pegram
--
pegram@{griffin,kira,newton,sadye}.uvm.edu
or
..!uvm-gen!pegram

3930. Re: Ooops... Spoke too soon...

Newsgroup: comp.sys.atari.st
Date: 1991-11-05 21:06:46 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <Z6iyaB1w164w@ersys.edmonton.ab.ca>
Source record: 227649

carter@cae.wisc.edu (Gregory Carter) writes:

> In article <1991Nov05.112050.6279@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz
> >In article <1991Nov4.193957.24426@menudo.uh.edu> uace0@menudo.uh.edu (Michae
> >> In article <60154@aurs01.UUCP> whitcomb@aurxc3.UUCP (Jonathan Whitcomb) wr
> >> >In article <1991Nov4.152530.7605@menudo.uh.edu> uace0@menudo.uh.edu (Mich
> >> >>Also note that the new DC Squish 2.0 will only be available as part of t
> >> >>Data Diet package, not as part of the DC Utilities.
> >> >
> >> >I really hope I've misinterpreted this... are you telling me I'll have to
> >> >buy DC Data Diet in order to upgrade the DC Squish program I bought with
> >> >DC Utilities?
> >> >
> >> >I would think it very poor company policy to force users to purchase anot
> >> >product in order to upgrade a program they already bought and paid for.
> >> >
> >> >**
> >> >Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
> >>
> >> Damned if you do, damned if you don't.
> >>
> >> So many people bitched (and I meand BITCHED) about our wanting $20 for the
> >> DC Utilities 2.0 upgrade (even tho they got three new programs, a new manu
> >> and all the programs were upgraded), that we decided we weren't gonna do t
> >> ever again.
> >>
> >> Now that we have found a proper home for DC Squish, in a package designed
> >> data storage space savings, it seems only too appropriate that DC Squish s
> >> be upgraded as part of the new package.
> >>
> >> I mean, excuse me for trying to make a living in this paltry market. Do y
> >> think you should be entitled to $3 updates ad infinim??? Or perhaps you'd
> >> like to start funding projects like Data Diet in the future???
>
> What you should have done Dave is just not replied, I don't treat my users
> like meat, you shouldn't either.
>
> People have a right to question your upgrade price. If they ask you
> for an upgrade, or complain about the price, simply explain to them
> why its like it is.
>
> Getting huffy loses customers. And considering its the ST market, thats
> the last thing you need.
>

> [...]
> >>
> >> --
> >> --
> >> Double Click Software | P.O. Box 741206 | Houston, Tx, 77274
> >> --
> >> Voice: (713)977-6520 (weekdays noon-6pm) | Data Diet | DC Utilities 2.0 |
> >
> >
> >I think with a followup like this one, may be you should be in another busin
> >I for one have crossed you off my list as a good software house..
> >
>
> I don't think that would be wise, who ELSE is going to replace DC Utils?
>
>
> >There is a saying, if you can't take the heat in the kitchen, get out
> >of the kitchen..
> >
> >I am also fed up with your lack of support, if you intend to go bitching
> >at the people that feed you, you will end up getting bitten..
> >
> >Why should I support a company with that kind of attitude that you have,
> >towards its customers..
>
> Thats certainly true...although I don't think you need to take such
> drastic measures, I think Dave probably has his life in perspective now.
>
> >
> >--
> >*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> >*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
> >*** Kapiti At least I don't Flicker, ***
> >*** New Zealand.. * not like a dying light globe ***
>
> --
> Greg Carter - Undergraduate - United States Amatuer Wrestler (149.5 lb)
> ONLY 8 months to go for State tournee - Kick Butt Time!
> --
> Employed: Computer Aided Engineering Center - University Wisconsin - Madison
> Major: Computer Science - Emphasis: System Design Tools, User Interfaces
> Phone Home: (608) 264-3622 - Work: (608) 262-5349
> Current Project: NO, ITS NOT a VIDEO GAME. Thank You.
> --
> My Current Wife: Atari MEGA STE 4/50 16Mhz 68000 1.8 Mips
> Runs all Mac Software, quite nicely.
> (Third Person in the US to own one)
> --
> ACICS. Automated Communications Interchange Control System. C1986-91

Hang on! We should put this into perspective:

I'd like to say that the thing that has remained constant about Double Click Software is their support after I bought DC Data Diet. I had problems with the program, they explained why things were the way they were, and the problem was solved. They didn't have to answer my questions in public, but they did. I think everyone has gotten a little too angry about this. Mr. Vederman wasn't too professional in his response, but so what? Everyone gets angry at one point or another. When I was having problems with Data Diet, much of what I said was less than courteous. I guess the point is just to relax. If Mr. Vederman chooses to put himself out of business, or stop making free programs, let him. There isn't a law that says he has to make programs or else...:)

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

3931. Re: Ooops... Spoke too soon...

Newsgroup: comp.sys.atari.st
Date: 1991-11-05 22:01:22 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Nov5.160123.1251@doug.cae.wisc.edu>
Source record: 227605

In article <60157@aurs01.UUCP> whitcomb@aurxc3.UUCP (Jonathan Whitcomb) writes:
>In article <1991Nov4.193957.24426@menudo.uh.edu> uace0@menudo.uh.edu (Michael B.
Vederman) writes:
>>In article <60154@aurs01.UUCP> whitcomb@aurxc3.UUCP (Jonathan Whitcomb) writes:
>>>In article <1991Nov4.152530.7605@menudo.uh.edu> uace0@menudo.uh.edu (Michael B.
Vederman) writes:
>>>>Also note that the new DC Squish 2.0 will only be available as part of the
>>>>Data Diet package, not as part of the DC Utilities.
>>>
>>>I really hope I've misinterpreted this... are you telling me I'll have to
>>>buy DC Data Diet in order to upgrade the DC Squish program I bought with
>>>DC Utilities?
[...]
>
>J>**
>J>Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
>
[...]
>>
>>A very irate
>>- michael b. vederman
>>
>>BTW - see if I ever write another damn freeware program, let alone one every
>>week for one year. Damn ungrateful...
>>
>Mike, I understand how you are fed up with this market, but my question was
>not unreasonable. I'm willing to forget about it if you are.
>
>>---
>>Double Click Software | P.O. Box 741206 | Houston, Tx, 77274
>>---
>>Voice: (713)977-6520 (weekdays noon-6pm) | Data Diet | DC Utilities 2.0 | More
>**
>Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
>Alcatel Network Systems Delphi: JBWHIT
>Raleigh, NC GEnie: J.WHITCOMB3

Ok, now guys, Kiss and make up OK?

Greg Carter - Undergraduate - United States Amatuer Wrestler (149.5 lb)
ONLY 8 months to go for State tournee - Kick Butt Time!

Employed: Computer Aided Engineering Center - University Wisconsin - Madison
Major: Computer Science - Emphasis: System Design Tools, User Interfaces

Phone Home: (608) 264-3622 - Work: (608) 262-5349
Employed: Atari Corporation Third Party Licensed Developer -
Current Project: NO, ITS NOT a VIDEO GAME. Thank You.

My Current Wife: Atari MEGA STE 4/50 16Mhz 68000 1.8 Mips
Runs all Mac Software, quite nicely.
(Third Person in the US to own one)

"Close the door, toss the key. Say that you will always be, my one and only."
Queensryche "EMPIRE" 90

3932. SPACOLA?

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 01:40:59 UTC
From: an630@cleveland.Freenet.Edu
Message-ID: <9111060140.AA11989@cwns10.INS.CWRU.Edu>
Source record: 227612

What is this SPACOLA.LZH file on the atari archive? I can't get it to do anything.
It runs O.k., looks pretty good in mono - but I can't figure out what to do. The instructions are in German, I think. Somebody wanna make up some English docs?

--
--
Miguel Borges
an630@cleveland.Freenet.edu

3933. Re: Hard Disk Recording

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 03:25:17 UTC
From: zerobeat@intacc.uucp
Message-ID: <1991Nov6.032517.7777@intacc.uucp>
Source record: 227558

>> friedric@mdd.comm.mot.com (Bernd Friedrich) writes:
>
>Unfortunately, according to an article in either Keyboard or Electronic
>Musician (I can't remember which or when), Digidesign is no longer supporting
>Sound Tools for the Atari. If this is incorrect please correct me, but none
>of their current advertising mentions Atari.
>
>If I'm going to stay with my Atari for hard disk recording, I'd like to stay
>with a company that will keep debugging and improving their hardware and
>software, as Digidesign has done for Mac Sound Tools. If PLASMEC's product
>is sound, the price is much cheaper than getting a Mac and Soundtools.
>
>So again, if anybody has any info on the PLASMEC device, please post as other
>people have e-mailed me wanting any summary of info regarding this topic.
>
>Thanks,
>Bernd
>>

The bad news here in Toronto, Canada is that Digidesign has indeed
discontinued Sound Tools for the ST. The newer MegaSTe and TT were
to have different external card interface slots and Digidesign got fed
up and didn't want to design another card, since they already had
one for the Mega2/4 machines.

I remember being incredibly impressed last year when I got a demo on
Sound Tools for the ST. By the time I was ready to buy the system,
Digidesign stopped distribution and all the stores here were sold out.
I have had the MAC version of Sound Tools for 2 months and holy mackeral
I am very impressed. I can't remember if there were any glaring
differences between the Atari and Mac version, but I would think that
my MACIIcx runs the system faster than my Mega4 could have.

ferenc

3934. Re: New RCC Rules = Higher Telecomm Costs

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 03:42:41 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <689407425.12@therip.FidoNet.Org>
Source record: 227651

Thats nothing... In the next day or two we will be finding out if Michigan
Bell will be allowed to charge for local calls placed..
Apparently they want to charge local calls as if they were LD calls.
Although at a much lower rate...
There goes the neighborhood..
I am sure it will effect alot of bbs users in grand rapids for sure....
(As in many areas in michigan..)

Boy, the Govt's sure must like the bell companies or something..

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

3935. "C" on the ST - Public Domain

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 05:30:19 UTC
From: gpinzone@GEORGE.POLY.EDU
Message-ID: <9111060530.AA19480@george.poly.edu>
Source record: 227615

I'm looking for a C compiler for the ST. Which one is good?

I'd really like one that is PD and/or one that would accept stuff
from Turbo Pascal (IBM ports)...

}>:+:<{([Gerard Pinzone])}>:+:<{([I])}>:+:<{([gpinzone@george.poly.edu])}>:
_______ ________ ________ Just on the border of your waking mind
/ ___/\ / _____/\ / __ /\ There lies another time
/ ___/\// /____ \// __ / / Where darkness and light are one
/______/\//_______/\ /__/ /__/ / And as you tread the halls of sanity
______\/ _______\/ __\/__\/ You feel so glad to be unable to go beyond
(everything 'cept anchovies!) I have a message from another time...
-=:)>}] EAST COAST ANIME [{<(:=- ELO: "Prologue" -=- Daicon IV

3936. Re: Lemmings Demo

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 05:51:41 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1991Nov6.005141.25876@mailer.cc.fsu.edu>
Source record: 227617

In article <1991Nov5.201503.20871@oz.plymouth.edu>, pyr579@oz.plymouth.edu (Technoid) writes:
>Hello out there,
>
> I recently played the Lemmings Demo on an IBM PC and was plesently
>surprised with it. Does anyone know if and where a demo for the ST exists.
>I know the game was supposed to be made for the Atari, but haven't seen the
>demo kicking around anywhere, and since it is a 2 hour drive to the nearest
>dealer, I'd like to try it on the ST before purchase.
>

Lemmings is getting rave reviews from all kinds of magazines, so I think
your money will be well spent. I do not know of a demo in the public domain.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

3937. Re: "C" on the ST - Public Domain

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 05:55:51 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1991Nov6.005551.25931@mailer.cc.fsu.edu>
Source record: 227618

In article <9111060530.AA19480@george.poly.edu>, gpinzone@george.poly.edu writes:
>I'm looking for a C compiler for the ST. Which one is good?
>
>I'd really like one that is PD and/or one that would accept stuff
>from Turbo Pascal (IBM ports)...
>

Hmmm, any C compiler that could handle Turbo Pascal code wouldn't be good,
it would be magic.

You might try gcc, from atari.archive.umich.edu. If it does not fit your
needs, I happen to know that Prospero C is a great product. It will cost
you about $100, but the docs alone are worth it (and the compiler is rock
solid).
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

3938. Re: aesbind.h and vdibind.h

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 07:50:14 UTC
From: steve@thelake.mn.org
Message-ID: <A239540070@thelake.mn.org>
Source record: 227607

[In article <14506@castle.ed.ac.uk>,
robin@castle.ed.ac.uk (R C Smith) writes ...]

> Do the following files exist for Sozobon C:- aesbind.h and vdibind.h ?

No, but I can't imagine why you'd need them. To write GEM applications
with Sozobon C, you need the GEMFAST libraries, which are available at
atari.archive.umich.edu. GEMFAST.H includes all the usual GEM object
definitions, constants, etc.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>

3939. Re: MiNT 0.9 is now available

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 08:28:07 UTC
From: ridderbusch.kd@sni-usa.com
Message-ID: <RIDDERBUSCH.KD.91Nov6082807@usun01.sni.de>
Source record: 227631

In article <5669@julian.uwo.ca> ersmith@julian.uwo.ca (Eric Smith) writes:

> From: ersmith@julian.uwo.ca (Eric Smith)
> Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
> Keywords: MiNT, multitasking, it's about time
> Date: 3 Nov 91 18:19:09 GMT
> Sender: news@julian.uwo.ca
> Followup-To: comp.sys.atari.st
> Organization: University of Western Ontario, London
> Lines: 31
> Xref: usun01 comp.sys.atari.st:21132 comp.sys.atari.st.tech:3625
> Originator: ersmith@julian.uwo.ca

> I've just sent the source code and binaries for MiNT 0.9 to
> atari.archive.umich.edu and to the moderator of comp.binaries.atari.st.
> (On atari.archive it appears in the "mint" directory; the files with
> "b" on the end are binaries, those with "s" are sources; mintman.zoo
> contains some manual pages for MiNT and some other documentation that
> programmers might find useful.)

.... stuff deleted

This is really great. It's time to switch to MiNT full time. Even the
GNU Emacs 18.55 port from Edgar Roeder works. On prior MiNT versions
this port alway aborted with a Fatal Signal 14.

Now, I'm hoping, that this version will also be running on TOS 2.06
and the SST 68030 from Gadgets by Small.
--
MfG/Regards

/==== Siemens Nixdorf Informationssysteme AG
/ Ridderbusch / , Abt.: D10 PU222
/ /./ Heinz Nixdorf Ring
/=== /,== ,===/ /,==, // W-4790 Paderborn, Germany
/ // / / // / / \ NERV:ridderbusch.kd
/ / `==/\ / / / \ BTX:0525467066-0001

Email: ridderbusch.kd@sni-usa.com (America (North & South))
ridderbusch.kd@sni.de (Rest of world)

3940. Re: aesbind.h and vdibind.h

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 10:10:06 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4109@brahma.cs.hw.ac.uk>
Source record: 227624

In article <14506@castle.ed.ac.uk> robin@castle.ed.ac.uk (R C Smith) writes:
>Do the following files exist for Sozobon C:- aesbind.h and vdibind.h ?
>
>Where ?
>
>
>Thanks
>
>Robin

If you are using the GEMFAST libraries then they are combined into GEMFAST.H.
Get the latest version of GEMFAST from the atari archive.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "I'm sorry, I'm not allowed to argue anymore." !
+---+

3941. RAMFIX

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 12:04:40 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Nov06.120440.16782@actrix.gen.nz>
Source record: 227620

Some one a week ago posted a article about the 1 meg fix program, ie,
to change ram top to one meg..

Please could you e-mail this program to me,
or tell me the GEnie file No, for it.

I did try to find it on GEnie but after one hour, I had no luck..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3942. COLOURSPACE = SHAREWARE (w/ address)

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 12:05:56 UTC
From: S_DINGLER@iravcl.ira.uka.de
Message-ID: <khfml4INNohd@iraul1.ira.uka.de>
Source record: 227610

> Hey folks!
>
> Go to your local bank, buy a 5 pound banknote, put it in a envelope with a
> letter asking the people at Llamatron to kindly send you a copy of Colour-
> space. I did that a week ago, and this morning my friendly postman delivered a
> little parcel to me, containing a version of Colourspace complete with
> instructions and everything. Kinda fast these people at Llamatron software.
>
> Join the shareware concept. Pay the fee - it's worth it !!
>
> (tomorrow I'll post the address, which I haven't got here at the moment)

SO now, here's the address:

Llamasoft
49 Mount Pleasant
Tadley
Hants RG26 6BN
U.K.

greetings, f.

--[cut here]-----------------+------------------------------
Florian Dingler |
Litzenhardtstrasse 22 | eMail:
W-7500 KARLSRUHE 1 | S_DINGLER@irav1.ira.uka.de
Tel.:(+49) 721-861216 | UKDP@dkauni2.de

3943. Help Unarchiving

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 12:39:49 UTC
From: peterw@spider.co.uk
Message-ID: <1991Nov6.123949.9313@spider.co.uk>
Source record: 227625

I'm having a problem unarcing some archives that I have.
I hope so kind soul can give me some assistance.

This is what I've done so far:

1) Got archive program arc.ttp
2) Got archive eg XYZ.arc
3) Used atob on a unix box here on arc.ttp and XYZ.arc.
4) Transfer them to 3 1/2" discs by putting them onto a dos box using binary mode ftp

So far so good

5) ST "sees" the files ok
6) Ran arc.ttp specifying XYZ.arc as the argument.
The arc program seems to run ok.
7) After a few seconds the gem window re-appears - alas no new unarced files
8) Enter state of severe depression
9) Go to pub!

Any ideas what is going wrong? Have I missed a step in the process or am I just having brain failure?

Any help (by e-mail preferably) will be very much appreciated.

Thanks,
Peter.

--
Name : Peter Woodhouse Spider Systems Limited
E-mail: peterw@spider.co.uk Spider Park, Stanwell Street
Phone : +44 31 554 9424 Edinburgh, Scotland

3944. Theorist on GCR?

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 12:52:55 UTC
From: cordes@ac.dal.ca
Message-ID: <1991Nov6.085255.1888@ac.dal.ca>
Source record: 227613

Would anyone happen to know if the Mac program 'Theorist' runs on the Spectre GCR, v 3.0? And if it *does* run, does it work well? Thanks for any info.

John Cordes
Dept. of Physics
Dalhousie University
Halifax, N.S., Canada B3H 3J5
email: cordes@ac.dal.ca

3945. Re: HP 2392 A

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 12:55:11 UTC
From: laurent@hpgnd.grenoble.hp.com
Message-ID: <1400004@hpgnd.grenoble.hp.com>
Source record: 227626

Hello !

I don't know any hp2392 emulator on ATARI ST. But on IBM PC no problem : you have the "ADVANCE LINK" software sold by Hewlett-Packard. It works fine and there is also a version for MS/WINDOWS (product number is D2104B).

I guess that you can find it where ever you can find HP PC distributor.

laurent julliard
laurentj@hpgnse2.grenoble.hp.com

3946. Re: Spectre 128 and System X.X.X ?

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 13:29:57 UTC
From: longj@lonex.rl.af.mil
Message-ID: <1991Nov6.132957.12757@lonex.rl.af.mil>
Source record: 227614

Just to summarize the Spectre OS question. I was originally warned that
6.0.7 was not too stable on the Spectre. So, when I tried to d/l the 6.0.7
software and couldn't get a successful install, I assumed it must be 6.0.7's
fault.

Hence my (now outdated) quest for 6.0.5.

I examined my system folder and found a previously unseen (ok, I missed it!)
startup Init (an anti-virus) that was causing the install to break. Yes,
they warn you about Inits in the opening screen of the System Installer,
but I didn't remember seeing on in my folder so I assumed the 6.0.7 was incompatable.

To make a long story short (or is it too late for that?)...I got the
6.0.7 disk images from apple.com , un binhexed and un-sitted (sp?) them and
then loaded the disk images directly using MountImage. I was then able to
do a complete and successful install on my Spectre 128, sys 3.0!!

Thanks to all those who responed to my original posting (most of them telling
me I was wrong....which I was!).

Jeff Long

--

Capt Jeff Long Rome Laboratories, Griffiss AFB, NY
longj@lonex.rl.af.mil (preferred) Network Design Laboratory
jlong@cassiopeia.rl.af.mil (315)330-7751 or (DSN)587-7751

3947. Re: "C" on the ST - Public Domain

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 15:09:11 UTC
From: jbunch@isis.cs.du.edu
Message-ID: <1991Nov6.150911.6020@mnemosyne.cs.du.edu>
Source record: 227616

I Also have prospero, but thought that the gem libraries were a little defecient(spelling is wrong, I know) But the documentation with it is amazing.

John.

--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * jbunch@isis.cs.du.edu
(518) 436-3810 * UUCP: {...}!crdgw1!sixhub!myst!john

3948. FLASH and dial-back modems

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 15:31:40 UTC
From: bobhays@spss.com
Message-ID: <1991Nov06.153140.10870@spss.com>
Source record: 227623

I have an SX212 Atari modem (Hayes compatible, I think) and Flash! software. I haven't tried this yet, but I want to contact a site that answers, hangs up and then dials back (one way to have some form of security, since the remote modem must know my phone number beforehand).

Anyone know what I must do to get Flash to do this for me relatively easily.

I hoped that asking here would make it faster than walking the problem at home:-) (since I'm sure someone out there does this, too).

Have fun! - Bob
--
==========
The opinions expressed above are those of the author and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3522
Bob Hays Fax: (312) 329-3657

3949. Re: A tale of two computers

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 15:31:53 UTC
From: ritz@msb.com
Message-ID: <1991Nov6.153153.21438@msb.com>
Source record: 227693

In article <1991Oct29.224140.10134@ns.network.com> logajan@ns.network.com (John Logajan) writes:
>
>Last month I bought my first PC clone (386) and entered the world of
>640k max memory. Yuk. My new PC is fast and has great graphics, but
>it is user unfriendly as far as writing one's own software that uses
>more than the 300k or so available memory.
>
>I was pondering the option of not upgrading my older ST but just keeping
>it as is and using the PC for my main uses. But after playing with the
>PC for a few weeks, I'm pretty convinced I will no longer upgrade my
>PC but just keep it around for store bought software/hardware options
>that I can't get for my ST/TT (when I get my TT.)

For what it's worth...the 640K limit on 80X86 machines is an MS-DOS limitation, not a limitation of the hardware. There are MANY programs that you can run to overcome this limit and there are several other choices of OS you can run that eliminate the problem as well. So your problem is not with the hardware, it is with your OS and/or the software you are using. If you'll poke around the ibm groups for a while you will be able to sort out what you need to get your 386 machine screaming along.

Cheers,

Chris
--
-----------------------------------+--
Chris Mauritz |Meetpoint Station BBS - Public Access Unix
ritz@msb.com |(718)899-0662 v.32/v.32bis/v.42bis 9600b
Copyright (C) 1991 |Join us...We're friendly dammit! :-)

3950. Re: GENIE emailexit

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 15:37:30 UTC
From: ritz@msb.com
Message-ID: <1991Nov6.153730.21519@msb.com>
Source record: 227695

In article <7163.2906e5d2@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>In article <49146@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>
>[Several "gotchas" deleted]
>
>> In other words, there are a LOT of "gotcha's" involved. You need to be
>> very aware of what is included, and what is "extra cost".
>>
>> Back to the original subject... no, there is no InterNet mail
>> connection to GEnie.
>>
>> There IS, however a two-way InterNet connection to CompuServe.
>>
>
>But, Multiplayer gammes are now part of the Basic service!!

Are you SURE about this? Does this include Air Warrior? If so, I may just sign up again. :-)

Skoal,

Chris

--

Chris Mauritz |Meetpoint Station BBS - Public Access Unix
ritz@msb.com |(718)899-0662 v.32/v.32bis/v.42bis 9600b
Copyright (C) 1991 |Join us...We're friendly dammit! :-)

3951. Re: 8mhz ST = 16mhz 386

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 16:03:44 UTC
From: ritz@msb.com
Message-ID: <1991Nov6.160344.21699@msb.com>
Source record: 227696

In article <1991Nov3.204636.3057@murdoch.acc.Virginia.EDU> lch3e@holmes.acc.Virginia.EDU (Lauren C. Howard) writes:
>For all you folks contemplating jumping ship:
>
>An article in the October Current Notes magazine reviews up-to-date
>benchmarks comparing the ST and TT vs. 286/386sx/386/486
>
>Our little ol' 8mhz ST's come out equal to or slightly better than
>the 386sx in ALL benchmarks, including running identical programs.
>
>The 386 is only slightly better (20mhz), and conjecture is that the
>Mega STE would blow any 386 away.
>
>The TT was mucho better than the 486, though unclear by how much.
>
>Chew on that awhile.

This is absolute bullsh*t. I can only think of one reason that a 386 or 386sx machine would LOOK slower than an 8 or 16mhz 68000, and that would stem from the use of Windows on the Pc side. I find it terribly amusing that there are still a few Atari cheerleaders around who have had their head in the sand long enough to believe that a 68000-based dinosaur is remotely comparable to a 32-bit open architecture system. This may have been true when PC's were using 8088 and 80286-8mhz chips and using Hercules monochrome graphics, but the fact is that you can get better graphics at a lower price on any PC clone these days. You can get cheaper hard disks, cheaper RAM and most importantly you can get thousands of well written SOFTWARE off the shelf. This includes many different operating systems written by professional developers so you don't have to depend on the manufacturer's shoddy ROM chips or some usenet hacker. I can think of three different versions of System V unix for the PC that you can go out and buy now and if you must have GEM, you can even have that too.

BTW, you can now buy a 486-50mhz clone decked out with a large (200mb+) hard disk, 8mb RAM, and 1024X768 color graphics for about $3000+change. This machine will crank out about 20 million instructions per second and you have a virtually unlimited supply of 3rd party companies that will supply any hardware need you can imagine which will pop neatly into one of the many open slots you have available.

Ultimately, the market will decide if the Atari machines deserve to live. Take one look at how investor confidence in Atari stock and you should get a prelude of what is to come.

Keep dreaming...

Cheers,

Chris
--
-----------------------------------+---
Chris Mauritz |Meetpoint Station BBS - Public Access Unix
ritz@msb.com |(718)899-0662 v.32/v.32bis/v.42bis 9600b
Copyright (C) 1991 |Join us...We're friendly dammit! :-)

3952. Re: Sozobon questions

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 17:35:16 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Nov6.113517.18296@doug.cae.wisc.edu>
Source record: 227627

In article <25246@sdcc6.ucsd.edu> bboychuk@sdcc13.ucsd.edu (The Majestic Llama) writes:
>I'm having a little trouble with Sozobon and was hoping someone
>could help:
> Does ANYBODY have some Sozobon code that will find the
>length of, allocate memory for, and then read in a text file? I
>have ANSI compatible code that doesn't work no matter what I try.
>Am I being a bonehead? Arg.
> And is there a way to get past the limit of the number of
>files Sozo will link? How can I write a big program if I can't link
>more than ten or so files?
>--
>---
>bboychuk@ucsd.edu "My GOD, did you see the power and majesty radiated by
> that llama?" "Well, of course I did, you fool..."
>---

Well, to find the size, or length of a file, just do an fseek with a
code of 2. For example:

```
fseek(file_handle, 0L, 2); /* Seeks to end of file_handle */
```

After you do that, you ftell() the number to get the length of the file.

```
length_of_file=ftell(file_handle);
```

Thats the portable and simple way of getting the length of a file.

BUT if you insist on being sadistic you could use the dma record with
fsnext calls to fiure it out too.

And as always, BE careful to declare your function ftell to return a long,
and the correct type for "length_of_file" should match the return type
of ftell....(DAAAAA). Like so:

```
FILE file_handle;
long ftell();
long length_of_file;
```

OK? If I did anything wrong, I am sure someone will post the correction
but I think that is about right.

Sozobon won't let you link more than 10 files?! EGADS! That sucks!
But then again, thats Public Domain too I suppose.

```
-------------------------------------------------------------------------------
Greg Carter - Undergraduate - United States Amatuer Wrestler (149.5 lb)
ONLY 8 months to go for State tournee - Kick Butt Time!
-------------------------------------------------------------------------------
```

Employed: Computer Aided Engineering Center - University Wisconsin - Madison
Major: Computer Science - Emphasis: System Design Tools, User Interfaces
Phone Home: (608) 264-3622 - Work: (608) 262-5349
Current Project: NO, ITS NOT a VIDEO GAME. Thank You.

My Current Wife: Atari MEGA STE 4/50 16Mhz 68000 1.8 Mips
Runs all Mac Software, quite nicely.
(Third Person in the US to own one)

"Close the door, toss the key. Say that you will always be, my one and only."
Queensryche "EMPIRE" 90

3953. Re: Lemmings Demo

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 17:54:14 UTC
From: bill@mwca.UUCP
Message-ID: <1937@mwca.UUCP>
Source record: 227628

In article <1991Nov5.201503.20871@oz.plymouth.edu> pyr579@oz.plymouth.edu (Technoid) writes:
~>Hello out there,
~>
~> I recently played the Lemmings Demo on an IBM PC and was plesently
~>surprised with it. Does anyone know if and where a demo for the ST exists.
~>I know the game was supposed to be made for the Atari, but haven't seen the
~>demo kicking around anywhere, and since it is a 2 hour drive to the nearest
~>dealer, I'd like to try it on the ST before purchase.

I've not seen a demo for the ST, but I have the game, I don't think you'll be disappointed. The graphics are very well done, no flicker, mouse control is quite good. If you have an unclear monitor (composite or RF) some of the icons are a bit small, but they can be figured out.
--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

3954. Re: Sozobon questions

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 18:18:50 UTC
From: steve@thelake.mn.org
Message-ID: <A1650005862@thelake.mn.org>
Source record: 227629
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

This is more appropriate for comp.sys.atari.st.tech than for the more general newsgroup, and followups should be directed there.

[In article <25246@sdcc6.ucsd.edu>, bboychuk@sdcc13.ucsd.edu (The Majestic Llama) writes ...]

> I'm having a little trouble with Sozobon and was hoping someone
> could help:
> Does ANYBODY have some Sozobon code that will find the
> length of, allocate memory for, and then read in a text file? I
> have ANSI compatible code that doesn't work no matter what I try.
> Am I being a bonehead? Arg.

****
* P O S T *
* C O D E *
* ! *
****

It's impossible to see what you did wrong if you don't provide an example. There are pitfalls, discussed below.

> And is there a way to get past the limit of the number of
> files Sozo will link? How can I write a big program if I can't link
> more than ten or so files?

The linker will read a list of filenames from a file. You also can put the files into a library and include it on the command line. I just recompiled MicroEMACS using the latter method. See the documentation for ld.ttp and ar.ttp.

Now, back to the first question.

Sozobon (actually dlibs) includes all the necessary ANSI-conformant functions to obtain a file size, allocate memory, and read the data.

There's a problem that you're likely to run into if you're working with large files.

ANSI specifies:

fread(char *data, unsigned size, unsigned count, FILE *fp)

Note that ``count'' and ``size'' are objects of type unsigned int. They are not long values. If you're reading objects where size == sizeof(char), then fread can deal with a maximum file size of only UINT_MAX, or 64K with a compiler that uses 16-bit integers.

I just looked at the dlibs sources, and fread() is implemented with int (not unsigned) arguments. This limits you to 32K. I think this is a bug, but it doesn't really make any difference, since both 32K and 64K are too small.

If you must use the ANSI fread function to get the data, you can work around this problem by reading the data in more than one gulp.

Another approach is to use the Un*x-compatible, unbuffered open/lread/lwrite functions from the library (see below) or the GEMDOS Fopen/Fread/ Fwrite macros that do pretty much the same thing. They will read/write long values.

Cut here 0/
----------0\----------

```
/*
* bonehead.c
* demonstration of reading and writing with unbuffered i/o
*/

#include <stdio.h>
#include <malloc.h> /* declare malloc, lalloc, et al */
#include <fcntl.h> /* constants used by open() */

main(argc,argv)
int argc;
char *argv[];
{

/*
* Declare local variables.
*/
long filesize; /* note this is a LONG, not an INT */
long bytes_read;
int fd; /* file descriptor returned by open() */
char *buffer;

/*
* Get the file size. fsize() is declared in stdio.h.
* A returned value of -1 indicates that the file cannot
* be accessed.
*/
filesize = fsize(argv[1]);
if (filesize < 0)
{
printf("Can't access file %s!\n",argv[1]);
exit(-1);
}

/*
* Allocate a buffer to hold the file. Note that we're
* dealing with a file size potentially larger than can be
* obtained from malloc, so we have to use lalloc.
```

```
*/
buffer = lalloc(filesize);
if (buffer == NULL)
{
printf("Can't allocate %ld bytes of memory!\n",filesize);
exit(-1);
}

/*
* Open the file. Note that no CRLF->LF translation will be
* performed by any of the open/read/write family. But
* the same would be true if we were using the buffered i/o
* family (fread, fwrite), because text file translations
* are performed only when reading a line at a time. See
* dlibs.doc for an explanation.
*/
fd = open(argv[1], O_RDONLY);
if (fd < -3)
{
printf("Can't open file %s!\n",argv[1]);
exit(-1);
}

/*
* Read the file into the buffer. Note that lread() returns
* the number of bytes actually read; if the numbers don't
* match, we have an error.
*/
bytes_read = lread(fd, buffer, filesize);
if (filesize != bytes_read)
{
printf("Read error on %s: Asked for %ld, got %ld\n,");
close(fd);
free(buffer);
exit(-1);
}

/*
* Now we have the entire file in memory. For demonstration
* purposes, we'll just blast it at the screen.
*/
lwrite(fileno(stdout), buffer, filesize);

/*
* Clean up and exit.
*/
close(fd);
free(buffer);
exit(0);
}
```

```
Cut here 0/
----------0\----------------------------------------------------

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
```

3955. Re: "C" on the ST - Public Domain

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 18:27:34 UTC
From: steve@thelake.mn.org
Message-ID: <A1668355942@thelake.mn.org>
Source record: 227630

[In article <9111060530.AA19480@george.poly.edu>,
gpinzone@GEORGE.POLY.EDU (Gerard Pinzone) writes ...]

> I'm looking for a C compiler for the ST. Which one is good?
>
> I'd really like one that is PD and/or one that would accept stuff
> from Turbo Pascal (IBM ports)...

The free C compilers for the ST are GCC from the Free Software Foundation and Sozobon C from Sozobon, Ltd. Both are available by anonymous FTP from atari.archive.umich.edu or via mail server from atari@atari.archive.umich.edu (send a message containing the word ``help''). GCC requires 2MB of RAM and lots of hard disk space. Sozobon will run on a smaller system with floppy drives, but it is K&R C (with extensions) and not ANSI C.

No C compiler is going to accept Pascal code. If you're looking to rewrite software that uses Turbo Pascal graphic routines, I think the commercial Turbo C (recently renamed Pure C) may support the Borland Graphics Interface, which would provide an element of familiarity. However, it costs a chunk of money and is available only with documentation in German. And if you're going to rewrite the code anyway, you really should use GEM directly.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>

3956. Spectre 128 w/ROM's for sale

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 19:27:20 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <Ud648M_00WBM83yONu@andrew.cmu.edu>
Source record: 227632

```
Spectre 128 w/ ROMS $200
Translator One Mac disk reader $70

OBO

mark
```

3957. Bgervin! trade

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 19:31:28 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <Ud64AEq00WBMM3yPc1@andrew.cmu.edu>
Source record: 227633

I can not email to you, So please email me agian with a tele number so
that I can get in touch with you about the Mega STe

mark

3958. Re: Looking for Neodesk 3.02 patch

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 20:46:22 UTC
From: caude@ewu.UUCP
Message-ID: <1714@ewu.UUCP>
Source record: 227635

In article <93134@bu.edu> selick@bucsf.bu.edu (Steven Selick) writes:
>
>Title says it all. I am looking for a pd patch for neodesk to go from
>3.00 to 3.02. It's called (I think) patch302.arc. Please e-mail to
><selick@bucsf.bu.edu>

I have it here at cyberSecT BBS (509)235-4875 or FREQable atFidoNet 1:346/18.0
or NeST 90:3000/1006.0. It's called PATCH3.02.LZH. Or you can get it from
GEnie in the Atari ST - Utilities file SIG.

Chuck Aude

3959. Re: Help Unarchiving

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 21:30:43 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <1991Nov6.213606.14261@engage.pko.dec.com>
Source record: 227634

In article <1991Nov6.123949.9313@spider.co.uk>, peterw@spider.co.uk (Peter Woodhouse) writes...
>
>I'm having a problem unarcing some archives that I have.

>6) Ran arc.ttp specifying XYZ.arc as the argument.
> The arc program seems to run ok.
You also need an option as one of your arguments. ie: 'v' for verbose listing, 'e' for extract, etc.. So the line in the dialog box for extracting all files in the archive should be this:

e xyz.arc

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

3960. IBM Compatibility for Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 21:37:36 UTC
From: drubin@prism.poly.edu
Message-ID: <1991Nov6.213736.29676@prism.poly.edu>
Source record: 227685

I have not kept up with the Atari world for at least the past year.

At this point, I would like to purchase a product which will enable me to run IBM-PC/AT/386(?) compatible software on my Atari 1040ST. I know that several products/software existed for this purpose, but I don't know what are the best options available today.

Any info would be greatly appreciated. Please respond via E-mail.

--
Dave Rubin
Polytechnic University
drubin@prism.poly.edu

3961. TURTLE

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 21:47:08 UTC
From: Chuck.Grimsby@tdkt.kksys.mn.org
Message-ID: <689518851.0@tdkt.kksys.mn>
Source record: 227673

In a message of <Nov 05 06:21>, Kaho Chan (1:282/31) writes:
>From: chan@cs.unr.edu (Kaho Chan)
>Newsgroups: comp.sys.atari.st
>Reply-To: chan@cs.unr.edu (Kaho Chan)

>I am trying to locate George Woodside who wrote TURTLE.
>I can't seem to get him at woodside@ttidca.
>If anybody can direct me to him or can answer these questions, then
>please do so...

If he's the same guy who wrote VKILLER, you can try him on CompuServe where
his 'address' is 76537,1342

* Origin: FlightLine PointNet (1:282/47.1)

3962. Re: Spectre 128 and System X.X.X ?

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 22:46:57 UTC
From: jad2433@ritvax.isc.rit.edu
Message-ID: <1991Nov6.224657.27566@isc.rit.edu>
Source record: 227639

>Thanks to all those who responed to my original posting (most of them telling
>me I was wrong....which I was!).
>
>Jeff Long
>
>--
>--
>Capt Jeff Long Rome Laboratories, Griffiss AFB, NY
>longj@lonex.rl.af.mil (preferred) Network Design Laboratory

Hey I didn't mean to rag an you I just knew that the system would work. Does any one know about sys 6.0.8? I have not found anyone who has tryed it yet, so I dont know if works better 6.0.7. I have had problems printing with Adobie Type Manager and Adobie Illustrator. I think Illustrator is really memory hungy. Any one else have a similar problem?

Neonman... JAD2433@rit.edu

3963. Re: SPACOLA?

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 22:49:31 UTC
From: warwick@cs.uq.oz.au
Message-ID: <4999@uqcspe.cs.uq.oz.au>
Source record: 227636

In <9111060140.AA11989@cwns10.INS.CWRU.Edu> an630@cleveland.Freenet.Edu (Miguel Borges) writes:

>What is this SPACOLA.LZH file on the atari archive? I can't get it to
>do anything.
>It runs O.k., looks pretty good in mono - but I can't figure out what
>to do. The instructions are in German, I think. Somebody wanna make up
>some English docs?

Personally, I'm getting pretty fed up with this stuff. OXYD didn't work. OXYD2 didn't work. SPACOLA didn't work. All are 700K files.

They don't seem to work on foreign machines. If Bolo and Esprit are any indication, these games are EXCELLENT. I would send away for the Dongle if only I could believe they would then work. But I doubt it. They are supposed to be playable for the first few levels to give you a "feel" for the game, then you buy the Dongle to play the rest of it. Great idea, really, but it seems the hack-protection code is just a little bit pedantic (it probably thinks non-German TOS is a hacking ROM or something). I've tried with non hard disk, booting from the floppy and everything, none of the programs would work.

I just wish I had an email address for the distributors, then I could tell them, get a fresh copy and probably buy the Dongle.

frustrated,
Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3964. Re: Scheme for atari

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 22:50:44 UTC
From: kemna@dutecai.et.tudelft.nl
Message-ID: <1991Nov06.225044.5352@donau.et.tudelft.nl>
Source record: 227641
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

mandel@forwiss.uni-passau.de (Luis Mandel) writes:

>Does anybody know if there is an interpreter SCHEME public domain for ATARI ?
>Many thanks

Have you tried xscheme yet. It's on the one and only atari.archive off
course. Meanwhile there's also finally a pd common lisp (also on the
archive) but it's in German.

Happy programming,

Peter

P.A. Donker Faculty of Architecture University of Technology Delft
The Netherlands
EMail kemna@duteca.et.tudelft.nl Europe

3965. common lisp

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 22:58:50 UTC
From: kemna@dutecai.et.tudelft.nl
Message-ID: <1991Nov06.225850.5443@donau.et.tudelft.nl>
Source record: 227642

Is there someone who could find the time to translate the Clisp
currently on the archive into English? (from German that is)

Has someone got a reference guide on Common Lisp like the one
that comes along with xlisp?? I find Steele a bit to muddled, it's
all there, but I find myself looking through the index every other
minute.

Cheers,

P.A. Donker Faculty of Architecture University of Technology Delft
The Netherlands
Email: kemna@duteca.et.tudelft.nl Europe

3966. FOR SALE????

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 23:00:43 UTC
From: bg258s1421@sycom.mi.org
Message-ID: <bg258s1421.0bbb@sycom.mi.org>
Source record: 227670

Any good stuff for sale out there???

-- C-UseNet V0.51
??
? HELLO ?
? DON'T TALK TO TECHINAL PLEASE ?
? JUST TALK IN LAMENS TERMS ?
? I'LL WRITE BACK ANY HOW ?
? TAKE IT EASY! MOOSE ?
??

3967. Re: What's been goin' on since 1988?

Newsgroup: comp.sys.atari.st
Date: 1991-11-06 23:29:36 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0beh4dc@jonh.wimsey.bc.ca>
Source record: 228117

I've got a copy of GST C sitting gathering dust. ;-)
It was a weird C written by GST to do First Word, and they didn't put in
floating point support, and a few other less needed features.
Should Megamax(original version), and Laser C count as 2? They were
fairly different.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

3968. Re: 8mhz ST = 16mhz 386

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 00:06:44 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <689473894.0@therip.FidoNet.Org>
Source record: 227647

```
RR>
RR> These must have ad hoc and heavily biased "benchmarks".
RR>
RR> Using the most widely-accepted benchmark of non-floating-point
RR> performance, the dhrystone test, a 1040 ST gets about 700
RR> dhrystones/sec, while a 386DX-33 has a best-case (small model)
RR> performance of a little over 13000 dhrystones/sec, and worst-case
RR> (large model) of about 8000. (These figures have been widely
RR> reported, and I have confirmed them myself). A 386SX-16 should get
RR> 16/33rds of the 386DX-33's performance (although I have not
RR> empirically confirmed this).
RR>
WRONG...
Wrong for a number of reasons...
Realize all the 386dx-33's "I" have seen have had caches of atleast 32k...
(I have both an ST and a '386dx-25)
Not only that but the DX has a 32 bit buss and the SX has a 16 bit buss..
Due to the difference in the buss's it definetly is not a 16/33 split...
More like a 1/4 split.. Not to mention the Cache that can DRASTICALLY speed up
lots of benchmarks and such.. I am assuming from your numbers that the dx-33
your using definetly has a cache..
It has been well known for quite a while that a standard ST was equal to a hot
dog '286-16 clone.. (I have seen this comparison in many magazines and such...)
I have read that essentially a '286-20 can compare dirrectly to a '386sx-16.
That was why I purchased this '386dx-25 when I did....
I do not doubt that the ST is almost equal to a '386sx-16 but I cant believe
its better (Unless you hook up VGA and try to do graphics....)
Although I do not know for sure...
A 16mhz Mega STe should be able to compare to a '386sx-20 or even a '386dx-25
when you enable to cache...
(Putting my neck out on a limb.. Although I have been using an ST and a '386dx-
25 for quite some time now...)

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)
```

3969. Re: SPACOLA?

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 00:17:58 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Nov07.001758.4198@actrix.gen.nz>
Source record: 227637

In article <9111060140.AA11989@cwns10.INS.CWRU.Edu> an630@cleveland.Freenet.Edu writes:
>
> What is this SPACOLA.LZH file on the atari archive? I can't get it to
> do anything.
> It runs O.k., looks pretty good in mono - but I can't figure out what
> to do. The instructions are in German, I think. Somebody wanna make up
> some English docs?
>
> --
> --
> Miguel Borges
> an630@cleveland.Freenet.edu

You did not say what it is, maybe some one else would like to get it down,
so Please give us a clue.?

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3970. Re: How do you use ZMODEM in Flash?

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 00:23:41 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Nov07.002341.4325@actrix.gen.nz>
Source record: 227638

In article <10283.310916890@kcbbs.gen.nz> Stuart_Price@kcbbs.gen.nz (Stuart Price) writes:
> Yeah I think XYZ is the best way to go for using Z modem from Flash....

No way, it does not support batch uploads..

> What is the latest version of Flash? are there going to be any newer
> versions to be released?
>

V 1.6

So far this is all Talk, a Ozzy chap has called a Term Program Flash
2, but is nothing like Flash from what I read..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3971. Re: Hypertext Help for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 02:31:29 UTC
From: kbad@atari.uucp
Message-ID: <1991Nov7.023129.17698@atari.uucp>
Source record: 227659

jph@minster.york.ac.uk writes:

|On the continuing subject of software development tools for the ST I have a
|suggestion - would there be any interest in a tool for developing context
|sensitive "Hypertext"-style Help systems for the ST for any GEM programs [...]

A German program like this exists, from a company called Sigma-soft. I
haven't used it much. It looks like it's inteded to be used as a DA,
and has a couple different protocols for communicating with applications.

For PageOMat, which is now shipping with FSMGDOS, I wrote a very simple
hypertext-style help system. I designed PageOMat help so that it will
eventually be usable as a standalone help facility. Example source
code will be made available to developers in a few months (after I get
a chance to catch my breath and spend a few weeks very far away from
any computers ;).

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

3972. Re: Looking for ST software to design a floorplan

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 02:49:50 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <25297@sdcc6.ucsd.edu>
Source record: 227644

In article <1991Nov5.140713.9812@irscscm.UUCP> mlake@irscscm.UUCP (Marshall Lake) writes:
>
>Is there software available for the Atari ST to aid in the design of
>house floorplans? And what are personal opinions concerning the
>product(s)?
Antic had a CAD-3D Design Disk that focused on floor
plans / architecture, so if you can scrape up CAD-3D 2.0 from a
bargain bin (plus the design disk), you'd be all set. You also
might look at Easy Draw - it's a good product, and it's being
actively supported by Migraph (although you probably won't find it
in the bargain barrel!)

>--
>Marshall Lake
>mlake@irscscm.UUCP
>...!uunet!media!ka3ovk!irscscm!mlake

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

3973. Re: How do you use ZMODEM in Flash?

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 02:51:23 UTC
From: Stuart_Price@kcbbs.gen.nz
Message-ID: <10283.310916890@kcbbs.gen.nz>
Source record: 227606

Yeah I think XYZ is the best way to go for using Z modem from Flash....

What is the latest version of Flash? are there going to be any newer versions to be released?

3974. Atari's plans?

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 05:54:33 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1991Nov7.055433.16213@usenet.ins.cwru.edu>
Source record: 227652

So what do you all think Atari is planning...

the last time Atari sat still like this for a year is when they released
the Atari ST and XE computer systems back in 1984 or was it 85?

I've heard several rumors Atari is redesigning all of their computers.

Some of the rumors have it that they will include enhanced graphics and sound
with a multi-tasking operating system.

The Mega STe is supposely being redesigned with a 68020 chip.

I don't know folks... I do know that it looks like the calm before the storm.

I've been around the Atari community for a long time and like I said, I haven't
seen Atari play dead like this since the ST was introduced and shocked half
the computer industry.

--

3975. Hard-disk cache with Mint?

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 08:08:07 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.91Nov7090804@fysaq.fys.ruu.nl>
Source record: 227653

Is there a hard-disk cache program that works safely with Mint09?
It would be great for little things like 'ls','mv' etc. etc.
--

____
Peter Mutsaers. RUU physics dept. Heidelberglaan 5, Utrecht, Nederland
muts@fysap.fys.ruu.nl |==
tel: (+31)-(0)30-533880 | " Trust me; I know what I'm doing. "

3976. Setting up TeX on the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 08:24:00 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <5683@tamsun.TAMU.EDU>
Source record: 227656

Well I finished the document "So, this is your first time configuring TeX on the Atari ST!". I still have to proof-read it. Next I'll send it to the 50+ people who offered to proof read it. Next I'll put in a comp.sys.atari.st message, and then finally in terminator.

Sorry for the delay on the document. I meant to get it out Tuesday, Nov 5, 1991, which would have been a birthday present for one person.

Mark Lehmann
tamuts.tamu.edu!n160ao

3977. Top for Mint crashes

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 09:09:26 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.91Nov7100923@fysaq.fys.ruu.nl>
Source record: 227658

Actually I should have mailed this to Andy Pratt, who is the author,
but I couldn't find his email address. Sorry.

On Mint09, using bash or gulam as shell, the older TOP worked well,
but the Top adapted to version 0.9 (from pstops.zoo on atari.archive)
crashed with a 'segment violation'. Does everyone experience this?
--

____
Peter Mutsaers. RUU physics dept. Heidelberglaan 5, Utrecht, Nederland
muts@fysap.fys.ruu.nl |==
tel: (+31)-(0)30-533880 | " Trust me; I know what I'm doing. "

3978. Re: MiNT 0.9 is now available

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 10:07:28 UTC
From: qs101@cl.cam.ac.uk
Message-ID: <1991Nov7.100728.25324@cl.cam.ac.uk>
Source record: 227640

This is probably a silly question, but can I run MiNT on a 1 Meg, 2
floppy system?

Quentin

Quentin Stafford-Fraser "I've no idea what my employer
Cambridge University Computer Lab thinks about this."
qs101@cl.cam.ac.uk
Tel +44 223 334645

3979. GCC v. SOZOBON C?

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 11:22:44 UTC
From: rjwalsh@unix2.tcd.ie
Message-ID: <rjwalsh.689512964@unix2.tcd.ie>
Source record: 227643

I wrote a little while ago asking where I could get gcc for
the ST. All the reply's I got seemed to indicate that I need at least
1.5MB of memory, but 4MB was prefered - and I needed a hard disk. I have
neither, so I guess it's good old Sozobon C for me. How do the 2 C
compilers compare? i.e. how compact is the code produced by each, how
fast do the programs run etc... Has anyone done any tests? How do they
compare to Lattice C or Laser C or any of the other comercial C compilers?
--
rjwalsh@unix2.tcd.ie
Robert Walsh \ It's not under the alkafluence on inkahol that some
School of Engineering, \ thinkle peep I am - It's just the drunker I sit here,
Trinity College, Dublin. \ the longer I get...

3980. Looking for GhostScript

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 11:27:50 UTC
From: LZ@noc.belwue.de
Message-ID: <1991Nov7.073728.28523@rusmv1.rus.uni-stuttgart.de>
Source record: 227645

I'm looking for the GhostScript-Package.
Can anyone pls tell me a ftp-site to get it from.

Please send our answer to this board or to the following e-mail-address.

Thanks in advance

Marcel Lutz

--
Marcel Lutz
IfW, Institut fuer Werkzeugmaschinen
Universitaet Stuttgart, Holzgartenstr.17, 7000 Stuttgart

E-MAIL: lutz@ifw.fertigungstechnik.uni-stuttgart.dbp.de

3981. Re: *HELP* Accelerators and late Megas

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 11:28:38 UTC
From: adamd@rhi.hi.is
Message-ID: <3827@krafla.rhi.hi.is>
Source record: 227655
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <JARTSU.91Nov1090140@nic.funet.fi> jartsu@nic.funet.fi (Jartsu) writes:

> You know, the late revisions of Megas have this little board
>with a logic-chip located on top of the MC68000 and soldered to pins 12-18.

> Where and how do I connect this little thing, when I am
>installing a 16MHz 68000 accelerator to my Mega???

If you have HyperCache from pro-VME then you just put it in your spare-parts bin. It is no longer needed because its functionality has been replaced by some extra logic on the HyperCache board.

>To the matching pins of the new CPU? To the same points as it was with
>the old CPU? Something else?

If the extra board is still needed with some other accelerator board, I would suggest mounting it underneath the accelerator board, connected to the same points. Install a pair of strip connectors instead of an ordinary socket if you need to make extra space under the accelerator board.

> BTW, what does this funny little thing do? A correction to
>some nasty lay-out error?

As far as I remember, it corrects a timing error to do with the Blitter chip, presumably older Mega STs should have the extra board retrofitted to avoid this error.

--
Adam David.
(adamd@rhi.hi.is)

3982. GNU Tar v1.10

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 11:32:09 UTC
From: alanh@logitek.co.uk
Message-ID: <alanh.689513529@krypton>
Source record: 227680

Hi,

Well, I've recompiled my port of GNU Tar v1.10 with patchlevel 14 of
the MiNT libraries and now it should support symbolic links when used with
MiNT v0.9. I've had no way to test this yet, so if anybody has problems,
please tell me about them.

I've sent both sources and binaries off to Graham Higgins, who should
be uploading them to A.A pretty soon. Maybe cross posting to c.b.a.st and
c.s.a.st too.

I've just laid my hands on Paul Moreau's code for accessing SCSI
tapes through Tar, so when I get chance I am going to incorporate it into
GNU Tar v1.10.

I haven't tested this version at all with MiNT v0.9 as I haven't laid
my hands on a copy of MiNT v0.9 yet. But I have tested it successfully under
MiNT v0.8.

Let me know how it all goes if anybody uses it.......

Alan Hourihane

email: alanh@logitek.co.uk

3983. Re: SPACOLA?

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 11:43:15 UTC
From: pseemann@iiic.ethz.ch
Message-ID: <1991Nov7.114315.19690@neptune.inf.ethz.ch>
Source record: 227654

In article <4999@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>Personally, I'm getting pretty fed up with this stuff. OXYD didn't work.
>OXYD2 didn't work. SPACOLA didn't work. All are 700K files.
>
>They don't seem to work on foreign machines. If Bolo and Esprit are any
>indication, these games are EXCELLENT. I would send away for the Dongle
>if only I could believe they would then work. But I doubt it. They are

Actually it is not a hardware dongle you can put in some port and play
the higher levels. It is rather a book which contains some vital
information to help or even enable (?) you to solve the higher levels.

I heard about OXYD/SPACOLA not running with foreign TOSes before so
this really seams to be a problem. Unfortunately Meinolf (the author)
doesn't have net access.

--
gruss, Patrick
--
"The universe is full of magical things, patiently waiting for our wits to grow
sharper." -- Eden Phillpots

3984. Re: Multiscan & ICD Host Adapters

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 12:25:51 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Nov7.122551.2093@elroy.jpl.nasa.gov>
Source record: 227646
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, why look a gift horse in the mouth, eh? I just wrote another program which, instead of resetting shiftmode to restore the 640x400 screen, resets line-A variables for a 1280x200 display. Unfortunately, the GEM desktop doesn't seem to like this. If I run this program in my AUTO folder I get bombs when the desktop tries to come up. If I wait and run from Gulam then Gulam works, but the desktop is still screwed up. Right now I'm using te in gulam to login and post this article...

Two things - how do I get the GEM desktop to use the 8x8 font when it booted up in monochrome, and why is it crashing? I've set v_rez_vt, v_rez_hz, WKXRez, WKYRez, bytes_per_line, width, v_cel_my, v_cel_mx, v_cel_wr (text in TOS mode works fine...), what am I missing?
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

3985. TT-simms question

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 13:18:49 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1991Nov7.131849.21752@magnus.acs.ohio-state.edu>
Source record: 227657

I asked this question on .tech with no (useful) answers. Maybe someone here can help.

What types of simms does one use in the TT? I could use model numbers, specs, appearance, anything. I just need descriptions.

You see, I have access to some 4megabyte simms right now, but I don't know if they'll fit into a TT. I probably won't have this access by the time I GET a TT. So if these are useful, I'll need to snag them now.

--
_____ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | No response on any Starfleet channel, sir. However,
`---- | there is a related thread ongoing in rec.arts.startrek.

3986. Re: New RCC Rules = Higher Telecomm Costs

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 13:26:13 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1991Nov07.132613.145386@link-1.ts.bcc.ac.uk>
Source record: 227660

Join the club!

Here in Britain, British Telecom (and their ancestors, Post Office Telecommunications) have charged local calls like this since the 1920's!

It makes owning a modem an expensive business.

Steve

3987. Re: CS_TeX Update

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 13:42:30 UTC
From: piet@cs.ruu.nl
Message-ID: <1991Nov07.134230.29393@cs.ruu.nl>
Source record: 227667

>>>>> os9paul@gkcl.ists.ca (Paul Good) (PG) writes:

PG> Piet van Oostrum <piet@cs.ruu.nl> uploaded the eight disks of the
PG> Christoph Strunk Tex implementation known as AtariTex 2.02 (July 1991).
PG> I have created two new archives (CS_210a.zoo and CS_210b.zoo) containing
PG> the files that are needed to update the eight disks to AtariTex 2.10
PG> (August 1991). After unzooing the archives, copy the files to the
PG> appropriate disks. These files are now available at atari.archive.umich.edu
PG> in the atari/new and the atari/tex/cs-tex directories.

Thanks. Wouldn't it be better if someone ata atari.archive merged these?
--
Piet van Oostrum <piet@cs.ruu.nl>

3988. Re: TOS upgrades and the TT Tos

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 14:09:00 UTC
From: hs0tc@gdt.bath.ac.uk
Message-ID: <1991Nov7.140900.13749@gdt.bath.ac.uk>
Source record: 227668

In article <anyBSeMPSaw@alice.hobby.nl> harold@alice.hobby.nl writes:
>In <1991Oct22.150936.11066@cl.cam.ac.uk>, Quentin Stafford-Fraser writes:
>>I have an old (about 3 yrs) 1040ST with 1 Meg.
>>
>>Can I upgrade the TOS? Should I? What will it do for me and how much
>>will it cost?
>
>Yes you can, If TOS 2.06 comes available for ST models yes you should unless
>you want a full hardware upgrade then you should be a new STE model
>cost TOS updates about $100 I guess, could be less.
>

I managed to get hold of a copy of the new TOS on floppy from a friend who knows a friend which workd fine on my 2mb STe. However, it eats up space, requiring around half a meg. Of course this isn't a problem for me but it might be for 1mb and 512k owners.

By the way, I've installed it onto my hard disk and it's just soooo lovely... All those wonderful options and keyboard shortcuts - ah! bliss bliss bliss

(Before you ask, I can't remember the TOS version, but it's the TT one 'cos on screen preferences it has slots for ST low, medium and high and TT low, m & h.)

A very happy STe Owner.

3989. Re: 8mhz ST = 16mhz 386

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 14:36:48 UTC
From: rreiner@nexus.yorku.ca
Message-ID: <rreiner.689524608@yorku.ca>
Source record: 227662

Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:

> RR> A 386SX-16 should get
> RR> 16/33rds of the 386DX-33's performance (although I have not
> RR> empirically confirmed this).
> RR>

>WRONG...
>Wrong for a number of reasons...
>Realize all the 386dx-33's "I" have seen have had caches of atleast 32k...
>(I have both an ST and a '386dx-25)

This is true but irrelevant to the 386 vs. ST controversy. The cache does not in any way speed up the CPU: it just uncouples it from slow system RAM. Note that you could do away with the cache if you put 25ns RAM everywhere in the system (this would actually *improve* performance). Caches are popular because the price of a cache controller + 64Kb of 25ns RAM + say 4MB of 70ns RAM is much less than the price of 4MB of 25ns RAM.

>Not only that but the DX has a 32 bit buss and the SX has a 16 bit buss..
>Due to the difference in the buss's it definetly is not a 16/33 split...
>More like a 1/4 split

No. For a CPU benchmark like Dhrystone, bus speed is not a very big factor.

3990. Atari MEGA 2 for Sale

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 14:48:01 UTC
From: jcl7452@rouge.usl.edu
Message-ID: <1991Nov7.144801.26947@usl.edu>
Source record: 227676

I hope this hasn't been posted yet, I've had trouble posting
lately. Sorry if this has already been posted.

FOR SALE
Atari Mega 2 - with new 720k internal floppy
SC1224 Color monitor
Golden Image mouse
Epxy 500xy joystick
Atari SMM804 dot matrix printer (broken, paper won't advance)

Software
Timeworks desktop publisher
Degas Elite
1st word plus
Spectrum
Masterplan (spreadsheet)
Uniterm (most recent version)

GAMES
Gauntlet
Chessmaster 2000
Dungeonmaster
Gunship
Leisure Suit Larry II
Leaderboard Golf
Invasion
Shanghai
and many other public domain/shareware games (HACK/Asteroids/etc.)

I also have old STart disks and magazines. I have 32 disks from Spring
1988 through February 1991. I think the set is complete with magazines.
In addition, I have the last 2 years of Current Notes Magazine.

ASKING PRICE (for everything) $600 (buyer pays shipping)

This systems has not had a lot of use. I recently replaced the defective
internal floppy and had the serial port repaired (an electrical storm
killed my modem and damaged the serial port) at L&Y electronics in the
Washington DC area. I still have the original boxes.

I'd like to sell it as a set but I'll break it up if there are not offers
for the entire set.

JIM LYNCH - Univ. SW Louisiana (jcl7452@usl.edu)
it might be easier to call me - work (318)231-5248
home (318)235-2283

3991. TOS 2.06 upgrade

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 14:50:26 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <R3q2aB3w164w@ersys.edmonton.ab.ca>
Source record: 227671
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Date: 11-01-91 (14:30) Message Number: 8909
To: ALL Ref #: 0
From: ATARI CANADA Read: Public
Subject: TOS 2.06 AND 3.06 Conference: N-Atari-ST
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Information on TOS upgrades, pricing and procedures will follow
this announcement.

TOS 2.06 Upgrades - November 1, 1991

---> For MEGA STe, ST/STe*

* Atari ICON (Fuji) displayed at Boot.
* System memory check after a cold boot, pressing any key aborts test
to reduce attendant delay.
* A shrinking bar is displayed at boot, during hard disk intialization,
pressing any key aborts process and attendant delay.
* Pressing the Control key at boot bypasses autofolder preventing the
loading of .ACC, NEWDESK.INF and Deskicon.rsc files.
* Holding down the ALT key and typing a decimal number on the numeric
keypad inserts an ASCII code character into the keyboard buffer.
* Media Change detection on floppies works better, uses FAT checksums,
MS DOS 4.X serial numbers and many other features permitting superior
detection when a floppy has been changed.
* Less floppy spin-up delay in systems with a hard drive.
* Vacant drives detected sooner with quicker time-outs.
* Floppies with only one FAT are supported to allow greater
compatiblility with some DOS disk formatters.
* Serial Port functionality improved.
* Some programs that use Timer-A will work better (compatability
improvement).
* Multiple AES events when scrolling are reduced.

NOTE: TOS 2.06 for ST or MEGA ST requires hardware adaption,
Atari (Canada) will shortly announce the process for users
to upgrade. TOS 2.06 is available as an upgrade for STe
computers.

TOS 3.06 for the TT
-------------------
* High Density floppy supported.
* Atari ICON (Fuji) displayed at Boot.
* Boots up in 640x480 resolution, press ALT key when Fuji displayed
for 320x200 resolution.
```

* System memory check after a cold boot, pressing any key aborts test
to reduce attendant delay.
* A shrinking bar is displayed at boot, during hard disk intialization,
pressing any key aborts process and attendant delay.
* VDI improved for BITBLT operations.
* Pressing the Control key at boot bypasses autofolder preventing the
loading of .ACC, NEWDESK.INF and Deskicon.rsc files.
* Holding down the ALT key and typing a decimal number on the numeric
keypad inserts an ASCII code character into the keyboard buffer.
* Media Change detection on floppies works better, uses FAT checksums,
MS DOS 4.X serial numbers and many other features permitting
superior detection when a floppy has been changed.
* Less floppy spin-up delay in systems with a hard drive.
* Vacant drives detected sooner with quicker time-outs.
* Floppies with only one FAT are supported to allow greater
compatiblility with some DOS disk formatters.
* Serial Port functionality improved.
* The 68882 is now reset at boot time.
* Some programs that use Timer-A will work better (compatability
improvement).
* Multiple AES events when scrolling are reduced.

Atari (Canada) Corp.
Rob McGowan
~ QNet3a ~ NANet: Canada Remote Systems, Mississauga, Ont, Home of NANet

Greg Granger

< InterNet: ggranger@ersys.edmonton.ab.ca > "Gimme the strongest
< FoReMNet: Greg Granger @ 532 or Dark Knight @ 595 > thing you've got."
< Mail Adr: 5906-188 St. Edmonton, AB Canada T6M-2A9 >
< Phone : +1 403 481-0803 or +1 403 481-5110 > - Lt. Frank Drebin

3992. Re: Spectre 128 and System X.X.X ?

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 14:52:07 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Nov7.145207.22731@magnus.acs.ohio-state.edu>
Source record: 227661

>What is the latest version(s) of Mac OS people have successfully installed
>using Spectre 128? I have access to 6.0.5 , 6.0.7 , 6.0.8 and 7.0 but wasn't
>sure of the best combination. I tried 6.0.7 with the finder that came with
>the system disks, but spectre couldn't boot it!
>
>So, what is best system/finder combo?
>
>Thanks, Jeff Long

I use system 6.0.7 with no problems. 6.0.5 is the best system around for the Spectre if you want sound, but 6.0.7 supports True Type. 7.0 does not work yet (Dave? Dave?). Actually, 7.0 is not much of an advantage unless you are networked anyway. What probably happened is you used the "Easy Install" with system 6.0.7 and it gave you "Mac+" system software. This will crash the Spectre (don't ask me why, it should work). Go under "Customize", and choose one of the selections for "System Software for All Macintosh Computers", or whatever it may say which happens to mean approximately the same thing. Contrary to popular belief, these selections do not just put in different Desk Accessories, Fonts, and CDEVS/INITS, but also produce a slightly different code (the Mac+ does not need all of the code since some of it was written specifically for different chip sets?). Anyway, installing 6.0.7 for a "Mac+" crashed every time I tried it, but "Any Mac" works just fine.

- David Butler -

"What ever happened to free love anyway?"

-innagaddadaviddababy-

dhbutler@magnus.acs.ohio-state.edu

3993. Hypercache / STE comparison

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 15:00:35 UTC
From: beschork@sdfvm001.vnet.ibm.com
Message-ID: <9111071500.AA05213@ucbvax.Berkeley.EDU>
Source record: 227663

Hello,
does anyone have some performance data (benchmarks, QuickIndex) comparing
a Mega ST with Hypercache Turbo + and a Mega STE ? Please E-Mail me, it
would be e big help in deciding what to buy.

+------------------+------------------------------+-----------+
Klaus Beschorner	Everything stated here is	LOOK AT
IBM Sindelfingen	my private opinion and	THE FUNNY
Photo Technology	contribution,not my employers'	SIDE OF IT
+------------------+-----------------------+------+-----------+
| INTERNET : beschork@sdfvm001.vnet.ibm.com | private phone : |
| X.400 : beschorner.ibmmail.ibmx400.de | -49-(0)7033-45142|
+---+------------------+

3994. Re: Spectre 128 and System X.X.X ?

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 15:11:10 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Nov7.151110.22976@magnus.acs.ohio-state.edu>
Source record: 227664

>>What is the latest version(s) of Mac OS people have successfully installed
>>using Spectre 128? I have access to 6.0.5 , 6.0.7 , 6.0.8 and 7.0 but wasn't
>>sure of the best combination. I tried 6.0.7 with the finder that came with
>>the system disks, but spectre couldn't boot it!
>>
>>So, what is best system/finder combo?
>>
>>Thanks, Jeff Long
>
>I use system 6.0.7 with no problems. 6.0.5 is the best system around for the
>Spectre if you want sound, but 6.0.7 supports True Type. 7.0 does not work yet
>(Dave? Dave?). Actually, 7.0 is not much of an advantage unless you are
>networked anyway. What probably happened is you used the "Easy Install" with
>system 6.0.7 and it gave you "Mac+" system software. This will crash the
>Spectre (don't ask me why, it should work). Go under "Customize", and choose
>one of the selections for "System Software for All Macintosh Computers", or
>whatever it may say which happens to mean approximately the same thing.
>Contrary to popular belief, these selections do not just put in different Desk
>Accessories, Fonts, and CDEVS/INITS, but also produce a slightly different cod
e
>(the Mac+ does not need all of the code since some of it was written
>specifically for different chip sets?). Anyway, installing 6.0.7 for a "Mac+"
>crashed every time I tried it, but "Any Mac" works just fine.
>
>- David Butler -
>
> "What ever happened to free love anyway?"
>
> -innagaddadaviddababy-
>
> dhbutler@magnus.acs.ohio-state.edu

Oops, you've already figured it out... Well, maybe this will help someone
else... :-)

Oh, has anyone installed 6.0.7 for a "Mac+" and had it work?
And, how is 6.0.8? I've not seen it yet, but it was rumored to support aliases!

- David Butler -

"What ever happened to free love anyway?"

-innagaddadaviddababy-

dhbutler@magnus.acs.ohio-state.edu

3995. Re: MiNT 0.9 is now available

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 15:41:41 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Nov7.104141.190@uwovax.uwo.ca>
Source record: 227665

In article <1991Nov7.100728.25324@cl.cam.ac.uk>, qs101@cl.cam.ac.uk (Quentin Stafford-Fraser) writes:
> This is probably a silly question, but can I run MiNT on a 1 Meg, 2
> floppy system?

Sure. MiNT will run on a 512K, 1 floppy system. Of course, you won't be able to do much on a minimal system :-). But with 1 meg of memory you should have enough left to be fairly comfortable.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

3996. Re: Hard-disk cache with Mint?

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 15:46:00 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Nov7.104601.191@uwovax.uwo.ca>
Source record: 227666

In article <MUTS.91Nov7090804@fysaq.fys.ruu.nl>, muts@fysap.fys.ruu.nl (Peter Mutsaers) writes:
> Is there a hard-disk cache program that works safely with Mint09?
> It would be great for little things like 'ls','mv' etc. etc.

As far as I know, most hard disk cache programs should work OK.
I use the one built into the ICD disk utilities all the time (indeed, I'm reckless enough to have turned on write caching, with no ill effects so far :-)).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

3997. Re: Looking for ST software to design a floorplan

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 16:40:01 UTC
From: larock@software.org
Message-ID: <1991Nov7.164001.21164@software.org>
Source record: 227699

E. Arthur Brown (612-762-8847) is selling GFA Draft for $19.95.
I don't know if it can be used as a "professional" CAD system, but
for my amateur use (redecorating the kitchen) it does a good job.
--
Curt Larock Software Productivity Consortium
larock@software.org 2214 Rock Hill Rd.
Herndon VA 22070

3998. GDOS,Gemini, and other fonts

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 17:04:51 UTC
From: malay@sae.com
Message-ID: <1991Nov7.170451.2991@sae.com>
Source record: 227669

I've never fooled with GDOS before, but now I've got Gemini and another application which uses GDOS - how do I go about "merging" the GEMSYS directories and the ASSIGN.SYS files?? Is there something special that needs to be done or do I just copy all the fonts from one GEMSYS to the other and merge the ASSIGN.SYS files with an editor (removing the extra PATH line)???

What is the most recent version of GDOS (besides the one thats supposedly coming out soon) and how can I get it - I have Version 1.1

Bob Malay

3999. ATARI ST 4sale

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 17:10:34 UTC
From: chan@dg.dg.com
Message-ID: <1451@dg.dg.com>
Source record: 227688

Atari 520ST, Complete system for serious user.

Hardware: 1 meg memory, color monitor, dual sided
floppy drive, 30 meg harddrive, MIDI, etc.

Langauges: Pascal, Modula-2, LISP, 68K macro assembler.

Tools: Unix, multitasking package, communications package,
VT100 emulator.

Applications: Word processor with real time spell checker,
1-2-3 like spreadsheet with write 90, database, CAD program.

Books & Manuals: 68K programmer's books, TOS BIOS book, system
manuals, applications manuals.

Fun Stuff: Music program, copy protection breaker, two
draw programs, too many games to mention.

works perfectly. Sell whole system or parts.
$950/bo for whole system.
Allen Chan W (508) 870-9875 H (508) 820-7236

4000. Re: 8mhz ST = 16mhz 386

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 17:18:16 UTC
From: steve@thelake.mn.org
Message-ID: <A1514674023@thelake.mn.org>
Source record: 227672

[In article <rreiner.689360292@yorku.ca>,
rreiner@nexus.yorku.ca (Richard Reiner) writes ...]

> Using the most widely-accepted benchmark of non-floating-point
> performance, the dhrystone test, a 1040 ST gets about 700
> dhrystones/sec ...

What compiler did you use? I get 1250 dhrystones/sec (registers
enabled) with a standard 8mHz ST and Sozobon C 1.32i beta.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>

4001. Source-level debuggers for C?

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 18:16:21 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Nov7.181621.20688@chinet.chi.il.us>
Source record: 227677

I've kept TOS 1.2 (or 1.02 according to taste) on my Mega all this time because I like the combination of db (the Mark Williams Co. debugger) and csd (the source-level debugger from the same folks). With the upcoming availability of TOS 2.06 upgrades, I'm afraid it's going to be time to move on to a new C compiler. But having a source-level debugger available is now a "settled expectation" for me. The situation is reinforced by using Codeview on the PC (some of the most inadequate documentation ever, but a debugger that works at BOTH source and executable levels).
My Question:
What C compilers that are still supported have source-level debuggers available? Do any of them also work at executable level? Anyone have strong feelings about their quality?
Steve saj@chinet.chi.il.us

4002. Re: 8mhz ST = 16mhz 386

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 19:01:37 UTC
From: rreiner@nexus.yorku.ca
Message-ID: <rreiner.689540497@yorku.ca>
Source record: 227674

steve@thelake.mn.org (Steve Yelvington) writes:

>What compiler did you use? I get 1250 dhrystones/sec (registers
>enabled) with a standard 8mHz ST and Sozobon C 1.32i beta.

I'm not set up to do development on Atari (Sparc and 386 are enough, thank you very much), so I just grabbed the compiled copy from atari.archive (dhry.lzh in the utilities directory). There is no indication there of what compiler was used. Apparently it was not a very good one.

4003. AUX-status in ST

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 19:37:43 UTC
From: au427@cleveland.Freenet.Edu
Message-ID: <1991Nov7.193743.21799@usenet.ins.cwru.edu>
Source record: 227675

If there is some easy way to check the status of AUX-port in ST,
would you inform me too, please?

PS. Do NOT try to suggest Bcostat function..:)

Ari Parkkila.

4004. Help needed - Inline assembly in MWC

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 20:21:33 UTC
From: jensen@nosc.mil
Message-ID: <jensen.689545293@schulz>
Source record: 227487

I recently acquired a copy of Mark Williams C version 3.06. I have scoured the manual to find out how to include in-line assembly code in the C source program, but cannot find any references to it.

Am I somehow missing the part of the manual that discusses it, or does the compiler not support in-line assembler? If you know how to do it or know that it isn't possible, I would appreciate hearing either way. Apologies if I have somehow missed the obvious.

Layne Jensen jensen@nosc.MIL
Naval Ocean Systems Center ...!sdcsvax!noscvax!jensen
San Diego, CA
--

Layne Jensen jensen@nosc.MIL
Naval Ocean Systems Center ...!sdcsvax!noscvax!jensen
San Diego, CA

4005. OS/9 for Atari TT?

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 20:54:47 UTC
From: ib09@rz30.rz.uni-karlsruhe.de
Message-ID: <1991Nov7.205447.10551@rz.uni-karlsruhe.de>
Source record: 227678
Cross-posted to: comp.os.os9,comp.sys.atari.st

Hi!

I'm planning on buying a Atari TT, and I am thinking of running it under OS/9
at least part of the time.

Does OS/9 for the TT exist?
Does anybody have experience with it?
Can it do nifty things like memory protection for processes?
Can I compile C stuff written for UNIX on it, especially the GNU stuff?
Any other comments?

If you'll email me your responses, I'll be happy to summarize to the net.

Tnx a lot in advance!
--
Thomas Koenig
ib09@rz.uni-karlsruhe.de, ui0t@dkauni2.bitnet,
ui0t@ibm3090.rz.uni-karlsruhe.dbp.de

4006. Re: 8mhz ST = 16mhz 386

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 21:08:45 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <91311.160845JJMCWILL@MTUS5.BITNET>
Source record: 227679

Permit me to throw in my two cents if I may...
I am currently an Atari 8 bit user (please no flames, we poor college students can't afford much) Anyhow, one person I know was thinking of developing a 8mHz 65816 motherboard that would run Atari 8 bit software. The 65816 is 6502 compatible but has a 16meg addressing range, improved instruction set and 16 bit registers. It's data bus is still 8 bits though. The important thing here is that the 65816 is a synchronous processor as opposed to the 680xx and the 80x86 being asynchronous. As a result, an 8 mHz 65816 will reportedly run as fast as a 22mHz 80x86 or 680xx.
I thought one further example of how cpu architectures can make a difference would help convince those who are skeptical.

This is a fascinating thread, and I hope to follow it as it progresses, and maybe even caputure it and show it to some PC weenies that always tell me an Atari isn't a real computer.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

4007. Gnumake under Hisoft Craft shell

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 22:48:57 UTC
From: dxper@dtek.chalmers.se
Message-ID: <6575@chalmers.se>
Source record: 227686
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just started using Gnumake in my system which I run under the Hisoft CRAFT shell. Previously I used the make which came with the shell, but unfourtunately I found it to be a not-so-good-version.

Gnumake seems to be working OK, but at some point I end up having a need to execute shell commands (most notably the "touch" command) but this is an internal function of the shell.

Is there anyone with inside knowledge about the Gnumake program which knows if it is possible to execute commands via the standard system() interface which CRAFT supports (which would then give me the full abilities of the shell without any hassles, hopefully)...

pao

--
.............................Andrew Olausson.............................
............................Systems Architect............................
.........................dxper@dtek.chalmers.se.........................
.............................pao@proxxi.se.............................

4008. German => English translator?

Newsgroup: comp.sys.atari.st
Date: 1991-11-07 23:10:09 UTC
From: EENG6801@Ryerson.Ca
Message-ID: <91311.181010EENG6801@Ryerson.Ca>
Source record: 227483

TMP@doc.ic.ac.uk (Trevor Peacock) writes:

> A while ago there was some talk of a rudimentary German to English
> translator program floating around.
> Does anyone have this program? I haven't seen it at terminator, so is it
> not PD/share/freeware?
> Any information will be appreciated almost as much as the program itself :^)

Ok answering your questions. I wrote the program. I just finished version 1.6
I'm going to send a copy to ATARI@archive.umich.edu. The program is PD.
The first few versions were pretty rudimentary, I'm going to send you the new
version so that you can try it. I will like to get any comments, suggestions.
If there is another program that works better, I'ld like to hear about it.
Right now I've a pile of German articles here that I'm trying to decipher and
although the program helps alot, it doesn't do everything. (I only speak
English, French, Spanish and Portuguese).

If anybody else has some comments about the program I'ld like to hear them.

Thanx,
Carlos Varela

BITNET: EENG6801@RYERSON.CA
NANET : Carlos Varela (ATARI ST Conf.)
FNET : Carlos Varela NODE 18

4009. using less.ttp as the Neodesk pager

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 00:47:16 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1991Nov7.194716.587@mailer.cc.fsu.edu>
Source record: 227684

Boy, do I feel like a yutz. In a previous post, I stated my desire to find the source for less.ttp (not the MINT one), so I could hardcode in my favorite options for use as the Neodesk alternate page displayer. The reason for this was that Neodesk does not allow you to specify any options in the path to the pager program. Well, it was just pointed out to me that I can simply set the LESS environmental variable to whatever options I want, and less will automagically pick them up (environmental variable setting was one of the original things that prompted the creation of Neodesk, sheesh). Anyway, I now can use less in my favorite form to view files from the desktop. It takes three steps:

1. Create a copy of less.ttp, and rename it less.tos (this is to prevent Neodesk from popping up an argument dialog, less does not seem to care). If you use less with Gulam or such (as I do), this should be a separate copy.

2. Set the "alternate file viewer" to the full path to less.tos, under "set preferences", "paths" in Neodesk.

3. If you want any options, set the variable "LESS" to them under "environmental variables" in Neodesk.

That's all there is to it. The only thing I miss is the ability to hit "v" and fire up an editor (less reports "no shell!"), but I can live with that. It is so nice to have a file viewer I can search for stuff with (using the "/" directive)!

By the way, this is the less available from atari.archive in the file /atari/utilities/less.arc. There is also a less97.arc out there, but it is a MINT specific port.

I still want the source to this guy, to see if I can fix the "v" thing and also maybe to add "scroll up/down 1 page" commands via the two mouse buttons. If you have it (for this particular version of less, for the ST) let me know.

Also, I have a buddy that complains about not having a good pager program for his TT. We are going to test out less to see if it works on his system. I'll post the results.

Finally, thanks to the MITer that pointed out the existance of the LESS environmental variable (which is also right in the man page for less). There's nothing like missing the obvious . . . .

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend

```
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------
```

4010. GNU file utilities for MiNT

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 01:35:31 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Nov7.203531.194@uwovax.uwo.ca>
Source record: 227682
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've uploaded source code and binaries for version 3.1 of the GNU
file utilities to atari.archive.umich.edu, in the files
futilsrc.zoo and futilbin.zoo respectively. They run under both TOS
and MiNT, although without MiNT 0.9 chown, chgrp, and ln aren't
very useful :-).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

4011. Re: 8mhz ST = 16mhz 386

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 02:16:58 UTC
From: rosenkra@convex.com
Message-ID: <1991Nov08.021658.14476@convex.com>
Source record: 227683

In article <rreiner.689360292@yorku.ca> rreiner@nexus.yorku.ca (Richard Reiner) writes:
>Using the most widely-accepted benchmark of non-floating-point
>performance, the dhrystone test, a 1040 ST gets about 700
>dhrystones/sec, while a 386DX-33 has a best-case (small model)
>performance of a little over 13000 dhrystones/sec, and worst-case
>(large model) of about 8000. (These figures have been widely
>reported, and I have confirmed them myself). A 386SX-16 should get
>16/33rds of the 386DX-33's performance (although I have not
>empirically confirmed this).

some time ago (> 18 months) i posted dhrystone 2.1 (or 2.0) to c.b.a.st
and c.s.a.st. i am certain i included the sources, tho all i find on
terminator is a .ttp. this is bad since that ttp (if it is the one i
posted) was done with alcyon. like 800 d's (bad). a compiler like gcc
or lattice or turbo should do >2000 i believe. i can't find the source
(easily) so if someone has it, could u upload to atari.archive? there
should be no such thing as a dhrystone "executable" since (IMHO) this
bm is as much a test of the _compiler_ as the architecture, more,
perhaps. any dhrystone results (at least on computers with lots of
third party compilers - eg the ST) should always include the _compiler_
as part of the reported dhrystone results, preferably with version
and switch settings (eg "i got 2435 D with gcc 1.40 using gcc -O ...").
it also might not be a bad idea to be real explicit with the h/w
config as well (memory, tos rev, clock speed, disk, etc).

also, i think dhrystone, tho prolific, is a lousy bm today.

otherwise, i think richard is pretty much on the mark.

>All this is just another illustration of the perils of mass-market
>computers: people end up tossing around terms like "benchmark" without
>understanding anything about them: in this case, that comparison
>between different architectures using software tests is VERY TRICKY.

amen...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

4012. Re: PD or shareware Fortran Compiler out there

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 03:22:07 UTC
From: yonder@netcom.COM
Message-ID: <1991Nov08.032207.484yonder@netcom.COM>
Source record: 227698

jbunch@isis.cs.du.edu (John Bunch) writes:

>In article <LUPUS.91Nov4124036@sol.cs.uni-sb.de> lupus@cs.uni-sb.de (Markus Wolf) writes:
>>Hi Folks,
>>
>>is there a PD or shareware version of a FORTRAN77 Compiler out there in
>>netland. Please, post me a server.
>>
>> Lupus

>I seem to recall on on the aim disk. If you want I can post it to
>comp.binaries.atari.st and atari.archive. Give me a couple days..

>John

>--
>John B Bunch * I don't want the world, I just want your
>771 Madison Ave Apt.2e. * half.... -TMG
>Albany, NY 12208 * jbunch@isis.cs.du.edu
>(518) 436-3810 * UUCP: {...}!crdgw1!sixhub!myst!john

Please post to comp.binaries! (Jeeze if only you would have been around
when I was taking that numerical analysis class)...

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

4013. GDOS Fonts:The Next Generation?

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 03:52:41 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Nov7.225241.12557@umiami.ir.miami.edu>
Source record: 227681

Querry:

On the Star Trek board there are two files that have the Next Generation fonts. Are there any like this available for the ST. They are for the Mac.

Mark Santora

4014. Re: What's! happening?

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 04:20:22 UTC
From: covert@cactus.org
Message-ID: <9818@cactus.org>
Source record: 227692

In article <khaqncINNoss@iraul1.ira.uka.de> s_grunwa@irau26.ira.uka.de (Knut Grunwald) writes:
>
>I like german docs a lot. And the reason for buying a ST is just
>
>
>Knut Grunwald, Maximilianstr. 25, 6729 Jockgrim

Well, I just got a copy of Turbo C 2.03 and the docs are ALL in German.
Big surprise that, what?

Anyway, the package seems nice enough but I wish someone somewhere would
translate it to English.

I read on GEnie that the American distributor (Gribnif) said that it
won't be translated to English due to "legal resaons".

And yet they ask $275 for it!!

BTW, C Johnsons reports there are serious bugs in the TC2 GEM library
as well as the "mfree" function.

any other TC2 users out there? Can you confirm these bugs?

--
Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert

4015. Re: 8mhz ST = 16mhz 386

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 05:52:04 UTC
From: warwick@cs.uq.oz.au
Message-ID: <5033@uqcspe.cs.uq.oz.au>
Source record: 227691

> > Using the most widely-accepted benchmark of non-floating-point
> > performance, the dhrystone test, a 1040 ST gets about 700
> > dhrystones/sec ...

>What compiler did you use? I get 1250 dhrystones/sec (registers
>enabled) with a standard 8mHz ST and Sozobon C 1.32i beta.

I ran it this morning, and my FTL Modula-2 version gets 1086 dhrystones/sec.
From this, I would guess gcc -O, or TurboC (yuck) could get 2000.

Warwick
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

4016. Re: SPACOLA?

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 08:25:27 UTC
From: marc@uni-paderborn.de
Message-ID: <1991Nov8.082527.26083@uni-paderborn.de>
Source record: 227694

warwick@cs.uq.oz.au (Warwick Allison) writes about SPACOLA and OXYD2:

>I just wish I had an email address for the distributors, then I could
>tell them, get a fresh copy and probably buy the Dongle.

I'm afraid you can't reach them via email, though I think Meinolf
Schneider (the author of all these games) may be active in the MAUS net,
a german bbs net. Maybe somebody reading this group, being active in the
MAUS net as well, could forward your mail?

If all else fails, here's the snail address and phone no, as given in
the game, translated to some international usable format [:)]:

Dongleware Verlag
Meinolf Schneider
Im Spitzerfeld 30
6903 Neckargemuend
Germany (West)

Phone +49 6223 8740 (Fax as well)
Monday - Friday 9 am - 5 pm GMT

Good luck,
Marc

(No, I'm in no way associated with Meinolf Schneider, I've just got
SPACOLA running here...)

--
Marc Gumbold marc@uni-paderborn.de || marc%horn.uucp@germany.eu.net
"Computers are different from telephones. Computers do not ring."
- A. S. Tanenbaum
HELLO! I'm a .signature virus! Join in and copy me into yours!

4017. Re: 8mhz ST = 16mhz 386

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 08:46:41 UTC
From: anton@cv.ruu.nl
Message-ID: <1991Nov8.084641.22434@cv.ruu.nl>
Source record: 227689

Hallo all,

> > Using the most widely-accepted benchmark of non-floating-point
> > performance, the dhrystone test, a 1040 ST gets about 700
> > dhrystones/sec ...
>
>What compiler did you use? I get 1250 dhrystones/sec (registers
>enabled) with a standard 8mHz ST and Sozobon C 1.32i beta.

These two previous claims are easily bettered by Turbo C (now Pure C), which
gets around 1700 dhrystones/sec with registers enabled.

+{| SIRE |}+
****
* ____ . __ ___ * The mist crawls from the canal *
* (__ / /__) /__ * Like some primordial phantom of romance. *
* ____) / / \ /__ * To curl, under a cascade of neon pollen, *
-------------------- While I sit tied to the phone like an expectant father *
* A.H.J. Koning * Your carnation will rot in a vase. *
* anton@cv.ruu.nl * ~ Marillion ~ *
****

4018. Re: Top for Mint crashes

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 11:01:56 UTC
From: andre@maestro.htsa.aha.nl
Message-ID: <279@htsa.htsa.aha.nl>
Source record: 227697

In article <MUTS.91Nov7100923@fysaq.fys.ruu.nl> muts@fysap.fys.ruu.nl (Peter Mutsaers) writes:
>Actually I should have mailed this to Andy Pratt, who is the author,
>but I couldn't find his email address. Sorry.
>
>On Mint09, using bash or gulam as shell, the older TOP worked well,
>but the Top adapted to version 0.9 (from pstops.zoo on atari.archive)
>crashed with a 'segment violation'. Does everyone experience this?
>--

No TOP works fine with me. On the other hand I have trouble using MW. It can't find the SHELL (which I have set to INIT.PRG in INIT.RC) and my mouse dissapears when I start it like MW.TTP INIT.PRG. I have TOS 1.0 and haven't tried it at home yet (where I have TOS 1.4).

Andre v.d. Vlies
Algemene Hogeschool Amsterdam, The Netherlands
andre@maestro.htsa.aha.nl or ...{backbones}!htsa!andre
Voice: (+31) 20 6423827 Fax: (+31) 20 6443215

4019. Smooth graphics in GFA Basic - HELP!

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 11:16:10 UTC
From: bhwhelan@unix2.tcd.ie
Message-ID: <bhwhelan.689598970@unix2.tcd.ie>
Source record: 227687
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am currently writing a 3D graphical rotation program in GFA Basic and I am having difficulty in creating flicker-free graphics. Does anyone know how to direct graphics commands to a memory location while the screen is displaying something else, and then copy the memory contents to screen and over-write the previous one. Or, is there a way of doing it through the TOS system commands available in GFA? Or am I looking in the wrong place all together?

Any help appreciated - e-mail me if you can.
Thanks in advance.
B.

~~~~~~
~ bhwhelan@unix2.tcd.ie ~
~ .... ~
~ ... ... "I have never seen why it is necessary ~
~ ********************** to become irrational to proove that you ~
~ \ *** care for somebody, or indeed, why you ~
~ \ **** have to prove it at all". Avon. ~
~ / **** . ~
~ / **** ... "I plan to live forever, or die trying". ~
~ /*** ' .... Villa. ~
~~~~~~

4020. Re: Upgrading the ST: How far should I go, and is it worth it to me?

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 12:08:34 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <689605328.0@therip.FidoNet.Org>
Source record: 227485

Get the mega STe...

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

4021. Flight Simulator II v 1.01 WORKS on STe!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 14:47:25 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <11316@vela.acs.oakland.edu>
Source record: 227486

I finally got my disk back from subLOGIC after three seperate exchanges
and lots of arguementative phone calls. If you have an STe and an older
version of Flight Simulator II that will only run demo mode on your new
machine, just be sure to include very specific instructions for the
gomers that are working down there.

Here is how things went for me:

Call #1 -
Me> Asked if new version is available
subLOGIC> Asked which version I had
Me> Nothing on disk, etc. to even let me know
subLOGIC> Read version information on first pull down menu
Me> (*angrily*) I can't even pull down menus - demo only!
Told them it was circa 1986
subLOGIC> Send disk, we will upgrade

Shipped disk with note: "Please bring up to date"
Recieved disk with note: "We can not seem to find anything wronge with your
disk so we are returning....."

Turned to Local BBS - tried to find a friend with a new version.
everyone had the same version as me

Call #2 -
Me> I am sending disk - please upgrade
subLOGIC> You must say that in a note with the disk, we get so many
Me> (*angrily*) I DID!!!!

Shipped disk with note: "Please upgrade my disk to the most current version"
Disk Returned (some files damaged I might add)
Note reading: "There are no versions newer than this..."

Call #3 -
Me> You mean to tell me you don't have anything to run on STe?
subLOGIC> We do not intend to come out with anything new for the ST's
at this time.

Turned to Internet - Get version 1.01 of FS II - it works

Call #4 -
Me> You can upgrade a ST program to a new STe version
subLOGIC> Really??
Me> Yes! Please give me version 1.01 when I send my
disk again - for the THIRD TIME!!!

Sent disk with a very detailed letter, copy of the last two exchanges and my receipt. I asked very specifically for a copy of Flight Simulator II version 1.01 for that Atari ST preferably on a bran new disk.

Finally got a new disk, with version 1.01, that works on my STe. Would like to go on an on, bit I want to go flying. Good luck to the rest of you in your dealings with the Buttheads down there.

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

4022. Re: GENIE emailexit

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 14:51:43 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1991Nov8.145143.1@lapis.labmed.umn.edu>
Source record: 227467

In article <1991Nov6.153730.21519@msb.com>, ritz@msb.com (Chris Mauritz) writes:
> In article <7163.2906e5d2@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>>But, Multiplayer gammes are now part of the Basic service!!
>
> Are you SURE about this?

Well, as far as I have been able to determine, there are only a few multiplayer games (Chess, for example) which are now part of GEnie*Basic services.

The Multi-player Games Bulletin Board has recently been added to GEnie*Basic services.

I will check further if there is interest.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"I find television very educating. Every time somebody turns on the set, I go into the other room and read a book." -- Groucho Marx 1890-1977

4023. Re: Upgrading the ST: How far should I go, and is it worth it to me?

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 15:11:36 UTC
From: rost@rgb.dec.com
Message-ID: <1991Nov8.141708.29623@ryn.mro4.dec.com>
Source record: 227690

In article <JsRwaB2w164w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca (Michel Forget) writes...
>Hello, again.
>
>I'm planning on upgrading my computer system withing the next month or
>two, and I have several options:
>
>1. 1040STe w/4 MB RAM & AdSpeed STe
> $1276.51 (Including INSTALLATION!)
>
>2. Mega STe w/ 4 MB RAM
> $1480.00 (Including INSTALLATION!)
>
>If anyone could tell me the differences between the options #1 and #2 in
>terms of performance and worth, I would appreciate it.

The Mega STE has a 50 Mb hard drive built-in, you didn't mention if your 1040 price includes a hard drive of some sort. $200 for 50 Mb is a good deal the way I see it. BTW, installation of RAMs on a Mega STE consists of flipping open the hard drive cover and plugging them in, not exactly a tough job. My local dealer only buys 2 Mb Megas, then adds SIMMs for buyers who want 4 Mb.

>Does the STe and the Mega STe allow the use of
>the SM124 monitor?

Yes, they use the same monitors that the STs do.

Brian Rost @rgb.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

4024. Re: 8mhz ST = 16mhz 386

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 15:50:51 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Nov8.095052.24727@doug.cae.wisc.edu>
Source record: 227700

In article <1991Nov6.160344.21699@msb.com> ritz@msb.com (Chris Mauritz) writes:
>In article <1991Nov3.204636.3057@murdoch.acc.Virginia.EDU> lch3e@holmes.acc.Virginia.EDU (Lauren C. Howard) writes:
>>For all you folks contemplating jumping ship:
>>
>>An article in the October Current Notes magazine reviews up-to-date
>>benchmarks comparing the ST and TT vs. 286/386sx/386/486
>>
>>Our little ol' 8mhz ST's come out equal to or slightly better than
>>the 386sx in ALL benchmarks, including running identical programs.
>>
>>The 386 is only slightly better (20mhz), and conjecture is that the
>>Mega STE would blow any 386 away.
>>
>>The TT was mucho better than the 486, though unclear by how much.
>>
>>Chew on that awhile.
>
>This is absolute bullsh*t. I can only think of one reason that a
>386 or 386sx machine would LOOK slower than an 8 or 16mhz 68000,
>and that would stem from the use of Windows on the Pc side. I
>find it terribly amusing that there are still a few Atari cheerleaders
>around who have had their head in the sand long enough to believe that
>a 68000-based dinosaur is remotely comparable to a 32-bit open
>architecture system. This may have been true when PC's were using
>8088 and 80286-8mhz chips and using Hercules monochrome graphics,
>but the fact is that you can get better graphics at a lower price
>on any PC clone these days. You can get cheaper hard disks, cheaper
>RAM and most importantly you can get thousands of well written
>SOFTWARE off the shelf. This includes many different operating
>systems written by professional developers so you don't have to
>depend on the manufacturer's shoddy ROM chips or some usenet hacker.
>I can think of three different versions of System V unix for the
>PC that you can go out and buy now and if you must have GEM, you
>can even have that too.
>
>BTW, you can now buy a 486-50mhz clone decked out with a large (200mb+)
>hard disk, 8mb RAM, and 1024X768 color graphics for about $3000+change.
>This machine will crank out about 20 million instructions per second
>and you have a virtually unlimited supply of 3rd party companies that
>will supply any hardware need you can imagine which will pop neatly
>into one of the many open slots you have available.
>
>Ultimately, the market will decide if the Atari machines deserve

>to live. Take one look at how investor confidence in Atari stock
>and you should get a prelude of what is to come.
>
>Keep dreaming...
>
>Cheers,
>
>Chris
>--
>-----------------------------------+---
>Chris Mauritz |Meetpoint Station BBS - Public Access Unix
>ritz@msb.com |(718)899-0662 v.32/v.32bis/v.42bis 9600b
>Copyright (C) 1991 |Join us...We're friendly dammit! :-)

After looking at this thread long enough, I don't think anyone has put it
more forcefully than Chris has.

The PC's 386/486 machines are actually vastly under rated machines simply
because they are stuck running DOS applications.

Thats all. If anybody tells you any different, they more than likely have
the Atari LOGO stuck up where the sun don't shine.

Employed: Computer Aided Engineering Center - University Wisconsin - Madison
Major: Computer Science - Emphasis: System Design Tools, User Interfaces
Phone Home: (608) 264-3622 - Work: (608) 262-5349

"If anyone is going to the Chicago show, or know if Mr. Small is going to be

4025. Railroad Tycoon

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 15:57:40 UTC
From: dxper@dtek.chalmers.se
Message-ID: <6610@chalmers.se>
Source record: 227451

For those that don't know I can now tell that it is possible to cheat in this game on the ST as well. Just type $ when in the world view window.

It makes the game somewhat easier...!

pao

--
.....Andrew Olausson.....
.....Systems Architect.....
.....dxper@dtek.chalmers.se.....
.....pao@proxxi.se.....

4026. Re: Source-level debuggers for C?

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 15:58:43 UTC
From: jgj@ssd.csd.harris.com
Message-ID: <JGJ.91Nov8105843@rcx1.ssd.csd.harris.com>
Source record: 227459

> What C compilers that are still supported have source-level debuggers
> available? Do any of them also work at executable level? Anyone have
> strong feelings about their quality?

Gnu C with gdb is probably you're best bet.

--
==
Jeffrey Glen Jackson _|_Satan jeered, "You're dead meat Jesus, I'm gonna
jgj@ssd.csd.harris.com | bust you up tonight."
x5120 | Jesus said, "Go ahead, make my day."
~~~~~~~~~ -- Carman, "The Champion"
~~~~~~~~~

4027. Re: TOS 2.06 upgrade

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 15:59:01 UTC
From: pseemann@iiic.ethz.ch
Message-ID: <1991Nov8.155901.5447@neptune.inf.ethz.ch>
Source record: 227463
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <R3q2aB3w164w@ersys.edmonton.ab.ca> ggranger@ersys.edmonton.ab.ca (Greg Granger) writes:
>
>TOS 2.06 Upgrades - November 1, 1991
>
>---> For MEGA STe, ST/STe*
>
>TOS 3.06 for the TT
>-------------------
[list of improvements deleted]

Sounds great!

Are there any information about further bug fixes (SERPTCH etc.)? Allan?
Will the upgrade kit include a 1.44 floppy?

--
gruss, Patrick
--
"The universe is full of magical things, patiently waiting for our wits to grow sharper." -- Eden Phillpots

4028. Re: using less.ttp as the Neodesk pager

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 16:01:30 UTC
From: jgj@ssd.csd.harris.com
Message-ID: <JGJ.91Nov8110130@rcx1.ssd.csd.harris.com>
Source record: 227460

>I still want the source to this guy

Unless I am confused, "less" is port of GNU. GNU stuff is available
on pre.ai.mit.edu.

--
==
Jeffrey Glen Jackson _|_Satan jeered, "You're dead meat Jesus, I'm gonna
jgj@ssd.csd.harris.com | bust you up tonight."
x5120 | Jesus said, "Go ahead, make my day."
~~~~~~~~~ -- Carman, "The Champion"
~~~~~~~~~

4029. Re: using less.ttp as the Neodesk pager

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 16:01:56 UTC
From: jgj@ssd.csd.harris.com
Message-ID: <JGJ.91Nov8110156@rcx1.ssd.csd.harris.com>
Source record: 227461

Oops., that prep.ai.mit.edu
--
==========
Jeffrey Glen Jackson _|_Satan jeered, "You're dead meat Jesus, I'm gonna
jgj@ssd.csd.harris.com | bust you up tonight."
x5120 | Jesus said, "Go ahead, make my day."
~~~~~~~~~ -- Carman, "The Champion"
~~~~~~~~~

4030. Re: AUX-status in ST

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 16:03:30 UTC
From: steve@thelake.mn.org
Message-ID: <A1349457768@thelake.mn.org>
Source record: 227452

[In article <1991Nov7.193743.21799@usenet.ins.cwru.edu>,
au427@cleveland.Freenet.Edu (Ari Parkkila) writes ...]

> If there is some easy way to check the status of AUX-port in ST,
> would you inform me too, please?
>
> PS. Do NOT try to suggest Bcostat function..:)

Bcostat checks to see whether the device is ready to accept data for
output. Bconstat checks to see whether the device has received
data that is waiting for you in the buffer.

There are other ways to check the aux port status, but the proper
place to discuss them is comp.sys.atari.st.tech.
^^^^

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>

4031. Re: Gnumake under Hisoft Craft shell

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 16:06:19 UTC
From: jgj@ssd.csd.harris.com
Message-ID: <JGJ.91Nov8110619@rcx1.ssd.csd.harris.com>
Source record: 227462
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Is there anyone with inside knowledge about the Gnumake program which knows
> if it is possible to execute commands via the standard system() interface
> which CRAFT supports (which would then give me the

You might try putting the line

SHELL=path_to_your_shell

in your makefiles. If your shell has special hooks for other programs to
ask a already running shell to execute commands for them, you would
half to hack the Gnumake sources and rebuild make.

As a side note, bash 1.10 is available on atari archive now and next
week, the gnu utilities (such as touch) will be made available. If you
want a truely unix-like environment (like long filenames and symbolic
links), I strongly recommend this setup.
--
==
Jeffrey Glen Jackson _|_Satan jeered, "You're dead meat Jesus, I'm gonna
jgj@ssd.csd.harris.com | bust you up tonight."
x5120 | Jesus said, "Go ahead, make my day."
~~~~~~~~~ -- Carman, "The Champion"
~~~~~~~~~

4032. Re: Smooth graphics in GFA Basic - HELP!

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 16:21:46 UTC
From: steve@thelake.mn.org
Message-ID: <A1387730792@thelake.mn.org>
Source record: 227453

[In article <bhwhelan.689598970@unix2.tcd.ie>,
bhwhelan@unix2.tcd.ie (Blake) writes ...]

> I am currently writing a 3D graphical rotation program in GFA Basic and
> I am having difficulty in creating flicker-free graphics. Does anyone
> know how to direct graphics commands to a memory location while the
> screen is displaying something else, and then copy the memory contents
> to screen and over-write the previous one. Or, is there a way of doing
> it through the TOS system commands available in GFA? Or am I looking in
> the wrong place all together?

Look up Physbase(), Logbase() and Setscreen() in your GFA manual. If
they are not supported, Physbase() is xbios(2), Logbase() is xbios(3),
and Setscreen(l, p, r) is xbios(5, l, p, r).

The logical screen (l) is where output will be written. The physical
screen (p) is the one that is being displayed.

The technique is to obtain a screen's worth of memory, aligned on a
256-byte page. This memory must stay put -- you can't just declare
it in GFA, because GFA shuffles variables around to conserve memory.
So you need to understand GFA's Reserve keyword and how to call the
system Malloc function. You need to know how to adjust the address so
that it is evenly divisible by 256. And you need to know how much
memory to reserve, which is a minimum of 32000 bytes.

Malloc 32*1024, save that pointer for Mfree, and create a pointer to
the new screen by adding the saved pointer with the remainder of a
division by 256. The result will point to sufficient memory that is
properly aligned.

You then call Physbase to get the address of the physical screen,
which you save for later use. Logbase gets the address of the current
logical screen, which can be useful.

Setscreen lets you redirect the logical screen at your allocated
memory. Pass -1 as the resolution argument (r) so that the system
resolution is unchanged.

Now you can write to the background screen. Another Setscreen call
can make it the physical screen in an instant. No data need be copied.

Remember to restore the original physical and logical screen pointers
before your program terminates.

Further discussion of this should go to comp.sys.atari.st.tech.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>

4033. Re: GENIE emailexit

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 16:24:36 UTC
From: steve@thelake.mn.org
Message-ID: <A1393694568@thelake.mn.org>
Source record: 227454

[In article <1991Nov6.153730.21519@msb.com>,
ritz@msb.com (Chris Mauritz) writes ...]

>>But, Multiplayer gammes are now part of the Basic service!!
>
> Are you SURE about this? Does this include Air Warrior? If so, I
> may just sign up again. :-)

Sorry, nope. Air Warrior still costs $6 per blood-curdling hour.
There's a multiplayer chess game in the Basic services, but that
doesn't quite have the same visceral appeal.

If AW were free, I'd be up all night every night.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>

4034. Someone from HiSoft please email me

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 16:57:05 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Nov8.165705.20706@menudo.uh.edu>
Source record: 227455

Can someone from HiSoft please email me on the internet?

Thank you,

Michael B. Vederman
--

Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 (weekdays noon-6pm) | Data Diet | DC Utilities 2.0 | More

4035. Re: ARC 5.21d

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 17:12:10 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Nov8181210@orion.laas.fr>
Source record: 227456

In article <A1859655516@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
| |ARC-ST - Archive utility, Version 6.02ST, created in November of 1989
| |Copyright 1985-89 by System Enhancement Associates, Inc.; ALL RIGHTS RESERVED
| |
| |Please refer all inquiries to:
| |
| | Darin Wayrynen
| | 10851 N 43rd Ave #211
| | Phoenix, AZ 85029
|
| It compresses better and faster than ARC 5.xx and it supports subdirectories.
| The only thing I don't like about it is that Darin has rigged arc p to send
| data to the prn: port instead of stdout.

This has been bugging me for some time now!! Can someone contact
Darin to see if there's an update? Is source available?

I remember, from a posting, that Howard said that he's gotten his
version faster than either Zoo 2.01 or LHarc!

Cheers to all,
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

4036. Re: HP 2392 A

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 17:47:11 UTC
From: don@col.hp.com
Message-ID: <16830016@col.hp.com>
Source record: 227458

Check the atari.archive terminal emulator section...back when I first bought my ST in 1985, someone from HP in Fort Collins wrote an HP terminal emulator. I never checked it out closely to see how good it was, but it is at least worth a look...I think it is called something like "hpterm.arc" (?) in the archive.

Don Allison
don@col.hp.com

4037. Re: SPACOLA?

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 18:06:50 UTC
From: micro@imada.ou.dk
Message-ID: <1991Nov8.180650.12734@imada.ou.dk>
Source record: 227457

pseemann@iiic.ethz.ch (Patrick Seemann) writes:

>I heard about OXYD/SPACOLA not running with foreign TOSes before so
>this really seams to be a problem. Unfortunately Meinolf (the author)
>doesn't have net access.

OXYD and SPACOLA works fine on my Mega2 with danish TOS. *NOT german*
There is some differences between Scandinavian/German TOS and US-TOS,
(like <ALT>+key for national char's) But I doubt that is the problem.

To get SPACOLA to start the game, you have to read the 'about dongleware'
when the main menu gets up. (or was it in OXYD2?)

-Klaus

4038. Re: "C" on the ST - Public Domain

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 18:46:45 UTC
From: don@col.hp.com
Message-ID: <16830017@col.hp.com>
Source record: 227469

In the interests of completeness, you might want to mention mjc (Mark Johnson's C) as well. :-)

Also, although a cursory inspection didn't find them at atari.archive, there have been pascal and fortran to C converters posted in one of the comp.sources groups (look for p2c and f2c). These have been ported to non-Unix platforms (eg MS-DOS) so I imagine they could be ported to the ST without too much effort. (Does anyone know of a port of these to the ST? If not, would anyone be interested in such a port?)

Don Allison
don@col.hp.com

4039. Re: ATARI ST 4sale

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 18:55:23 UTC
From: don@col.hp.com
Message-ID: <16830018@col.hp.com>
Source record: 227470

Do you have a different email address I could try? I've tried to mail you replies twice and both have been returned!

Don Allison
don@col.hp.com

4040. Misc Questions

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 19:34:49 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3377@cod.NOSC.MIL>
Source record: 227488
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a couple of questions.

1) How can I determine how much memory I have left when I am running a program? I would prefer to examine some globals, not malloc until malloc fails and then free it back again.

2) What are .cnf files (eg. dandy from terminator and others) and how do you play them?

Thanks

Mike Healy

healy@cod.nosc.mil

4041. Captive hints...

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 20:03:41 UTC
From: premont@fourier.phy.ulaval.ca
Message-ID: <1991Nov8.200341.16584@cerberus.ulaval.ca>
Source record: 227464

We are playing Captive, by Mindscape, on an atari ST and we are now doing the
40th level. When does this game end? Does it go on and on endlessly?
Maybe we should do something in a space station, but what ????????

Please mail answers,
Thanks

Guy premont@phy.ulaval.ca

4042. Re: GENIE email

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 20:08:07 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <7650.291aa857@miavx1.acs.muohio.edu>
Source record: 227465

In article <1991Nov6.153730.21519@msb.com>, ritz@msb.com (Chris Mauritz) writes:
> In article <7163.2906e5d2@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>>But, Multiplayer gammes are now part of the Basic service!!
>
> Are you SURE about this? Does this include Air Warrior? If so, I
> may just sign up again. :-)
>
> Skoal,
>
> Chris

Well, I heard wrong, its only the multiplayer roundtables that are part
of Genie*Basic, not the game itself. :*(

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
-----=======}}}}}}}}((((((My 1040STF Rocks!!))))))){{{{{{{{=======--------

4043. Performance (was: 8mhz ST = 16mhz 386)

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 20:38:18 UTC
From: daryl@cbnewsc.ATT.COM
Message-ID: <DARYL.91Nov8153818@cbnewsc.ATT.COM>
Source record: 227466

Here is some benchmark information from a fairly large application.
It is a real world project and represents better numbers than
synthetic benchmarks (IMHO :-).

The application is Spinnaker Plus; a Hypercard look alike that runs
on both Macs and PCs. All the tested machines have Quantum 105
disks, but the tests were run in such a way that the disk I/O
system was not used. (All the cards were forced into main memory.)

This test compares an ATARI STe 4MB with the ICD 16Mhz accelerator,
a MAC IIcx, and a 386/33 (128KB cache), Orchid Prodesigner II VGA,
running Windows 3.0. Obviously the Atari was running Spectre.

Test #1, show all cards with the screen lock on. The display is never
modified, but the application is forced to process all the cards.

```
Atari STe-16Mhz MAC IIcx PC 386/33
----------------------------------------
22 seconds 14 seconds 14 seconds
```

Test #2, show all cards and display them. The cards are very sparse
with very little graphics and 3-10 lines of text.

```
Atari STe-16Mhz MAC IIcx PC 386/33
----------------------------------------
58 seconds 30 seconds 150 seconds!
```

Facinating, huh?.....

Comments and corrections welcome. Flames to /dev/null

--
Daryl Monge AT&T Bell Labs
UUCP: att!adept!daryl VOICE: 708-713-4696
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566

4044. hypertext help

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 21:27:33 UTC
From: herb.chong@channel1.com
Message-ID: <19918.1134.982@channel1>
Source record: 227468

JP=>On the continuing subject of software development tools for the ST I have a
=>suggestion - would there be any interest in a tool for developing context
=>sensitive "Hypertext"-style Help systems for the ST for any GEM programs [in
=>roughly the same style as the Windows Help system on the PCs]. The advantage
=>of such a tool would be that (if it and its standards were adopted) there wo
=>be a consistant method of obtaining help from any standard GEM program - muc
=>as GEM provides a standard environment for selecting files etc.

JP=>The (proposed) kit would contain :

JP=> a) an interactive editor for creating hypertext help documents
=> b) a "shell application" module in the form of
=> functions for C/Pascal etc. to access the help, to be linked in
=> (with minimal pains) with existing program code; or, preferably
=> to form a starting prototype for the envisaged system.
=> c) a standard resource file to hold the help resources

i have one i wrote which is more than half finished. no-one wants to
license it. i'm not willing to give it away. the Help program itself is
a desk accessory that accepts user AES messages. this allows complete
implementation of context sensitive help and hypertext help from within
any GEM program. it does smart caching and remembers help files between
calls to an app so that it doesn't rebuild the help index each time. the
Help files are specially tagged ASCII files that format on the fly and
allow arbitrary screen sizes. when read in for the first time, an index
and table of contents are built. no resource file is needed or used, and
imbedded bitmaps or GEM files are allowed. when a user application needs
to do help on the topic, it sends an AES user message to the application
HELP with the HELPFILE to search and the topic to display. if the
HELPFILE isn't found, the HELPFILE file open dialog box is displayed. if
the HELPFILE is found but the topic isn't, the index or the table of
contents is displayed.

you are welcome to write your own, but i have done it a large part of it
already and no-one wants to pay $1 per copy as a license fee.

Herb...

Herb.Chong@Channel1.com

BTW, this is my first attempt to post from this BBS using the USENET
gateway. please reply by private e-mail if you get this.

~ SLMR 2.0 ~ If you smoke after sex, you're doing it too fast.....
--
Channel 1 (R). Cambridge, MA

4045. Re: MiNT 0.9 is now available

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 22:55:03 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91Nov8175503@wookumz.gnu.ai.mit.edu>
Source record: 227471

In article <RIDDERBUSCH.KD.91Nov6082807@usun01.sni.de>
ridderbusch.kd@sni-usa.com (Frank Ridderbusch, D10 PU222) writes:
>In article <5669@julian.uwo.ca> ersmith@julian.uwo.ca (Eric Smith) writes:
>> I've just sent the source code and binaries for MiNT 0.9 to
>> atari.archive.umich.edu and to the moderator of comp.binaries.atari.st.
>> [...]
>This is really great. It's time to switch to MiNT full time. Even the
>GNU Emacs 18.55 port from Edgar Roeder works. On prior MiNT versions
>this port alway aborted with a Fatal Signal 14.
>[...]

Has anyone else had trouble with the MiNT port of KSH unter MiNT 0.9?
It simply stopped working when I installed the new MiNT; it kept
trying to run everything in the background (as if I had typed an "&"
following every command.) I switched to BASH in the meantime but I'm
curious to know if anyone else had this problem, or if it's just me,
and if ggascoigne (sp?) intends to upgrade KSH or release his source
code.

Beware that some programs compiled under older versions of MiNT to
operate in CBREAK input mode may need to be re-compiled to read using
RAW mode, due to the new tty handling in version 0.9. I ran into this
problem with my port of JOVE (which will be posted on atari.archive as
soon as I get shell mode working, which should be possible now that
Fselect is working properly.)

Nick Castellano
entropy@gnu.ai.mit.edu
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

4046. B Gervin

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 22:59:53 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <Ed6lPdO00VIB0AJIQv@andrew.cmu.edu>
Source record: 227474

PLease email me as to your intent, as I can not get through to you via email

mark

4047. Re: What's! happening?

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 23:13:04 UTC
From: stever@flatcat.wpd.sgi.com
Message-ID: <1991Nov8.231304.13547@odin.corp.sgi.com>
Source record: 227472

In article <9818@cactus.org>, covert@cactus.org (Richard Covert) writes:
|> BTW, C Johnsons reports there are serious bugs in the TC2 GEM library
|> as well as the "mfree" function.
|>

Charles Johnson now says that the bug in Mfree wasn't TC's. The other bug is in the GEMDOS library. It assumes that a register will be saved through GEMDOS calls, and it actually may not be.

|> any other TC2 users out there? Can you confirm these bugs?
|>
|>
|> --
|> Richard E. Covert covert@cactus.org
|> CACTUS ..!cs.utexas.edu!cactus.org!covert

4048. Re: A tale of two computers

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 23:15:50 UTC
From: stever@flatcat.wpd.sgi.com
Message-ID: <1991Nov8.231550.13649@odin.corp.sgi.com>
Source record: 227473

In article <1991Nov6.153153.21438@msb.com>, ritz@msb.com (Chris Mauritz) writes:
|> For what it's worth...the 640K limit on 80X86 machines is an MS-DOS
|> limitation, not a limitation of the hardware. There are MANY programs
|> that you can run to overcome this limit and there are several other
|> choices of OS you can run that eliminate the problem as well. So your
|> problem is not with the hardware, it is with your OS and/or the
|> software you are using. If you'll poke around the ibm groups for a
|> while you will be able to sort out what you need to get your 386
|> machine screaming along.

This isn't quite true. The 640k limit was imposed by hardware in the original PCs. They have something like a 1Meg address space, and the reste was reserved for cards, including video.

|>
|> Cheers,
|>
|> Chris
|> --
|> -----------------------------------+--
|> Chris Mauritz |Meetpoint Station BBS - Public Access Unix
|> ritz@msb.com |(718)899-0662 v.32/v.32bis/v.42bis 9600b
|> Copyright (C) 1991 |Join us...We're friendly dammit! :-)

4049. Re: Stacy

Newsgroup: comp.sys.atari.st
Date: 1991-11-08 23:20:29 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <0d6lix_00VIB8AJJQh@andrew.cmu.edu>
Source record: 227475

Several people have posted about prices for the STacy.They claim that the machine costs such and such new, etc.. While there may be some dealers who bought a number of machines, and then were not able to move many because the ST market just was not ready to support a laptop, and so now have to take a huge loss on the machines in order to shift them, I do not feel that this is the general situation, and can not really take this into account. Once these bargains are gone, they will not be seen again. Also, they may feel they have to move these machines to make room for the ST book. At first this may drive STacy prices down, but when they become hard to find, and people realize that there is no cartridge port on the Book, and so the GCR won't work, that the STacy has a MEGA expansion port, and so works with monitor cards and the MEGA Talk board, and that the book has no back light, the prices of Stacy's will not be so low. I paid $2400 a year and a half ago for my machine, and want to make some of it back. Many people quoted the price of a STacy 2. Well, the price of the Stacy 4 is much more than the 2, not just the difference in memory price, thanks to Atari "engineering". I guess, what it comes down to is that IMHO i do not feel I was being that unreasonable. If others think so, and can get these deals, they are free to do so. So it goes. I am not holding a gun to anyones head. Personally, I think that it is a pretty good price for what you are getting. Maybe I am wrong. But you might as well send the response mail to me, and not to the net, as I may have sold it. If not, then yell at me for my next post! :)

mark

4050. Re: 8mhz ST = 16mhz 386

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 00:09:38 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <5745@tamsun.TAMU.EDU>
Source record: 227561

In article <1991Nov6.160344.21699@msb.com> ritz@msb.com (Chris Mauritz) writes:
>BTW, you can now buy a 486-50mhz clone decked out with a large (200mb+)
>hard disk, 8mb RAM, and 1024X768 color graphics for about $3000+change.

Is 200mb considered large these days. The puney work-station (PS/2 Model 80
with 12Mbytes RAM) had only 320Mbytes of disk space and I was very pressured
for space. I would think that I would say a 1 to 2 gigabyte disk is a large
hard disk.

I also don't necessarily agree with Chris Mauritz that there is so much
support and quality software for the Intel 80486 architecture. I don't
usually see lots of support for many AIX or SCO UNIX or other UNIX programs.
Basing all comparisons on one operating system for the 80486 is bad.
While DOS is probably good for the average user, so is TOS. But Chris
is making the comparison based on excellent performance. If you put
UNIX on a 68000 machine, you get better performance than UNIX on a
Intel 80286 machine. The same goes for the Motorola counterparts to the
80386 and 80486 CPUs.

If I was going to invest $3000 in a computer system, I would put some device
on it that would electrically shock any person attempting to run DOS or
a DOS based program on it.

Mark Lehmann
tamuts.tamu.edu!n160ao

4051. WD1772 IC

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 00:40:00 UTC
From: jmm2948@zeus.tamu.edu
Message-ID: <8NOV199119405770@zeus.tamu.edu>
Source record: 227562

Well, the floppy disk controller chip has died on my old faithful ST, and I am in desperate need of a replacement IC, WD1772. Does anyone know where I can obtain one? This fairly urgent, as my computer is crippled right now and I need it fixed ASAP. If anyone can help, please e-mail.

THanks a lot..

Jeff Mayzurk

jmm2948@zeus.tamu.edu

4052. News programs for Atari 520 ST

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 01:16:58 UTC
From: unknown@disk.uucp
Message-ID: <1991Nov09.011658.6186@disk.uucp>
Source record: 227481
Cross-posted to: comp.sys.atari.st,news.newusers.questions

Hi.. I need a program to (at least) receive news from a local
computer. I have an Atari 520 ST (w/ 0.5 meg, none added!). It doesn't
have to be fancy, and probably won't be, if it has to fit on my 520.. I
have no hard drive, I do have a double sided drive. If anyone knows of
any small program I can use, or anything else.
And if anyone is knowledgable on the subject, please tell me:
How long would it take to get, say, 5 newsgroups at 2400 baud with mnp5,
etc? And how hard is it to set up such an arrangement to get news off of
a university or other computer? Thanks in advance!! :)

--

Shawn Beltz :) :) :) The opinions expressed in this message are
unknown@disk.UUCP the opinions expressed in this message are
uunet!ukma!corpane!disk!unknown the opinions expressed in this message....

4053. Re: GDOS,Gemini, and other fonts

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 01:37:42 UTC
From: ue@nathan.do.open.de
Message-ID: <Odbbh8tk5NY@nathan.do.open.de>
Source record: 227491

In <1991Nov7.170451.2991@sae.com>, Bob Malay writes:

>Is there something special that needs to be done or do I just copy all the
>fonts from one GEMSYS to the other and merge the ASSIGN.SYS files with an
>editor (removing the extra PATH line)???
Hmm, it's not that easy. Every ASSIGN.SYS file consists of blocks defining
the font available for a certain resolution/output device. If you just merge
the two files, it would look like this:

```
01p screen.sys
; long list of fonts from application #1
;
; long list of other resolutions/output devices and their fonts deleted
01p screen.sys
; long list of fonts from application #2
```

I don't know if GDOS is able to handle something like this, I didn't try.
But as a matural fact, you'll soon won't know what's going on in your
ASSIGN.SYS, you'll have fonts stated more than once, et cetera. You should
merge the font lists for each resolution/output device seperately and
eliminate double fonts at that time.

>What is the most recent version of GDOS (besides the one thats supposedly
>coming out soon) and how can I get it - I have Version 1.1
Oh my God! GDOS 1.1... throw it away and get AMCGDOS 3.21 or AMCLIGHT 4.00
(the latter one is only for registered Gemini users). Or try to get a copy
of the FSM-GDOS from Atari, it looks very fantastic...
/s/
--
Udo Erdelhoff ue@nathan.do.open.de Fido: Udo Erdelhoff on 2:245/52.1

4054. Re: Source-level debuggers for C?

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 01:44:32 UTC
From: ue@nathan.do.open.de
Message-ID: <tYvfEI.aXt6@nathan.do.open.de>
Source record: 227492

In <1991Nov7.181621.20688@chinet.chi.il.us>, Stephen Jacobs writes:

> My Question:
>What C compilers that are still supported have source-level debuggers
>available? Do any of them also work at executable level? Anyone have
>strong feelings about their quality?

I'm currently using the Pure Debugger (including within Pure C, former known as Turbo C). And this debugger is great! It works perfectly on source and assembler level. Both breakpoint and pointer handling have features I really miss when debugging on my Sparc at work. I can't live without breakpoints on changes of variable values, examining large pointer structures (binary trees etc.) just by double-clicking onto the pointers.

The only problem with Pure C is the language: Due to restriction by Borland, Pure C is only available in German. If you can read German, give it a try. If you can't read German, what about learning it? ;-)
/s/
--
Udo Erdelhoff ue@nathan.do.open.de Fido: Udo Erdelhoff on 2:245/52.1

4055. ATARI ad.

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 02:31:10 UTC
From: zeibari@wharton.upenn.edu
Message-ID: <1991Nov8.213110.1@wharton.upenn.edu>
Source record: 227477

I just couldn't believe it. I was reading the sports news paper for
Temple University and on the back page (the whole back page),
Atari had sponsored (i.e. ADVERTISED, SUPPORTED, PAID) for the news paper.

It goes: ATARI
is
proud
to
sponsor
Cherry & White Insight

Who got this past Jack Tramiel? Do they still have a job?
Could Atari make such a horrible mistake and actually advertise?
Did someone kill off the dope at Atari who is against advertising?

Just one of those things that makes you go Hmmm.

****
* Gregory Zeibari *
* email: zeibari@wharton.upenn.edu *
* *
* BO knows UNIX. *
****

4056. Re: using less.ttp as the Neodesk pager

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 02:54:31 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Nov09.025431.10213@actrix.gen.nz>
Source record: 227476

In article <1991Nov7.194716.587@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
> Boy, do I feel like a yutz. In a previous post, I stated my desire to
> find the source for less.ttp (not the MINT one), so I could hardcode in
> my favorite options for use as the Neodesk alternate page displayer. The
> reason for this was that Neodesk does not allow you to specify any options
> in the path to the pager program. Well, it was just pointed out to me that
> I can simply set the LESS environmental variable to whatever options I
> want, and less will automagically pick them up (environmental variable
> setting was one of the original things that prompted the creation of
> Neodesk, sheesh). Anyway, I now can use less in my favorite form to view
> files from the desktop. It takes three steps:
>
> 1. Create a copy of less.ttp, and rename it less.tos (this is to
> prevent Neodesk from popping up an argument dialog, less does not
> seem to care). If you use less with Gulam or such (as I do), this
> should be a separate copy.
>
> 2. Set the "alternate file viewer" to the full path to less.tos, under
> "set preferences", "paths" in Neodesk.

Were did you get this info from, I have the latest Neodesk but can't
find how to use any alt, file viewer, I have looked through the Manuals
mant times..Please can you help..

The only way posible to me is as a install application, but this is no
good as there are to many text file extentions..

> --
> ---------------------------------+-------------------------------------
> Mickey R. Boyd | "Come to your senses professor
> FSU Computer Science | Fernberg. You did not transcend
> Technical Support Group | the time-space continuum. You
> email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
> ---------------------------------+-------------------------------------

Thanks..!

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4057. Re: ATARI ad.

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 05:04:58 UTC
From: whitehea@sage.cc.purdue.edu
Message-ID: <25167@mentor.cc.purdue.edu>
Source record: 227480

In article <1991Nov8.213110.1@wharton.upenn.edu> zeibari@wharton.upenn.edu writes:
>
>I just couldn't believe it. I was reading the sports news paper for
>Temple University and on the back page (the whole back page),
>Atari had sponsored (i.e. ADVERTISED, SUPPORTED, PAID) for the news paper.
>

I can hardly believe it also. I tried for several weeks to get Atari to run
an ad in the Purdue University Exponent(Circ. about 20,000). All they had
to do was e-mail me a Calamus ad and our users group, Purdue Atari Users Group,
would have had it run in the paper. Yes, that's right, WE agreed to pay for
the ad out of OUR treasury and all they had to do was make the ad. Zero cost
to them and total gain for them and it never happened. That shows how much
they really want to advertise.

Drew Whitehead
President, PAUG

4058. Re: PD or shareware Fortran Compiler out there

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 05:51:00 UTC
From: jbunch@isis.cs.du.edu
Message-ID: <1991Nov9.055100.3494@mnemosyne.cs.du.edu>
Source record: 227482

I will send it off today...

John

--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * jbunch@isis.cs.du.edu
(518) 436-3810 * UUCP: {...}!crdgw1!sixhub!myst!john

4059. Re: Source-level debuggers for C?

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 08:43:15 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Nov9094315@acae127.cadence.com>
Source record: 227495

> My Question:
> What C compilers that are still supported have source-level debuggers
> available? Do any of them also work at executable level? Anyone have
> strong feelings about their quality?

for gcc we have GDB (2.6 Patchlevel 14.5). Earlier versions of
gdb had mucho problems, but lately we have fixed a lot of them. It is
exteremly usable now. Others and me have been using it on a regular
basis, and it is eminently usabel now. if you get a copy, please make
sure that you get atleast Patchlevel 14.5 (not 14).

cheers
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

4060. Re: Upgrading the ST: How far should I go, and is it worth it to me

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 11:06:30 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <J265aB1w164w@ersys.edmonton.ab.ca>
Source record: 227479

rost@rgb.dec.com (My name is Brian Rost) writes:
>
> In article <JsRwaB2w164w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca
> >1. 1040STe w/4 MB RAM & AdSpeed STe
> > $1276.51 (Including INSTALLATION!)
> >
> >2. Mega STe w/ 4 MB RAM
> > $1480.00 (Including INSTALLATION!)
> >
> >If anyone could tell me the differences between the options #1 and #2 in
> >terms of performance and worth, I would appreciate it.
>
> The Mega STE has a 50 Mb hard drive built-in, you didn't mention if your 1040
> price includes a hard drive of some sort. $200 for 50 Mb is a good deal the
> way I see it. BTW, installation of RAMs on a Mega STE consists of flipping
> open the hard drive cover and plugging them in, not exactly a tough job. My
> local dealer only buys 2 Mb Megas, then adds SIMMs for buyers who want 4 Mb.
>
> >Does the STe and the Mega STe allow the use of
> >the SM124 monitor?
>
> Yes, they use the same monitors that the STs do.
>
> Brian Rost @rgb.dec.com

The prices I mentioned are both WITHOUT hard drives. The Mega STe has a
slot for an easy expansion, but it does not come with the HD itself. You
r system might have been sold to you in that configuration, but these
aren't sold like that. What I said is what I would be getting. Nothing
more, nothing less...

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

4061. Re: Upgrading the ST: How far should I go, and is it worth it to me

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 11:14:59 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <oF75aB2w164w@ersys.edmonton.ab.ca>
Source record: 227478

Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:

> Get the mega STe...
>
>
> * Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

Could you be a little more specific, oh, like maybe why you think I
should get the Mega STe? I can't do it just because someone told me to
without giving reasons...:)

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

4062. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 12:02:30 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1991Nov9.120230.11424@terminator.cc.umich.edu>
Source record: 227490

```
drwxrwxr-x daemon 1024 Nov 3 23:19 .
drwxrwxr-x jon 536 Nov 3 16:10 ./misc
-rw-r--r-- weiner 1214 Nov 3 16:10 ./misc/Index
-rw-r--r-- weiner 1218 Nov 3 16:10 ./misc/free_bob.lzh
drwxrwxr-x jon 6144 Nov 3 16:08 ./utilities
-rw-r--r-- weiner 59644 Nov 3 16:08 ./utilities/mkrsc.arc
-rw-r--r-- weiner 11283 Nov 3 16:09 ./utilities/Index
drwxrwxr-x weiner 512 Nov 3 18:08 ./tex/cs-tex
-rw-r--r-- weiner 237697 Nov 3 18:08 ./tex/cs-tex/CS_210a.zoo
-rw-r--r-- weiner 604388 Nov 3 18:08 ./tex/cs-tex/CS_210b.zoo
-rw-r--r-- weiner 3684 Nov 3 18:11 ./tex/Index
drwxrwxr-x jon 1024 Nov 3 16:03 ./music
-rw-r--r-- weiner 30720 Nov 3 16:03 ./music/midibeat.arc
-rw-r--r-- weiner 98944 Nov 3 16:03 ./music/mks50.arc
-rw-r--r-- weiner 1570 Nov 3 16:05 ./music/Index
-rw-rw-r-- weiner 5107 Nov 3 23:16 ./applications/Index
drwxrwxr-x weiner 512 Nov 3 23:16 ./applications/dtp/fonts/calamus
-rw-rw-r-- weiner 19024 Oct 31 13:22 ./applications/dtp/fonts/calamus/fractur.zoo
-rw-rw-r-- weiner 23487 Oct 31 13:21 ./applications/dtp/fonts/calamus/gaudy.zoo
-rw-rw-r-- weiner 6976 Oct 31 13:22 ./applications/dtp/fonts/calamus/maths.zoo
-rw-rw-r-- weiner 9102 Nov 3 10:39 ./applications/dtp/fonts/calamus/caligrap.zoo
-rw-rw-r-- weiner 88823 Nov 3 10:44 ./applications/dtp/fonts/calamus/chancery.zoo
-rw-rw-r-- weiner 50743 Nov 3 10:39 ./applications/dtp/fonts/calamus/cursive.zoo
-rw-rw-r-- weiner 65519 Nov 3 10:42 ./applications/dtp/fonts/calamus/dandy.zoo
-rw-rw-r-- weiner 63093 Nov 3 10:42 ./applications/dtp/fonts/calamus/micron.zoo
-rw-rw-r-- weiner 60192 Nov 3 10:43 ./applications/dtp/fonts/calamus/seg.zoo
-rw-rw-r-- weiner 260696 Nov 3 10:43 ./applications/dtp/fonts/calamus/swiss.zoo
-rw-rw-r-- weiner 67206 Nov 3 10:43 ./applications/dtp/fonts/calamus/tiempo.zoo
-rw-rw-r-- weiner 140265 Nov 3 10:43 ./applications/dtp/fonts/calamus/times.zoo
-rw-r--r-- weiner 361524 Nov 3 23:16 ./applications/dtp/fonts/calamus/arc.zoo
drwxrwxr-x weiner 512 Nov 3 15:41 ./applications/dtp/clipart
-rw-rw-r-- weiner 446297 Nov 1 12:09 ./applications/dtp/clipart/clipart5.zoo
-rw-rw-r-- weiner 439102 Nov 3 10:40 ./applications/dtp/clipart/clipart6.zoo
-rw-rw-r-- weiner 391663 Nov 3 10:41 ./applications/dtp/clipart/clipart7.zoo
-rw-rw-r-- weiner 541688 Nov 3 10:41 ./applications/dtp/clipart/clipart8.zoo
-rw-rw-r-- weiner 101297 Nov 3 10:41 ./applications/dtp/clipart/clipart9.zoo
drwxrwxr-x weiner 512 Nov 3 16:07 ./applications/wordproc
drwxrwxr-x jrd 4096 Nov 3 23:03 ./8bit
-rw-r--r-- weiner 0 Nov 3 23:01 ./8bit/mail
-rw-rw-r-- weiner 98924 Nov 3 16:12 ./Index
drwxrwxr-x weiner 1024 Nov 3 15:59 ./mint
-rw-rw-r-- weiner 1456 Nov 3 16:02 ./mint/Index
-rw-rw-r-- weiner 131732 Nov 3 15:58 ./mint/mint09b.zoo
-rw-rw-r-- weiner 210788 Nov 3 15:58 ./mint/mint09s.zoo
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-rw-r--r-- weiner 71586 Nov 3 15:58 ./mint/mintman.zoo
-rw-rw-r-- weiner 110980 Nov 3 15:58 ./mint/mntutl9b.zoo
-rw-rw-r-- weiner 71744 Nov 3 15:58 ./mint/mntutl9s.zoo
-rw-rw-r-- weiner 49481 Nov 3 16:12 ./CompInd.Z
drwxrwxr-x daemon 1024 Nov 4 17:46 .
drwxrwxr-x jon 6144 Nov 4 17:41 ./utilities
-rw-rw-r-- weiner 15783 Nov 4 17:41 ./utilities/time.arc
-rw-r--r-- weiner 11321 Nov 4 17:42 ./utilities/Index
drwxrwxr-x jon 3584 Nov 4 17:43 ./graphics
-rw-r--r-- weiner 10033 Nov 4 17:43 ./graphics/stadconv.lzh
-rw-r--r-- weiner 6187 Nov 4 17:45 ./graphics/Index
drwxrwxr-x jon 2048 Nov 4 16:20 ./magazines/znet
-rw-r--r-- weiner 29250 Nov 4 16:09 ./magazines/znet/znet9146.txt.Z
-rw-rw-r-- weiner 99198 Nov 4 17:46 ./Index
-rw-rw-r-- weiner 49563 Nov 4 17:46 ./CompInd.Z
drwxrwxr-x daemon 1024 Nov 5 12:53 .
-rw-rw-r-- weiner 99387 Nov 5 12:52 ./Index
drwxrwxr-x weiner 1024 Nov 5 12:51 ./mint
-rw-rw-r-- weiner 61687 Nov 5 12:46 ./mint/mw2.zoo
-rw-rw-r-- weiner 59746 Nov 5 12:46 ./mint/pstopls.zoo
-rw-rw-r-- weiner 1645 Nov 5 12:52 ./mint/Index
-rw-r--r-- weiner 31878 Nov 5 12:46 ./mint/init9akp.zoo
-rw-rw-r-- weiner 49646 Nov 5 12:52 ./CompInd.Z
drwxrwxr-x daemon 1024 Nov 6 23:15 .
drwxrwxr-x jon 1024 Nov 6 09:49 ./music
-rw-r--r-- weiner 1502 Nov 6 09:49 ./music/Index
drwxrwxr-x jon 1024 Nov 6 12:27 ./gnustuff
drwxrwxr-x jon 2560 Nov 6 12:33 ./gnustuff/tos
drwxrwxr-x gray 512 Nov 6 12:16 ./gnustuff/tos/gdb
-rw-r--r-- gray 5368 Nov 6 12:16 ./gnustuff/tos/gdb/Index
drwxrwxr-x gray 536 Nov 6 12:43 ./gnustuff/tos/documentation
drwxrwxr-x gray 512 Nov 6 12:41 ./gnustuff/tos/Futils
-rw-rw-r-- gray 575489 Nov 6 12:40 ./gnustuff/tos/Futils/fu2-bin.zoo
-rw-rw-r-- gray 10241 Nov 6 12:40 ./gnustuff/tos/Futils/fu2-diff.zoo
drwxrwxr-x weiner 512 Nov 6 11:50 ./gnustuff/tos/g++
drwxrwxr-x gray 512 Nov 6 12:09 ./gnustuff/tos/g++/jbammi_g++
-rw-r--r-- gray 30102 Nov 6 12:16 ./gnustuff/tos/g++/jbammi_g++/Index
-rw-rw-r-- gray 570816 Nov 6 11:55 ./gnustuff/tos/g++/jbammi_g++/g++-bin.zoo
-rw-rw-r-- gray 172355 Nov 6 12:10 ./gnustuff/tos/g++/jbammi_g++/g+libolb.zoo
drwxrwxr-x gray 512 Nov 6 11:58 ./gnustuff/tos/g++/abaddon_g++
-rw-r--r-- gray 3986 Nov 6 11:58 ./gnustuff/tos/g++/abaddon_g++/Index
drwxrwxr-x gray 1024 Nov 6 11:47 ./gnustuff/tos/othergnu
drwxrwxr-x gray 512 Nov 6 12:18 ./gnustuff/tos/lib
-rw-rw-r-- gray 201111 Nov 6 11:40 ./gnustuff/tos/lib/libolb.zoo
-rw-r--r-- gray 16461 Nov 6 12:18 ./gnustuff/tos/lib/Index
-rw-rw-r-- gray 156343 Nov 6 11:41 ./gnustuff/tos/lib/libolb16.zoo
drwxrwxr-x gray 512 Nov 6 12:32 ./gnustuff/tos/gcc
-rw-r--r-- gray 381538 Nov 6 11:33 ./gnustuff/tos/gcc/gcc-1.40-bin1.zoo
-rw-r--r-- gray 191007 Nov 6 11:52 ./gnustuff/tos/gcc/gnugdb.zoo
-rw-r--r-- gray 610785 Nov 6 11:34 ./gnustuff/tos/gcc/gcc-1.40-bin2.zoo
```

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-rw-r--r-- gray 20813 Nov 6 11:57 ./gnustuff/tos/gcc/Index
-rw-r--r-- gray 15053 Nov 6 12:45 ./gnustuff/ls-Rl
-rw-r--r-- gray 76991 Nov 6 12:23 ./gnustuff/Index.jrb
drwxrwxr-x jon 512 Nov 6 11:34 ./cli
-rw-rw-r-- weiner 701 Nov 6 11:36 ./cli/Index
-rw-r--r-- weiner 64476 Nov 6 11:34 ./cli/bash110-d3.zoo
-rw-rw-r-- weiner 84544 Nov 6 23:15 ./Index
drwxrwxr-x weiner 1024 Nov 6 23:14 ./mint
-rw-rw-r-- weiner 1696 Nov 6 23:15 ./mint/Index
-rw-r--r-- weiner 4960 Nov 6 23:14 ./mint/libpat15.zoo
-rw-rw-r-- weiner 44081 Nov 6 23:15 ./CompInd.Z
drwxrwxr-x jon 2048 Nov 7 13:03 ./demos
drwxrwxr-x gray 512 Nov 7 06:36 ./gnustuff/tos/gas
-rw-r--r-- gray 81786 Nov 7 06:37 ./gnustuff/tos/gas/gas-1.38-bin.zoo
drwxrwxr-x weiner 512 Nov 7 07:53 ./sound/players
drwxrwxr-x weiner 512 Nov 7 17:22 ./admin
drwxrwxr-x daemon 1024 Nov 8 11:46 .
drwxrwxr-x jon 4608 Nov 8 11:28 ./games
-rw-r--r-- weiner 237403 Nov 8 11:28 ./games/rockball.arc
-rw-rw-r-- weiner 9473 Nov 8 11:29 ./games/Index
-rw-r--r-- weiner 174416 Nov 8 11:24 ./games/centauri.arc
drwxrwxr-x jon 6144 Nov 8 11:45 ./utilities
-rw-r--r-- weiner 13996 Nov 8 11:45 ./utilities/whatis50.arc
-rw-r--r-- weiner 11321 Nov 8 11:45 ./utilities/Index
drwxrwxr-x jon 1024 Nov 8 11:20 ./music
-rw-r--r-- weiner 59923 Nov 8 11:20 ./music/musedt.arc
-rw-r--r-- weiner 1529 Nov 8 11:21 ./music/Index
drwxrwxr-x jon 2560 Nov 8 11:32 ./magazines/streport
-rw-r--r-- weiner 48601 Nov 8 11:32 ./magazines/streport/str743.txt.Z
-rw-rw-r-- weiner 5146 Nov 8 11:35 ./applications/Index
drwxrwxr-x weiner 512 Nov 8 11:30 ./applications/persutls
-rw-r--r-- weiner 92645 Nov 8 11:30 ./applications/persutls/cal601.arc
drwxrwxr-x weiner 512 Nov 8 11:33 ./applications/dtp/fonts/gdos
-rw-rw-r-- weiner 550284 Nov 8 11:26 ./applications/dtp/fonts/gdos/gdsfonts.zoo
drwxrwxr-x jon 1024 Nov 8 11:38 ./gnustuff
drwxrwxr-x gray 512 Nov 8 11:17 ./gnustuff/tos/Futils
lrwxrwxrwx weiner 26 Nov 8 11:17 ./gnustuff/tos/Futils/futilbin.zoo ->
../../../mint/futilbin.zoo
lrwxrwxrwx weiner 26 Nov 8 11:17 ./gnustuff/tos/Futils/futilsrc.zoo ->
../../../mint/futilsrc.zoo
drwxrwxr-x gray 512 Nov 8 11:38 ./gnustuff/tos/bash
-rw-r--r-- weiner 15155 Nov 8 11:39 ./gnustuff/ls-lR
drwxrwxr-x jon 512 Nov 8 11:37 ./cli
-rw-rw-r-- weiner 599 Nov 8 11:37 ./cli/Index
drwxrwxr-x weiner 512 Nov 8 11:41 ./sound
-rw-r--r-- weiner 1820 Nov 8 11:44 ./sound/Index
drwxrwxr-x weiner 512 Nov 8 11:43 ./sound/mods
-rw-rw-r-- weiner 568520 Nov 8 11:23 ./sound/mods/mod_vol1.zoo
-rw-rw-r-- weiner 84787 Nov 8 11:46 ./Index
drwxrwxr-x weiner 1024 Nov 8 11:16 ./mint
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-rw-rw-r-- weiner 1794 Nov 8 11:20 ./mint/Index
-rw-rw-r-- weiner 258547 Nov 8 11:16 ./mint/futilbin.zoo
-rw-rw-r-- weiner 263525 Nov 8 11:16 ./mint/futilsrc.zoo
-rw-rw-r-- weiner 44265 Nov 8 11:46 ./CompInd.Z
```

4063. Re: Stacy

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 13:59:02 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <689696340.3@therip.FidoNet.Org>
Source record: 227535

Actually the stacy is not a laptop... Its a transportable...
At over 15#'s and no battery it definetly is not a laptop...

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

4064. Re: PFXpack (was Re: DC DATA DIET -- FIRST IMP)

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 14:09:42 UTC
From: jvance@bonnie.ics.uci.edu
Message-ID: <291BEC26.27894@ics.uci.edu>
Source record: 227489

In article <689344665.0@fquest.FidoNet> Mark.Spacek@fquest.FidoNet.Org (Mark Spacek) writes:
>
>> PFX Pack does work with all types of files, except .ACC files. You said
>> that it wouldn't do AUTO programs, but it does.
>
>It didn't work on AUTO programs when I tried it with version 1.1, at least
>thats how I remember it. Perhaps I jumped to a wrong conclusion myself.
>There would be very little, if any, savings from repacking such small
>programs with PFX.

PFX Pack (Current English shareware version 1.8e) works with all executables that I have tried it with including: .APP, .PRG, .TOS, .ACC, .TTP and AUTO folder programs. I saved about 50K or more in auto folder programs though it does help if programs are more than about 10K or so, though I have saved as much as 3K on files as small as 7K. Little things can add up. Though it is the large programs where you can really save.

--
Joachim Vance
^~^~^~

4065. Re: Gnumake under Hisoft Craft shell

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 14:21:43 UTC
From: covert@cactus.org
Message-ID: <9828@cactus.org>
Source record: 227554
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <6575@chalmers.se> dxper@dtek.chalmers.se (Per Anders Olausson) writes:
>
> I've just started using Gnumake in my system which I run under the Hisoft
> CRAFT shell. Previously I used the make which came with the shell, but
> unfourtunately I found it to be a not-so-good-version.
>
> Gnumake seems to be working OK, but at some point I end up having a need
> to execute shell commands (most notably the "touch" command) but this is
> an internal function of the shell.
>
> Is there anyone with inside knowledge about the Gnumake program which knows
> if it is possible to execute commands via the standard system() interface
> which CRAFT supports (which would then give me the full abilities of the
> shell without any hassles, hopefully)...
>
> pao
>.............................Andrew Olausson.............................

What is the CRAFT Shell?

I haven't seen it here in the United States.

Also, I am under the impression that Lattice C Ver 5.06 doesn't
have a complete UNIX style 'cc' command so you can't use GNU Make
(or any other make) with it.

I own LC5, but my last update was last January to version 5.06.02.

what is your latest version over there?

Also, I just got a copy of the German Turbo C compiler.
seems good but I can't read the german docs , my luck!!

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--
Richard E. Covert covert@cactus.org

CACTUS ..!cs.utexas.edu!cactus.org!covert

4066. Re: Stacy

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 14:29:18 UTC
From: covert@cactus.org
Message-ID: <9829@cactus.org>
Source record: 227555

In article <0d6lix_00VIB8AJJQh@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:
>Several people have posted about prices for the STacy.They claim that
>the machine costs such and such new, etc.. While there may be some
>dealers who bought a number of machines, and then were not able to move
>many because the ST market just was not ready to support a laptop, and
>so now have to take a huge loss on the machines in order to shift them,
>I do not feel that this is the general situation, and can not really
>take this into account. Once these bargains are gone, they will not be
>seen again. Also, they may feel they have to move these machines to make
>room for the ST book. At first this may drive STacy prices down, but
>when they become hard to find, and people realize that there is no
>cartridge port on the Book, and so the GCR won't work, that the STacy
>has a MEGA expansion port, and so works with monitor cards and the MEGA
>Talk board, and that the book has no back light, the prices of Stacy's
>will not be so low. I paid $2400 a year and a half ago for my machine,
^^^^^

Mark, I hate to burst your buble but that same $2400 that you spent
last year on your STacy will now buy you the new mac PowerBook 100.
And as you well know ANY Mac is better than ANY ST.

so asking megabucks for a used ST 9even a STacy) doesn't compute!!

For the money I would rather buy the new mac Powerbook 100 then an old
unsupported obsolete STacy.

So, you are just getting hit with the penalty of computer obsolence!
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--
Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert

4067. HELP WANTED WITH A TRICKY PROBLEM!!!

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 15:11:12 UTC
From: esf041@cck.cov.ac.uk
Message-ID: <99|ASM~@cck.cov.ac.uk>
Source record: 227493

Can any clever atari buff out there help please...
As part of a final year project I am building some hardware to
connect to the ST via the DMA (hard disk) port.

The question is this: how do I control external hardware through
the DMA porrt...?

I know that this involves using the INT, DRQ and DACK pins to poll
external devices, but the software necessary to do this escapes me...

I can toggle the read/write line and am aware of all the hardware registers involved
with the DMA port, and am currently using "The concise atari ST
programmers guide" by K. Peel and find it lacking in detail.

Atari themselves don't want to know. I really need to talk to an ST
buff on this one... :-)

If anyone can help, please EMAIL ONLY to esf041@cov.cck
i.e. esf041%cov.cck@nsfnet-relay.uk.ac

thanks in advance
--
~~~~~~
The DOC! aka David J. Singer aka esf041@uk.ac.cov.cck
Time flies like an arrow; Fruit flies like a banana.
~~~~~~

4068. Re: 8mhz ST = 16mhz 386

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 15:43:43 UTC
From: jvance@bonnie.ics.uci.edu
Message-ID: <291C022F.7817@ics.uci.edu>
Source record: 227494

In article <1991Nov8.095052.24727@doug.cae.wisc.edu> carter@cae.wisc.edu (Gregory Carter) writes:
>
>After looking at this thread long enough, I don't think anyone has put it
>more forcefully than Chris has.
>
>The PC's 386/486 machines are actually vastly under rated machines simply
>because they are stuck running DOS applications.
>
So, what applications are they supposed to run to take advantage of
their speed? Windows? From what I hear, Windows just slows things
down more. Unix maybe? But I'm confused. It's supposed to be all
those great DOS and Windows applications that make 386/486 compatibles
so great, but these are the same applications that make the machines
under rated. What good is the power of a machine if the applications
that make it useful and advantageous to own can't take advantage of
the machine's power.

I don't get it. Sounds like an '030 accelerator for the ST will blow
most any 386 out of the silicon and possibly match or beat any 486
running similar applications. So where's the power?

--
Joachim Vance
^~^~^~

4069. Re: Gnumake under Hisoft Craft shell

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 15:45:00 UTC
From: dxper@dtek.chalmers.se
Message-ID: <6638@chalmers.se>
Source record: 227496

jgj@ssd.csd.harris.com (Jeff Jackson) writes:

>> Is there anyone with inside knowledge about the Gnumake program which knows
>> if it is possible to execute commands via the standard system() interface
>> which CRAFT supports (which would then give me the

>You might try putting the line

>SHELL=path_to_your_shell

>in your makefiles. If your shell has special hooks for other programs to
>ask a already running shell to execute commands for them, you would
>half to hack the Gnumake sources and rebuild make.

Perhaps this is the only way, I guess.

>As a side note, bash 1.10 is available on atari archive now and next
>week, the gnu utilities (such as touch) will be made available. If you
>want a truely unix-like environment (like long filenames and symbolic
>links), I strongly recommend this setup.

Well that sound interesting but I don't expect that to work as error-free as
my current setup is doing now. Craft has enough Unixification for now but
when the bash thing has been tested somewhat more it probably will offer
more.

pao

--
.............................Andrew Olausson.............................
............................Systems Architect............................
.........................dxper@dtek.chalmers.se.........................
.............................pao@proxxi.se.............................

4070. What Is Adspeed STe?

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 16:30:42 UTC
From: selick@bucsf.bu.edu
Message-ID: <93562@bu.edu>
Source record: 227497

I saw a recent posting that talked about 'Adspeed STE'. What is it, what are the specs, what's needed for installation, and how much does it cost?

4071. WD1772 IC

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 17:17:00 UTC
From: jmm2948@zeus.tamu.edu
Message-ID: <9NOV199112173970@zeus.tamu.edu>
Source record: 227551

The floppy disk controller IC died in my trusty ST yesterday, so I am in desperate need of a replacement WD1772 IC. If anyone knows where I can obtain one, please let me know. This is urgent as my computer is crippled without it. Thanks alot!

Jeff Mayzurk
jmm2948@zeus.tamu.edu

4072. Re: Atari Pen-based Computer

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 17:38:16 UTC
From: harold@alice.hobby.nl
Message-ID: <JJLu9X5wgks@alice.hobby.nl>
Source record: 227586

In <688823004.23043@minster.york.ac.uk>, jph@minster.york.ac.uk writes:
>Does anyone know any details regarding the forthcoming ST pen-based computer
>(ST Pad or Style ?) ?

Be patient, Atari haven't announced yet when it will come available.
(meaning some time ???? + X years)

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

4073. Re: 8mhz ST = 16mhz 386

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 17:47:28 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Nov9.114729.15305@doug.cae.wisc.edu>
Source record: 227500

In article <291C022F.7817@ics.uci.edu> jvance@ics.uci.edu (Joachim Vance) writes:
>In article <1991Nov8.095052.24727@doug.cae.wisc.edu> carter@cae.wisc.edu (Gregory Carter) writes:
>>
>>After looking at this thread long enough, I don't think anyone has put it
>>more forcefully than Chris has.
>>
>>The PC's 386/486 machines are actually vastly under rated machines simply
>>because they are stuck running DOS applications.
>>
> So, what applications are they supposed to run to take advantage of
>their speed? Windows? From what I hear, Windows just slows things
[...]
>I don't get it. Sounds like an '030 accelerator for the ST will blow
>most any 386 out of the silicon and possibly match or beat any 486
>running similar applications. So where's the power?
>
>--
>Joachim Vance
>^~^~^~

Runs all Mac Software, quite nicely.
(Third Person in the US to own one)

Thinking about getting an A3000 mistress...:)

ACICS The Ultimate Communciations System, and its MINE! HA HA HA!

4074. Re: TT-simms question

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 18:24:30 UTC
From: chuck@richsun.reuter.com
Message-ID: <2459@richsun.cpg.trs.reuter.com>
Source record: 227552

In article <1991Nov7.131849.21752@magnus.acs.ohio-state.edu>
jreiss@magnus.acs.ohio-state.edu (Joseph W Reiss) writes:
>
>I asked this question on .tech with no (useful) answers. Maybe
>someone here can help.
>
>What types of simms does one use in the TT? I could use model
>numbers, specs, appearance, anything. I just need descriptions.
>
>You see, I have access to some 4megabyte simms right now, but I don't
>know if they'll fit into a TT. I probably won't have this access by
>the time I GET a TT. So if these are useful, I'll need to snag them
>now.

To expand memory on the TT one needs to purchase a daughter board
which has a memory controller chip and memory chips on this pc board.
The TT RAM daughter board has either 1M SIMMS for a 4M memory expansion
or 4M SIMMS for a 16M memory expansion. I purchased the TT RAM 4M
expansion (~$500). The ST RAM daughter board can be bought with up to
8M more of DIP memory, I believe. These configurations can be purchased
from Atari. I've heard of other memory expansions which will expand the
TT memory to a maximum of 32M - probably just in Europe. So, if you
add up the total memory expansion available from Atari:

2M of ST RAM on the mother board
8M more of ST RAM on the ST RAM daughter board
16M more of TT RAM on the TT RAM daughter board

26M total

CUL,
Chuck

4075. how fast is an 8 MHz 68000?

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 19:26:55 UTC
From: rreiner@nexus.yorku.ca
Message-ID: <rreiner.689714815@yorku.ca>
Source record: 227553

One final contribution to this debate:

The more or less comprehensive list of Dhrystone results in the official Dhrystone 2.1 distribution contains many data points for 8MHz 68000 systems: Macintoshes (with 5 different compilers), a Motorola PC/68000 coprocessor card, some Heurikons, an Atari Mega 2 (using Aztec C), something from Hogg Labs, etc. All of these numbers are between 500 and 850 dhrystones/sec.

There is one anomaly: a second entry for a Mega 2, this time using Turbo C, which comes in at 1650 dhrystones/sec.

I'm not sure what to make of this, especially when combined with the related claims that have been made here about Turbo C. Can Turbo C for the Atari really generate code twice as good as that of any of the other 15 or so 68000 compilers listed in the results table?

4076. Re: Looking for ST software to design a floorplan

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 20:04:05 UTC
From: zorko@eskimo.celestial.com
Message-ID: <1525@eskimo.celestial.com>
Source record: 227566

References: <1991Nov5.140713.9812@irscscm.UUCP>

In article <1991Nov5.140713.9812@irscscm.UUCP>, mlake@irscscm.UUCP
(Marshall Lake) writes:
>
> Is there software available for the Atari ST to aid in the design of
> house floorplans? And what are personal opinions concerning the
> product(s)?
>
> --
> Marshall Lake
> mlake@irscscm.UUCP
> ...!uunet!media!ka3ovk!irscscm!mlake

--
Athena II has all the things needed to draw floor plans. It has an
automatic measureing system and icons for electrical and plumbing
symbles. As I remember, it was priced at about $100.

---
zorko@eskimo.celestial.com | Have GOLD dredge, will travel. If'n you
Mike Berg @ ESKIMO NORTH | know where it's at, I know how to git it
(206) 367-3837 SEATTLE WA. | out! I would like to hear from other
A Public System, Try Us! | prospectors, mail me! GO FOR THE GOLD!!

4077. Re: 8mhz ST = 16mhz 386

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 20:35:41 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <49891@cup.portal.com>
Source record: 227557

Of course, everyone is carefully ignoring the fact that it doesn't matter HOW fast a computer is, if it's unsupported.

Those slow '386 and '486 machines belong to a viable marketplace where the software base is growing and improving. Windows may be slow today, but at least there's a chance it'll be improved tomorrow. You can't say that about very many ST programs.

It's a little like owning a 426 Hemi Barracuda and sneering at all the "performance cars" of today... except that you can't find Premium Leaded gas to drive it anymore.

BobR

4078. Re: 68030 and PC-Ditto?

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 21:18:59 UTC
From: AAron@sun.soe.clarkson.edu
Message-ID: <1991Nov9.211859.3636@news.clarkson.edu>
Source record: 227556

From article <25072@sdcc6.ucsd.edu>, by atilghma@sdcc13.ucsd.edu (Adam Tilghman):
> In article <1991Oct29.200512.1@uavax0.ccit.arizona.edu>
t32404665@uavax0.ccit.arizona.edu writes:
>>Has anybody considered the effect that one of the 68030 accelerators might
>>have on PC-Ditto I? Maybe it would be speeded up enough to make atually

> Because most low-level software written before 1990 assumes that
> you have a 68000, PC-Ditto would probably crash and die (can anyone

PC-Ditto didn't work when I had a 68010.
-AAron

4079. Wanted * Power Supply *

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 21:46:21 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <78381.312917016@kcbbs.gen.nz>
Source record: 227484

Urgently required ... a 250volt 50hz Atari Power Supply

We urgently require a PSU for the Atari SH series of Hard disks. It
is the same that is in most machines (bar the mounting plate which we
do not need) ie the 520stfm,1040stfm,1040ste,tt etc ....

If some kind soul can emeil me an address of where I can order one or
if you have a spare please EMail me at Jon_Clarke@kcbbs.gen.nz .
If you do have a spare one please email me the prioce and I will send
a Telegraphic Transfer (TT) to your bank account for Urgent Delivery.

Thanks in advance..

- Jon Clarke GEnie : J.CLARKE6
Z*NET Pacific BBS The Nets : Jon_Clarke@kcbbs.gen.nz
Auckland Snail Mail: Jon Clarke c/- RD#2 Drury Auckland
New Zealand. Ph. 001-6425-962638

4080. less97 diffs (was: Re: using less.ttp as the Neodesk pager)

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 22:40:28 UTC
From: nox@jelal.north.de
Message-ID: <0619.11.91@jelal.north.de>
Source record: 227585

In <1991Nov7.194716.587@mailer.cc.fsu.edu> boyd@pipe.cs.fsu.edu (Mickey Boyd) writes:
>[less]
> The only thing I miss is the ability to hit "v"
>and fire up an editor (less reports "no shell!"), but I can live with that.

hmm, did you set $SHELL and $EDITOR ? the shell has to understand
'-c <command>' and the editor shouldn't use GEM, though.

>It is so nice to have a file viewer I can search for stuff with (using the
>"/" directive)!

true. or under MiNT, you can put it at the end of a pipe and then
search and scroll around in the output...

>By the way, this is the less available from atari.archive in the file
>/atari/utilities/less.arc. There is also a less97.arc out there, but it
>is a MINT specific port.

well, actually that version _did_ run under TOS (to a certain
extent at least), only it needs something sensible in /etc/termcap.
the reason i hacked on it was another: to fix a bug that sometimes
caused it to allocate much more memory than it really needed...
diffs are short enough i think i can simply post 'em here. :-)
(the other changes are to keep poor ol' GEMDOS a little more happy
when running under TOS, and because of differences in the MiNT
library the original port used. lib/console.c is from MiNT lib
pl 10, but looks like pl 14 needs the patch as well. (guess my
`bugreport' was a few days late :-))

btw, eric, did you get my last 2 mails? looks like some box on the
(UUCP) way to my home address is dropping mail. :-(i've set
Reply-To to send a copy to my bitnet address, in case you read this...

ah yes, and while i'm at it: job control in MiNT 09 works better
now, but stopping eg a less that was spawned from another program
(eg another less, like when u hit `h'elp :-) still requires more
than one ^Z, if it doesn't hang MiNT completely. (similar to
the `hanging bash syndrome'... :-( ) maybe it's a difference when
a program does `kill(getpid(), SIGTSTP);' instead of getting the
signal from the terminal directly?

>...
>Also, I have a buddy that complains about not having a good pager program for
>his TT. We are going to test out less to see if it works on his system.

maybe you'll have to adjust :li and :co in in the termcap entry,
but otherwise should be no problem.

```
bye...
Juergen
--
J"urgen Lock / nox@jelal.north.de / ..!uunet!unido!sol.north.de!jelal!nox
...ohne Gewehr

diff -c ../orig/command.c ./command.c
*** ../orig/command.c Sun Jan 6 00:15:50 1991
--- ./command.c Fri Sep 27 01:42:22 1991
***************
*** 28,33 ****
--- 28,37 ----
extern char *current_file;
#if EDITOR
extern char *editor;
+ # if MINT
+ extern int file;
+ extern int __mint;
+ # endif
#endif
extern int screen_trashed; /* The screen has been overwritten */

***************
*** 306,311 ****
--- 310,316 ----
* Make one pass to see how big a buffer we
* need to allocate for the expanded shell cmd.
*/
+ n = 0;
for (fr = cmdbuf; *fr != '\0'; fr++)
if (*fr == '%')
n += strlen(current_file);
***************
*** 735,740 ****
--- 740,757 ----
else
sprintf(cmdbuf, "%s +%d %s",
editor, c, current_file);
+ #if MINT
+ /* poor GEMDOS gets confused when a file is
+ open more than once... -nox */
+ if (!__mint && file) {
+ close(file);
+ lsystem(cmdbuf);
+ if ((file = open(current_file, 0)) < 0) {
+ error("Couldn't reopen file");
+ edit("");
+ }
+ } else
+ #endif
lsystem(cmdbuf);
ch_init(0, 0);
```

```
clr_linenum();
diff -c ../orig/makefile ./makefile
*** ../orig/makefile Sun Jan 6 01:23:28 1991
--- ./makefile Fri Sep 20 03:07:36 1991
***************
*** 16,22 ****
# make clean # Removes "less" and the .o files.
# make clobber # Pretty much the same as make "clean".

! SHELL = g:/bin/init.prg

########################################################################################
# Compilation environment.
--- 16,25 ----
# make clean # Removes "less" and the .o files.
# make clobber # Pretty much the same as make "clean".

! #SHELL = g:/bin/init.prg
! CC = gcc.ttp
! AS = gcc-as.ttp
! LD = gcc-ld.ttp

########################################################################################
# Compilation environment.
***************
*** 45,52 ****
# It is normally "-O" but may be, for example, "-g".
OPTIM = -O -fcombine-regs -fomit-frame-pointer

! CFLAGS = $(OPTIM)
! LDFLAGS = -s

########################################################################################
--- 48,56 ----
# It is normally "-O" but may be, for example, "-g".
OPTIM = -O -fcombine-regs -fomit-frame-pointer

! #CFLAGS = $(OPTIM)
! CFLAGS = $(OPTIM) -DMINT
! #LDFLAGS = -s

########################################################################################
***************
*** 61,67 ****

OBJ = main.o option.o prim.o ch.o position.o input.o output.o \
screen.o prompt.o line.o signal.o os.o help.o ttyin.o \
! decode.o command.o linenum.o tags.o version.o

########################################################################################
--- 65,72 ----

OBJ = main.o option.o prim.o ch.o position.o input.o output.o \
screen.o prompt.o line.o signal.o os.o help.o ttyin.o \
```

```
! decode.o command.o linenum.o tags.o version.o \
! lib/console.o

################################################################################
diff -c ../orig/os.c ./os.c
*** ../orig/os.c Sun Jan 6 00:15:50 1991
--- ./os.c Fri Sep 27 01:12:24 1991
***************
*** 23,28 ****
--- 23,32 ----

static jmp_buf read_label;

+ #if MINT
+ extern int __mint;
+ #endif
+
/*
* Pass the specified command to a shell to be executed.
* Like plain "system()", but handles resetting terminal modes, etc.
***************
*** 66,75 ****
--- 70,88 ----
* Force standard input to be the terminal, "/dev/tty",
* even if less's standard input is coming from a pipe.
*/
+ #if MINT
+ /* try to keep GEMDOS happy... -nox */
+ inp = 0;
+ if (__mint || !isatty(0)) {
+ inp = dup(0);
+ dup2(__mint ? open("/dev/tty", 0) : -1, 0);
+ }
+ #else
inp = dup(0);
close(0);
if (open("/dev/tty", 0) < 0)
dup(inp);
+ #endif

/*
* Pass the command to the system to be executed.
***************
*** 95,103 ****
--- 108,123 ----
/*
* Restore standard input, reset signals, raw mode, etc.
*/
+ #if MINT
+ if (__mint || inp) {
+ dup2(inp, 0);
```

```
+ close(inp);
+ }
+ #else
close(0);
dup(inp);
close(inp);
+ #endif

init_signals(1);
raw_mode(1);
***************
*** 201,207 ****
/*
* Read the output of <$SHELL -c "echo filename">.
*/
! cmd = calloc(strlen(p)+12);
if (cmd == NULL)
return (filename);
sprintf(cmd, "%s -c \"echo %s\"", p, filename);
--- 221,228 ----
/*
* Read the output of <$SHELL -c "echo filename">.
*/
! /* cmd = calloc(strlen(p)+12); */
! cmd = calloc(strlen(p)+strlen(filename)+12, sizeof(char));
if (cmd == NULL)
return (filename);
sprintf(cmd, "%s -c \"echo %s\"", p, filename);
diff -c ../orig/output.c ./output.c
*** ../orig/output.c Sun Jan 6 00:15:50 1991
--- ./output.c Fri Sep 20 02:37:02 1991
***************
*** 17,22 ****
--- 17,26 ----
extern int any_display;
extern char *line;
extern char *first_cmd;
+
+ #if MINT
+ extern int __mint;
+ #endif

/*
* Display the line which is in the line buffer.
***************
*** 121,126 ****
--- 125,158 ----

static char obuf[1024];
static char *ob = obuf;
+
```

```
+ #if MINT
+ /* same as write() but translates \n -> \r\n */
+ xwrite(fd, buf, count)
+ int fd, count;
+ char *buf;
+ {
+ register char *p = buf, *q = buf;
+ register int n;
+
+ if (__mint)
+ return write(fd, p, count);
+ while (42) {
+ while (*q++ != '\n' && count)
+ --count;
+ if ((n = q-1-p) > 0) {
+ if ((n-= write(fd, p, n)) > 0)
+ return q-1-n-buf;
+ }
+ p = q;
+ if (--count < 0)
+ return p-1-buf;
+ if (!write(fd, "\r", 1))
+ return p-1-buf;
+ --p;
+ }
+ }
+ #endif

/*
* Flush buffered output.
***************
*** 133,139 ****
--- 165,175 ----
n = ob - obuf;
if (n == 0)
return;
+ #if MINT
+ if (xwrite(1, obuf, n) != n)
+ #else
if (write(1, obuf, n) != n)
+ #endif
screen_trashed = 1;
ob = obuf;
}
diff -c c:/gcc/lib/console.c lib/console.c
*** c:/gcc/lib/console.c Sat Apr 6 00:39:12 1991
--- lib/console.c Fri Sep 20 03:04:46 1991
***************
*** 6,11 ****
--- 6,12 ----
```

```
#include <osbind.h>
#include <mintbind.h>
+ #include <basepage.h>
#define CTRL(x) (x & 0x1f)

extern int __mint;
***************
*** 16,26 ****
--- 17,38 ----
_console_read_byte(fd)
int fd;
{
+ int stdin, ch;

if (__mint) {
return Fgetchar(fd, 0);
}
+ #if 0
+ /* this is no good esp because characters tend to get lost
+ in GEMDOS buffers then... */
return Bconin(2);
+ #else
+ stdin = _base->devx[0];
+ _base->devx[0] = fd;
+ ch = Crawcin();
+ _base->devx[0] = stdin;
+ return ch;
+ #endif
}

void
```

4081. So, This is Your first time installing TeX on an Atari ST!

Newsgroup: comp.sys.atari.st
Date: 1991-11-09 23:38:57 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <5762@tamsun.TAMU.EDU>
Source record: 227559

Here is the TeX setup document that I have been promising. I would have sent it to the 50+ addresses individually, but I think that would have taken me another day (given my time-schedule). So here is the first draft. Those people requesting a first draft, please read this and give me your positive/negative input.

Others, please press "n" to breeze past this 12 page document.

vvvvvvvvvvvvvvvvvvvvvvv--- BEGIN HERE ---vvvvvvvvvvvvvvvvvvvvvvvvv

So, This is Your First Time to Install TeX on an Atari ST!
(Instructions for installing an configuring TeX)

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Atari ST TeX experiences from the USENET

TeX (pronounced "teck", where the "X" is the greek character chi) is a book and document formatting system that gives the user the absolute best text formatting possible.

Normally TeX is found on mainframe or mini-computers in corporations and educational organizations. These versions of TeX are usually quite large and robust. The printing looks great, but you have to leave home and visit your local computer center to view a good copy of a TeX'ed document.

Fortunately, for those users that enjoy working on a personal computers, TeX is available on virtually every popular micro-computer available in the 1990's. According to Bart Childs, former president of the worldwide TeX Users' Group (TUG), the Commodore Amiga and the Atari ST have some of the best versions of TeX available for any computer. This article is designed to give you a current set of instructions and

comments regarding the most popular versions of TeX for the Atari ST.

The two popular flavors of TeX (as of November 1991) are:

- regular TeX (the one that must be pieced together by
the ST user)

- CS-TeX (a set of diskettes containing a complete TeX document
creation environment which fully installs
itself. Written by German Atari wizard
Christoff Strunk.)

Each version has some advantages, but neither provide all of the
advantages.

Regular TeX has the advantage of running well on computers
with a small amount of memory (1 Megabyte). It interfaces well with
several tools for printing and viewing TeX files. Its disadvantage is

that it requires a lengthy manual installation. A manual installation
will make the installer an expert on TeX installations, though.

CS-TeX provides a full environment for creating a TeX document from
start to finish. CS-TeX provides:

- an editor,
- TeX,
- TeX format builder,
- two TeX file screen pre-viewers,
- Metafont,
- an Index builder,
- a bibliography tool,
- graphic file interfaces
- and a simple graphical user interface

The graphical user interface is optimized for people who don't like to
use a mouse, and the graphic file interfaces allow Pictures and graphs
created by other programs to be used in TeX documents.

Configuring the Plain ST TeX software for the first time

Configuring the ST TeX software actually involves several
ordered steps.

1) Obtaining the TeX software

2) Creating a customized directory system

3) Un-archiving the TeX software

4) Setting up environment variables

5) Creating the TeX "format" files.

STEP DETAILS
============

>> 1. Obtaining the TeX software

This step has a fairly broad scope, but one source for the
Plain TeX system is the Atari Archive ftp site at the
University of Michigan in the United States. Its ftp
name and internet number are:

atari.archive.umich.edu 141.211.164.8

For the configuration instruction discussed in this document,
you should obtain the following files:

So, This is Your First Time to Install TeX on Your Atari ST! Page 3

Directory: /atari/tex/tex31

size date name
======= ============ ============
376570 Dec 31 1990 inputs.lzh
26451 Aug 14 18:57 poofiles.zoo
520881 Aug 14 18:50 texbin.zoo
342243 Dec 14 1990 tfmfonts.lzh

Directory: /atari/tex/dvi

size date name
======= ============ ============
58562 May 18 1990 dviatari.zoo (S)
239494 Apr 12 1989 dvieps.arc (P)
151658 Aug 6 12:07 shdvi10b.zoo (S,P)

Directory: /atari/tex/fonts

size date name
======= ============ ============
365612 Sep 6 1989 dvifnts1.zoo
471608 Sep 6 1989 dvifnts2.zoo
1910 Sep 6 1989 dvifntsz.hlp
208619 Sep 22 1989 showdvifonts.zoo

Most of these files are required, but some of them provide
duplicate function. The files in the "/atari/tex/dvi"
directory provide printing and pre-viewing functions. If
you have the space, get them all.

- The "dviatari.zoo" archive contains "dviatari", a screen
pre-viewer that uses the "dvifnts*.*" archives in the
"/atari/tex/fonts" directory.

- The "dvieps.arc" archive contains "dvieps" a program and
source code to print TeX's dvi-files to a 9-pin EPSON
compatible printer. "dvieps" also uses the "dvifnt*.*"
archives' font files.

- The "shdvi10b.zoo" file contains "showdvi", a pre-viewer,
and "dviprint", a dvi-file printing program. "dviprint"
will output to several types of printers including:
Epson 9-pin, Epson 24-pin, Atari SLM, and HP Laser-Jet
printers. Both programs can use the "dvifnts*.*" font
files. In addition, the programs can use "flib", font
library, files, that are in the "showdvifonts.zoo" archive.

You need at least one (S) "Screen pre-viewer" and one (S) "Dvi
file printer" archive. For either of the sets of pre-view and
print programs, you will need the "dvifnt*.*" files. If you
want to use the "flib" font library ability of the "shdvi10b.zoo"
programs, then you should get the "showdvifonts.zoo" file also.

So, This is Your First Time to Install TeX on Your Atari ST! Page 4

>> 2. Creating a customized directory system

This part requires you to think the hardest. The following
directory names are a compromise of the directory names
used by usenet users who contributed to this article.

i. Select a base directory for your files. I will use
"D:\tex" for the base directory. Edit this file (the
one that your are currently reading) with a text editor
and use the global search and replace function to change
"D:\tex" to the directory you want to use.

ii. Create a fonts directory directory:

D:\tex\fonts

This is the directory where you will place your
TeX Font Metric (tfm) fonts and possibly the device
fonts for the pre-viewer and your printer.

iii. Create a binary, or executables, directory:

D:\tex\bin

This is the directory where you will place your
".ttp", ".prg", ".tos", and ".app" files.

iv. Create an inputs directory:

D:\tex\inputs

This is the directory where you will place all of
files that TeX needs for initialization.

v. Create a format directory:

D:\tex\formats

This is the directory where you will place the files
containing a memory map of initialize TeX variables
called "format files." These format files are discussed

in sub-section ">> 5."

vi. (Optional) If you are going to use font libraries, then
you will want to make the following directory:

D:\tex\fonts\flibs

This is the directory where you will place the files
containing "pk" fonts squished into one file that
has a name in the form of "pkxxxx", where "xxxx" is
replace by a number between 0000 and 9999. The number
represents the resolution in dots-per-inch of fonts in
the font library.

So, This is Your First Time to Install TeX on Your Atari ST! Page 5

>> 3. Un-archiving the TeX software

You may have noticed that the files from the Atari Archive are
all in a ".arc", ".lzh", or ".zoo" format. Each of these must
be de-archived with their respective archive utility.

To get the appropriate archive utilities, use ftp to get an
"arc", "lzh", and "zoo" archive utility from the "/atari/archivers"
directory in the Atari Archive.

Using either a shell facility or the desktop change to the following
directories and issue the commands following them:

```
cd d:\tex\bin
zoo -restore texbin.zoo
zoo -restore poofiles.zoo
arc x dvieps.arc (*)
zoo -restore dviatari.zoo (*)
zoo -restore shdvi10b.zoo (*)
```

(*) NOTE: You only need the files that you down-loaded, as
mentioned earlier in section ">> 2."

```
cd d:\tex\fonts
zoo -restore dvifnts1.zoo
zoo -restore dvifnts2.zoo
lzh -restore tfmfonts.lzh (**)
```

(**) NOTE: You may need to use "x" instead of "-restore"
depending on your lzh utility)

if you are going to use the "flib" font library
capabilities of the "shdvi10b.zoo" archive's "showdvi" and
"dviprint" programs, then you will also need to run

```
zoo -restore showdvifonts.zoo
```

NOTE: The "showdvifonts.zoo" filename is too long for TOS.
You were required to give it a valid TOS filename

before you could down-load the file to your computer.
Use that name here.

```
cd d:\tex\inputs
lzh -restore inputs.lzh
```

>> 4. Setting up environment variables

The TeX program, the screen pre-viewers, and the dvi-file
printer programs all use environment variables to locate
necessary files.

So, This is Your First Time to Install TeX on Your Atari ST! Page 6

At the time of writing, I had only used TeX with "gulam" and
"NeoDesk". Several environment variable programs are available
for the ST. Follow the documentation with the programs, setting
the environment variables to the same values listed below.

```
TEXFONTS = D:\tex\fonts
TEXINPUTS = .;D:\tex\inputs
TEXPOOL = D:\tex\bin

PKDIR = D:\tex\fonts
FLIBDIR = D:\tex\fonts
DVICONFIG = D:\tex\config
```

Explanation:

TEXFONTS tells TeX where the TeX Font Metric (tfm) fonts
exist. The tfm fonts are special fonts that TeX uses
when creating a dvi-file.

TEXINPUTS tells TeX where to look for input files. The
"." is included to make TeX look at the current
directory that you are using.

TEXPOOL tells TeX where the binary and the pool (.poo) files
exist.

The last three variables are for the "shdvi10b.zoo"
programs, "showdvi" and "dviprint". If you are not going
to use these programs, then simply leave these variables out.

PKDIR tells the "shdvi10b.zoo" programs where to find the
individual "pk" font files.

FLIBDIR tells the "shdvi10b.zoo" programs where to find the
files containing the "flib" font libraries.

DVICONFIG tells the "shdvi10b.zoo" programs where to find their
configuration files.

NOTE: In the "gulam" shell, set the variables using the
following form.

setenv VARIABLENAME 'data'

for example,

TEXINPUTS = .;D:\tex\inputs

would be

setenv TEXINPUTS = '.;D:\tex\inputs'

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>> 5. Creating the TeX "format" files.

At this point TeX is practically running, and you could even start
using TeX at this point if you used very low level TeX commands.
These low level commands are to TeX as assembly language is to
a high-level language compiler. Attempting to use TeX at this
point would probably yield an error stating something like:

Can't find `PLAIN' format file.
You must generate this one first.

OR

Format file error. Aborting

Because you are using high level commands when TeX needs
low level commands. To correct the problem, simply create the
format file using a feature of TeX 3.x to build the files. The
format file contains high-level TeX commands composed of the
low-level TeX commands. The following steps describe building
the main format file.

i. At the shell prompt or desktop execute TeX with the
following command and parameters:

tex plain -i

ii. When TeX has finished creating the format file, it will
stop. You must then type:

\dump

to make it create the "plain.fmt" file and exit TeX.

iii. Last, you need move the file to the "D:\tex\formats"
directory, using your favorite file utility program.

To build format file for LaTeX, replace step "i." with

tex &lplain -i

And follow steps "ii." and "iii." the same way as you did for
the TeX "plain" format file.

The font conventions
====================

TeX for the Atari uses four types of fonts:

"tfm" which are TeX Font Metrics
"pk" which are Device output fonts
"gf" which are Metafont output files
"mf" which are Metafont font programs

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The tools configured in the last section only use the "tfm" and the "pk" fonts. The "gf" and the "mf" files will only be needed if you desire to create fonts for which you don't already have "tfm" and "pk" fonts. If you do create fonts, you will also need a tool called "gftopk" which converts the "gf" Metafont output files to "pk" font files.

Each font has a name that usually includes a point size. For example, "cmr10" means it is the 10 point size of the Computer Modern Roman font. That font can be scaled though. TeX has the ability to use magnifications of fonts rather than forcing a use to create larger and larger point sizes for the fonts.

A magnification is in terms of 1000's. A magnification of 1000 means that a font is the size for which it was designed. A magnification of 1200 means that a font is 1.2 times the size for which it was designed. A magnification of 850 mean that a font is 0.85 times the size for which it was designed.

Programs that use "pk" files name their font files in terms of dots-per-inch (dpi) resolution. So the "cmr10" font for a laser printer would be include "300" in the name, because laser printers are 300 dpi devices.

Since printing devices print at fixed resolutions, so printing a 150 dpi font on a 300 dpi printer would result in a font looking half the size it should be. In fact, a 150 dpi font on a 300 dpi printer would be a font at a magnification of 0.50. A cmr10 font at a magnification of 1200 on a 300 dpi printer would include "360" (300 x 1.2 = 360) in its name.

Because placing both the font name and the dpi size in the same filename limits the names of the fonts, two font naming conventions have evolved. The "dvieps" and "dviatari" programs use the first convention and the "showdvi" and "dviprint" programs use the second convention. These two conventions group font files into directories. The directory contains either the font name or the dpi size, and the file inside the directory contains the part of the full name that was not use in the directory name. Both contain the same information, but each have a different style of directories and files. For example, given two font styles with three magnifications for a 300 dpi printer:

cmr10 cmrsl10
250 dpi 250 dpi
300 dpi 300 dpi

360 dpi 360 dpi

The first convention would store the fonts in the following format:

D:\tex\fonts\cmr10\250pk
D:\tex\fonts\cmr10\300pk
D:\tex\fonts\cmr10\360pk

D:\tex\fonts\cmrsl10\250pk
D:\tex\fonts\cmrsl10\300pk
D:\tex\fonts\cmrsl10\360pk

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The second convention would store the fonts in the following format:

D:\tex\fonts\250pk\cmr10
D:\tex\fonts\250pk\cmrsl10

D:\tex\fonts\300pk\cmr10
D:\tex\fonts\300pk\cmrsl10

D:\tex\fonts\360pk\cmr10
D:\tex\fonts\360pk\cmrsl10

The second convention uses fewer directories when you have many fonts, which a normal TeX system will usually have. The first convention uses more directories but must be used for the "dvieps" and "dviatari" programs, which use the "dvist" font naming convention. The "dvist"-type programs look at the TEXFONTS variable to see where the font directories exist. So if you want to use the "dvist" type programs, you must actually have your ".tfm" fonts mixed in with "pk" font directories. A mixture of fonts in the same directory makes things confusing and is not a recommended way of configuring the fonts.

The "shdvi10b.zoo" programs, "showdvi" and "dviprint", can use the first method of naming fonts if a simple configuration file is modified. But, unless you are going to use both the "dvist" type programs and the "shdvi10b.zoo" programs together, I recommend using the second method. (You may spend some time copying the font files from the first convention, as distributed in the "dvifnt*.*" files, to the second convention.)

Other advantages to using the second method are:

- At a glance you can verify which fonts are available at a certain magnification

- You don't have to make your "FOLDRxxx.PRG" so large to avoid the "40 Folder limit" bug in TOS

- The FLIB libraries use the same type of convention

An alternate font directory structure to the one mentioned in the
second section of this document follows:

```
d:\tex\fonts\tfmfonts
d:\tex\fonts\screen
d:\tex\fonts\screen\font0096\cmr10.pk
d:\tex\fonts\printer
d:\tex\fonts\printer\font0300\cmr10.pk
d:\tex\fonts\flibs\pk0300
d:\tex\fonts\flibs\pk0250
```

an so on.

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Using "dvieps" for EPSON 9-pin output
=====================================

"dvieps" has several options. I will not cover any of them,
because the documentation supplied with "dvieps" covers all the options.
Using the first font directory/file convention from the previous
section, you should be ready to use "dvieps". Simply type:

```
dvieps filename.dvi {where filename is replace by
the name of the dvi-file you
are attempting to print}
```

and "dvieps" will create a file with a ".eps" extension containing the
appropriate EPSON 9-pin codes to make a TeX printout. Now simply use
your favorite file printing program to print the new file out. Make
sure the file printing program does not alter the file that it prints.
Gulam and some other shells attempt to beautify printed files, which
makes plain text look good, but makes dvi-files unprintable.

Using "dviatari" for screen output
==================================

"dviatari" uses the same setup and configuration that "dvieps" uses.
To view a file simply type:

```
dviatari filename.dvi {where filename is replace by
the name of the dvi-file you
are attempting to print}
```

and "dviatari" will display a few messages and then display the TeX file
in a fairly readable form.

Using "showdvi" for screen output
=================================

Both "showdvi" and "dviprint" use similar configuration files that
I will discuss in this section. Both of these configuration files should
be placed in the directory indicated by the DVICONFIG environment
variable. I suggest that you use a directory named "D:\tex\config."
The "showdvi" font configuration file is called "showdvi.fnt." An example

"showdvi.fnt" follows:

```
pk_str %s\%dpk
font D:\tex\fonts

flib_str pk%04d
flib D:\tex\fonts\flibs
```

The "%s\%dpk" in the "pk_str" line means to convert the font "cmr10" at a resolution of 300dpi to "cmr10\300pk". The next line means that all converted font names have a "D:\tex\fonts" added as a prefix; making the example: "D:\tex\fonts\cmr10\300pk".

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The "pk%04d" in the "flib_str" line means to convert the font "cmr10" at a resolution of 300dpi to "pk0300". The next line means that all converted font names have a "D:\tex\fonts\flibs" added as a prefix. This means that "dviprint" and "showdvi" will look into the "D:\tex\fonts\flibs\pk0300" flib library file for the "cmr10" font.

For an additional example, lets make another configuration file for the alternate directory structure.

```
pk_str font%04d\%s
font d:\tex\fonts\screen

flib_str pk%04d
flib d:\tex\fonts\flibs
```

Now to use "showdvi" simply type:

```
showdvi filename.dvi {where filename is replace by
the name of the dvi-file you
are attempting to print}
```

and "showdvi" will display the TeX file on the screen.

Using "dviprint" for EPSON 9-pin or 24 pin printers
==========

Create or modify the "dviprint.fnt" file located in the directory indicated by the DVICONFIG environment variable that you set earlier. Make the file nearly identical, but alter:

```
pk_str font%04d\%s
font d:\tex\fonts\screen
```

TO

```
pk_str font%04d\%s
font d:\tex\fonts\printer
```

when using the alternate directory convention that I mentioned.

Now, to print a dvi-file directly to a 9-PIN printer, type:

dviprint -d 4 filename.dvi {where filename is replace by
the name of the dvi-file you
are attempting to print}

and, to print a dvi-file directly to a 24-PIN printer, type:

dviprint -d 1 filename.dvi {where filename is replace by
the name of the dvi-file you
are attempting to print}

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Simply typing "dviprint" alone will display all of the options that it offers. These options are also included in the brief documentation provided with the program.

Finding 24-pin fonts
====================

I found 24-pin fonts in the "/atari/fonts" directory of the Atari archive, I found a "N24PIN1.LZH" and "N24PIN2.LZH" files which contained all of the fonts I needed in a series of sub-directories named "mag____1.000" and "mag____1.200" and so on. I simply renamed these directories to "D:\tex\fonts\printer\font0360" and "D:\tex\fonts\print\font0432" respectively, and so on. "dviprint" worked great after that.

CS-TeX
======

There is little to say about CS-TeX. Look in the "/atari/tex/cs-tex" directory in the Atari Archive and down-load the eight files. Un-archive each file to a disk. Then printout the readme file. It is an english file that tells the user how to install CS-TeX. Last, simply click on the "INSTALL.PRG" program, and CS-TeX does everything that I have described in this document and more.

Extra-Help and Disclaimer
=========================

I want comments to this file. I like compliments, but I think constructive criticisms and suggestions would be most valuable to other Atari TeX users. Send all comments to the following usnet mail address:

tamuts.tamu.edu!n160ao (Mark Lehmann)

This information is simply advice for configuring TeX on the Atari ST computer. I don't guarantee that it will work perfectly; (but I made it work on my machine) and I am not going to be liable for any harm this document does to you. Some examples of harm are:

- making a bad grade on a semester project because you couldn't make TeX work on your computer

- losing your job because you couldn't make TeX work on your computer

- medical care for broken fingers or hands from hitting hard objects
in frustration.

4082. Re: WD1772 IC

Newsgroup: comp.sys.atari.st
Date: 1991-11-10 00:39:13 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1991Nov10.003913.384@usenet.ins.cwru.edu>
Source record: 227560

In a previous article, jmm2948@zeus.tamu.edu (Jeffrey M. Mayzurk) says:

>
>The floppy disk controller IC died in my trusty ST yesterday, so I am in
>desperate need of a replacement WD1772 IC. If anyone knows where I can
>obtain one, please let me know. This is urgent as my computer is crippled
>without it. Thanks alot!
>
>Jeff Mayzurk
>jmm2948@zeus.tamu.edu
>

Is there any way this chip could be "upgraded" to handle high density
disk drives?

I've seen high density mods for the ST, but there was always a catch...
--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@george.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

4083. Re: how fast is an 8 MHz 68000?

Newsgroup: comp.sys.atari.st
Date: 1991-11-10 05:02:04 UTC
From: steve@thelake.mn.org
Message-ID: <A3091339113@thelake.mn.org>
Source record: 227563

[In article <rreiner.689714815@yorku.ca>,
rreiner@nexus.yorku.ca (Richard Reiner) writes ...]

> There is one anomaly: a second entry for a Mega 2, this time using
> Turbo C, which comes in at 1650 dhrystones/sec.
>
> I'm not sure what to make of this, especially when combined with the
> related claims that have been made here about Turbo C. Can Turbo C
> for the Atari really generate code twice as good as that of any of the
> other 15 or so 68000 compilers listed in the results table?

Turbo C probably does a respectable job of optimizing, but the
biggest difference stems from the method that the Turbo C compiler
uses to pass arguments to functions. Most C compilers push arguments
onto the stack. Turbo/Pure C passes arguments in registers, where
possible. Register references are much faster than references to
stack memory. Thus Turbo C's function calls execute faster.

Only 15% of dhrystone's statements involve function calls, according
to the documentation, but function calls are far more ``expensive''
in terms of machine time than the other components (assignments and
control statements). Anything that speeds up function calls will have
a marked effect on the number of dhrystone loops per second.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>

4084. Re: using less.ttp as the Neodesk pager

Newsgroup: comp.sys.atari.st
Date: 1991-11-10 05:27:51 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1991Nov10.002751.27835@mailer.cc.fsu.edu>
Source record: 227564

In article <JGJ.91Nov8110130@rcx1.ssd.csd.harris.com>, jgj@ssd.csd.harris.com (Jeff Jackson) writes:
>
>>I still want the source to this guy
>
>Unless I am confused, "less" is port of GNU. GNU stuff is available
>on pre.ai.mit.edu.
>

True, but the TOS port of less stems from a vastly hacked version of that source (actually a much older version). I would rather not duplicate this effort, although it looks like I might have to. I think I will start out with the MINT port (given that the TOS source does not show up).

--

Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."

4085. Re: using less.ttp as the Neodesk pager

Newsgroup: comp.sys.atari.st
Date: 1991-11-10 05:36:16 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1991Nov10.003616.27968@mailer.cc.fsu.edu>
Source record: 227565

In article <1991Nov09.025431.10213@actrix.gen.nz>, Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>
>Were did you get this info from, I have the latest Neodesk but can't
>find how to use any alt, file viewer, I have looked through the Manuals
>mant times..Please can you help..
>
>The only way posible to me is as a install application, but this is no
>good as there are to many text file extentions..
>

On page 69 of my Neodesk 3 manual. Drop down menu "options", menu entry "Set Preferences", button "paths", text entry dialog "alternate text file viewer reader". This is for Neodesk 3.01 and above. I don't remember if this was an option in previous versions.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

4086. Re: Misc Questions

Newsgroup: comp.sys.atari.st
Date: 1991-11-10 08:12:38 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <RNs7aB2w164w@ersys.edmonton.ab.ca>
Source record: 227576
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

healy@cod.NOSC.MIL (Mike Healy) writes:

> 1) How can I determine how much memory I have left when I am running a
> program? I would prefer to examine some globals, not malloc
> until malloc fails and then free it back again.

> Mike Healy

You can pass Malloc a -1 value, and the value it returns to you will be
the ammount of free memory left that you can allocate. Normally that
value would be the address of the memory that has been allocated, but it
is changed in this special case.

I hope this helps you out.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

4087. Re: SPACOLA?

Newsgroup: comp.sys.atari.st
Date: 1991-11-10 08:53:46 UTC
From: woju@keep.fantasy.sub.org
Message-ID: <A0beo0pk@keep.fantasy.sub.org>
Source record: 227591

In <1991Nov8.082527.26083@uni-paderborn.de>, Marc Gumbold writes:

>a german bbs net. Maybe somebody reading this group, being active in the
>MAUS net as well, could forward your mail?

If you know the machine name you should get a mail to him, via
*.maus.de which should at least reach the site.

4088. SST, MegaTalk, Gadgets Updates

Newsgroup: comp.sys.atari.st
Date: 1991-11-10 09:37:02 UTC
From: dsmall@well.sf.ca.us
Message-ID: <28374@well.sf.ca.us>
Source record: 227579

It's been awhile since I've been able to slack off from fulltime SST work and get to the Net (*alas!*). The recent HackerCon reminded me ..

First, the direct link to Gadgets has died. For reasons only they know, our path (boulder.edu!tcr!gadgets) has been shut down at boulder. I have no interest in playing politics in Boulder, which is like bringing wheat to Nebraska.

However this message reached you is thus the only known path to Gadgets. I will probably get a UUNET path, since they've got a "getaway special" that is hard to resist.

Second, time to stamp out a rumour. We get ~ 5-10 inquiries per DAY regarding Spectre 3.1, particularly in Germany ... where can they get it, they have heard it is available. To be blunt:

Spectre 3.1 DOES NOT EXIST YET.

Yes, we are working on it, but it is not close to release, and has not even reached Beta Test.

Spectre 3.1 does this:

a) Fixes (minor) bug on cached accelerators on machines with less than 4 megs of RAM, where the cache fools Spectre into thinking there are 4 megs. Nice going, cache designers. What does "No RAM there" imply?

b) TT SCSI support. There seems to be some illusion that this is a bug in 3.0. In truth, we had 3.0 solid, "golden version", then the TT shows up. We could either support it a LITTLE BIT, whatever we could do fast, or forget it totally. TT SCSI is "real fun" <-- sarcasm and, for example, Atari USA can
not even be bothered to give us some sample r/w sector code to save us time. Also, there's the braindread XGEM scheme to worry about, as opposed to the free-world Supra/ICD/BMD/etc partition scheme.

c) System 7.0 will accidentally work on Spectre 3.1, emulating reality. I have no idea on 7.0.1 or whatever they are going to do. Someone at Apple needs a class in checking for error (Nil) returns from memory (Malloc equiv) calls.

Spectre 3.1 WILL NOT DO APPLETALK, WILL NOT CURE ACNE, AND WILL NOT SOLVE SOFTWARE PATENTS.

There is a chance, depending on the resident evil in the MMU, that 3.1 on a 68030 machine will allow Spectre to run in SST ...err, faster RAM.

No decision has been made on that. We'll have Dan Moore flip a coin.

Spectre 4.0 is in the gears.

If someone cares to send me TT code that will reliably read/write
the SCSI drives, they will probably get considerably more than chocolate
chip cookies in their stockings this holiday season. With the SST and
MegaTalk,
I do not have much time for experimenting.

Third: MegaTalk.

Friday, November 8, Sandy, Jamie (age 3) and I picked up the first
production run of MegaTalk boards. Looking good. We are busy with the
details of combining them with a virus-free disk and manual and
stuffing them into a box so attractive you can't resist.

I hate to say it, but as usual, we're back ordered.

Hence if you have a MegaTalk order in, have hope.

Fourth: SST

The SST has been undergoing minor tuning, getting faster chips,
that sort of thing. To the best of our knowledge, it is now dead solid
to 40 Mhz, and if you want to shell out $3.50 (dollars) for a faster
oscillator, that's up to you. I have run an SST for 12 days at 40 Mhz
doing "Boink", which is a good exerciser, out of burst mode 32-bitRAM
until the ST nearly shrieked of boredom. Looking good, folks.

It is my personal commitment to start shipping SST's this week
(in USA, that is Tuesday November 12, since Monday is a national holiday).
We had a chip supplier give us some jellybean chips that were from a bad
die, but that's not the end of the world; there are other suppliers that
aren't lobotomized.

Fifth: Spectre GCR for the TT & SST

Some Spectre GCR's work wonderfully with TT's, like the ones we
showed at CeBIT,in our lab, et al. Some apparently do not. Some empirically
minded people found that yanking the TT RAM boards "made it better".

There are a couple of bogus fixes for this that we have heard of.
The problem is a race condition against address-rot (where the address
lines fade from good values), as I understand it.

The first is something about piggybacking a 7407 (?) on top of
the one in the TT. I personally can't see why waving a dead chicken inside
of a pentagon with black candles would make a difference, either, but maybe
someone knows something I don't, particularly people that didn't design
GCR. If someone has some valid reason that this should make a difference,
drop me a line.

The second, believe it or not, is to replace about every frickin'
chip in the GCR with AS or F or S equivalents. Hey, that's great. You've
got a bunch of TT's, all with different address rot timing, so we'll just

speed up instead of fixing the REAL problem.

The fix we KNOW works is to add a simple inverter piggybacked to
another chip, clipping off all but 4 pins (power,ground, 2 active pins),
and golly actually running 2 wires. The inverter changes where we strobe
data in from the address bus, and works a heck of a lot better than
waving the dead chicken. (And if you get the chicken near the candles,
it smells like, well, fried chicken... more like burnt.)

We GIVE THIS FIX INFORMATION AWAY. If you know what end of a
soldering iron to hold you can prolly manage it. This is not heavy stuff.

Again,if you have a working GCR on TT, Don't Fix What Works.

We believe the reason the TT RAM board yanking worked is that with
the TT RAM board in there, address rot happened faster, and the GCR latched
data as bogus as <fill in witty entry, I'm fresh out>.

In order to get the TT-GCR Fix data, IF YOU NEED IT, FAX
USA (303) 791-0253, and please don't expect the return fax within
microseconds.
Things is awfully busy,or I woukldn't be up at 3:30 AM.

I would post the actual chip numbers et al but Sandy doesn't want me
to, and that's reason enough. Ever argue with a mad wife?

Sixth:

Our wonderful Barbara, who was with us from the launch of Gadgets,
has gone to her life's dream of living in Jamaica. Those of you who have
talked
to her know. Please don't bother addressing things to Barb.
"Dave", "David", "Hey, You", "Geeker Geek" -- they
will all work.

We will all miss Barb a very great deal!

So, things are going well, the things izz actually getting out
the door, and software is progressing along.

If you could, spread the word that 3.1 doesn't exist (yet).
We're awfully tired of being told it does, and getting the Evil Conspiracy
Treatment For Not Giving It To Them Right There.

And that's not even the dumbest rumour floating around.

Thank you. We return you to your regularly scheduled signal to noise.

David Small

I suppose I have to say I'm an engineer for legal reasons

Gadgets by Small, Ink

40 W Littleton #210-211, Littleton, CO 80120

FAX: (303) 791-0253 USA, Telly: (303) 791-6098 Mon-Wed-Fri ONLY

Genie: DAVESMALL Genie: DAVESMALL & RT CIS:
76606,666 & RT PastLives: Mule, Cow

"I'd put a witty saying here, but I'm not really that clever".

4089. Software availability in Germany

Newsgroup: comp.sys.atari.st
Date: 1991-11-10 17:14:47 UTC
From: yegerleh@vivaldi.ecn.purdue.edu
Message-ID: <1991Nov10.171447.9850@noose.ecn.purdue.edu>
Source record: 227567

Hello,

It's common knowledge that Atari sells a lot more STs in Germany than
here in the US. I would expect that because of this that there would
be a much bigger software base there. Yet apart from a few applications,
not much software is available here apart from applications developed
here in the US. Could any of you guys over there post a brief listing
of the state of the art software in each of the following categories:
1. DTP, 2. Mathematics software (anything like Mathcad for windows,
now that FSM GDOS is available) 3. CAD 4. C compilers (I'm aware
of Pure C) 5. Anything else that you can thing of that is bemerkungswert
that I didn't list here.

German docs aren't a problem for me because I can read German, but
I suppose most people here can't, so it would be good if you
could say if German or English docs are available. Also, the address
of a distributor would be handy, if that's not too much too ask.

On behalf of this side of the Atlantic, I thank you in advance!

Jim

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

4090. Re: Misc Questions

Newsgroup: comp.sys.atari.st
Date: 1991-11-10 17:34:19 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <25400@sdcc6.ucsd.edu>
Source record: 227587
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3377@cod.NOSC.MIL> healy@cod.NOSC.MIL (Mike Healy) writes:
>
>I have a couple of questions.
>
>1) How can I determine how much memory I have left when I am running a
> program? I would prefer to examine some globals, not malloc
> until malloc fails and then free it back again.
>
freemem = Malloc(-1L)

Note that this returns the size of the largest block, so if your
memory is fragmented, it will return less than what you'd expect.

>
>Mike Healy
>
>healy@cod.nosc.mil

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

4091. Re: Source-level debuggers for C?

Newsgroup: comp.sys.atari.st
Date: 1991-11-10 17:42:27 UTC
From: harryk@bucsf.bu.edu
Message-ID: <93594@bu.edu>
Source record: 227568

In article <1991Nov7.181621.20688@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>I've kept TOS 1.2 (or 1.02 according to taste) on my Mega all this time
>because I like the combination of db (the Mark Williams Co. debugger) and
>csd (the source-level debugger from the same folks). With the upcoming
>availability of TOS 2.06 upgrades, I'm afraid it's going to be time to move
>on to a new C compiler. But having a source-level debugger available is
>now a "settled expectation" for me. The situation is reinforced by using
>Codeview on the PC (some of the most inadequate documentation ever, but a
>debugger that works at BOTH source and executable levels).
> My Question:
>What C compilers that are still supported have source-level debuggers
>available? Do any of them also work at executable level? Anyone have
>strong feelings about their quality?
> Steve saj@chinet.chi.il.us

Ok, my friend Alex has Laser C which comes with a fantastic
source-assembly level debugger, it's called ldb I think....personally
I don't like the compiler itself but it is worth it to buy the whole
package JUST for the debugger

I hear that Turbo C version 2.00 comes with an excellent source level
debugger, but that's all I know (ahh..the docs are in german I think).

==
Author of ATZENTA2 Harry Karayiannis ________E-Mail________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@bucsf.bu.edu
** /||\ MegaST ** U.S.A. |BITnet:
===| cscrzcc@buacca.bu.edu

4092. For Sale

Newsgroup: comp.sys.atari.st
Date: 1991-11-10 17:58:52 UTC
From: niko@SERVER.CS.JHU.EDU
Message-ID: <9111101758.AA02084@ucbvax.Berkeley.EDU>
Source record: 227569

For Sale:

- MultiGEM. A good package but needs a hard disk or two disk drives
to work well. I only have a single drive system. Three weeks old.
Good for ST,STe,TT. Asking $40 +sh.

- Replay VII (8) Sound digitizer+Editor and Drumbeat software.
A couple of months old. Works fine. Asking $40+sh

Both items are in good condition, come with original manuals,disks,boxes.

niko@syzygy.cs.jhu.edu
nikolaid@radical-boy.cs.jhu.edu
vasilis@JHUVMS.bitnet

4093. Re: Help needed - Inline assembly in MWC

Newsgroup: comp.sys.atari.st
Date: 1991-11-10 17:59:59 UTC
From: harryk@bucsf.bu.edu
Message-ID: <93595@bu.edu>
Source record: 227570

In article <jensen.689545293@schulz> jensen@nosc.mil (Layne Jensen) writes:
>I recently acquired a copy of Mark Williams C version 3.06. I have scoured
>the manual to find out how to include in-line assembly code in the C source
>program, but cannot find any references to it.
>
>Am I somehow missing the part of the manual that discusses it, or does the
>compiler not support in-line assembler? If you know how to do it or know
>that it isn't possible, I would appreciate hearing either way. Apologies
>if I have somehow missed the obvious.
>

There is no need for in-line assembly with MWC because you can have your
assembly code in a different file and just compile it together with the
rest of your C code files...however, you should use MW specific assembly
languange, as it is described in the manual (under topic: as)...it is
quite similar to 68000 asssembly...(i also think that MWC provides a flag
-VM6800 or something like that...for using 68000 assembly)

Hope I helped..

>Layne Jensen jensen@nosc.MIL
>Naval Ocean Systems Center ...!sdcsvax!noscvax!jensen
>San Diego, CA
>--
>
>Layne Jensen jensen@nosc.MIL
>Naval Ocean Systems Center ...!sdcsvax!noscvax!jensen
>San Diego, CA

==
Author of ATZENTA2 Harry Karayiannis ________E-Mail________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@bucsf.bu.edu
** /||\ MegaST ** U.S.A. |BITnet:
===| cscrzcc@buacca.bu.edu

4094. WordPerfect 2.x for the Mac (via Spectre)

Newsgroup: comp.sys.atari.st
Date: 1991-11-10 18:14:31 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Nov10.181431.13190@rodan.acs.syr.edu>
Source record: 227572

When WordPerfect 2.0.1 came out for the Mac, I posted to the net about how slow the program was on Spectre and about how the date/time stamp would crash Spectre. Well, there are now newer versions around, i.e. 2.0.2 and 2.0.3. Both of these are much faster than 2.0.1, making it almost nice to use WordPerfect. Also, the newer versions don't seem to crash when I insert the time/date stamp (actually, I'm not sure about 2.0.2, since I replaced it with 2.0.3 rather quickly). Anyway, I just thought some of you out there might be interested in the program, now that the performance is a bit better (educational price is below $150, I believe).
--Gerry
ggreenbe@rodan.acs.syr.edu

4095. Print Spoolers for Spectre?

Newsgroup: comp.sys.atari.st
Date: 1991-11-10 18:17:11 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Nov10.181711.13460@rodan.acs.syr.edu>
Source record: 227573

It's been a while since I've seen this discussed, so I thought
I'd give it a shot again: are there any Mac print spoolers
that work with Spectre? From what I can tell, there didn't
use to be...I was just wondering if anything new has changed
this situation over the past months.
--Gerry
ggreenbe@rodan.acs.syr.edu

4096. Re: using less.ttp as the Neodesk pager

Newsgroup: comp.sys.atari.st
Date: 1991-11-10 18:18:15 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Nov10.131815.204@uwovax.uwo.ca>
Source record: 227571

In article <1991Nov10.002751.27835@mailer.cc.fsu.edu>, boyd@pipe.cs.fsu.edu (Mickey Boyd) writes:
>>Unless I am confused, "less" is port of GNU. GNU stuff is available
>>on pre.ai.mit.edu.
> True, but the TOS port of less stems from a vastly hacked version of that
> source (actually a much older version). I would rather not duplicate
> this effort, although it looks like I might have to. I think I will start
> out with the MINT port (given that the TOS source does not show up).

Have you actually tried the MiNT version of less under TOS? I can't imagine anything particularly MiNT specific that less would have to do, so it probably works. (Programs compiled with the MiNT library will run under TOS unless they use some MiNT specific features, e.g. they try to fork() or use pipes).

For example, the BSD "more" that I compiled with the MiNT library works fine under both TOS and MiNT.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

4097. Re: CS_TeX Update

Newsgroup: comp.sys.atari.st
Date: 1991-11-10 19:12:52 UTC
From: PHR00JG@TECHNION.BITNET
Message-ID: <91314.172900PHR00JG@TECHNION.BITNET>
Source record: 227574

As a TeX "veteran" (using it on various platforms since 1982), could I suggest that version numbering respects or at least reminds the OFFICIAL TeX version used? CS_TeX 2.10 is awfully confusing in 1991 where TeX 3.1x is probably the current version number. If CS_TeX 2.10 had anything to do with TeX 2.xx, I would not touch it because of lack of compatibility with the rest of the world. I know it hasn't, but why confuse a situation which is already not very simple because of the sophistication of TeX?

4098. Re: PD or shareware Fortran Compiler out there

Newsgroup: comp.sys.atari.st
Date: 1991-11-10 19:12:59 UTC
From: PHR00JG@TECHNION.BITNET
Message-ID: <91314.175117PHR00JG@TECHNION.BITNET>
Source record: 227575

It had been announced in this net a few months ago.
Potential user, better check your new software on thorough test cases.
Also, having taken a class in numerical analysis before wasn't lost time,
on the contrary.
Indeed, I quickly have given up an attempt to port some (large) program
with it, after a few first surprises with some calculations.

If your job with this compiler fails, there is another feat which might
help: the f2c Fortran-to-C converter found with ftp to netlib@research.att.com

Jacques

4099. Re: PD or shareware Fortran Compiler out there

Newsgroup: comp.sys.atari.st
Date: 1991-11-10 19:17:33 UTC
From: eahsnsr@nmt.edu
Message-ID: <1991Nov10.191733.24079@nmt.edu>
Source record: 227580

>jbunch@isis.cs.du.edu (John Bunch) writes:
>
>>In article <LUPUS.91Nov4124036@sol.cs.uni-sb.de> lupus@cs.uni-sb.de (Markus Wolf)
writes:
>>>Hi Folks,
>>>
>>>is there a PD or shareware version of a FORTRAN77 Compiler out there in
>>>netland. Please, post me a server.
>>>
>>> Lupus
>
>>I seem to recall on on the aim disk. If you want I can post it to
>>comp.binaries.atari.st and atari.archive. Give me a couple days..
>
>>John
>

Hey! There is already a FORTRAN compiler at atari.archive (terminator).

In the atari/languages directory it is the file bcf.lzh. It is a
German product, but there is an English TeX document in it that
translates all of the German error and status messages.

I would have posted this earlier if I had known that no one else would
respond.

Thanks,

Eric A. HOBBS?
eahsnsr@JUPITER.nmt.edu

4100. Video Toaster

Newsgroup: comp.sys.atari.st
Date: 1991-11-10 20:19:29 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <sd7NFFm00VB007DIB1@andrew.cmu.edu>
Source record: 227577

First, let me preface this by saying that I actually like the Amiga, it is just some of it's more pious followers that I can not stand.

OK. All those holier than thou, stick up the butt, my machine is better than your machine, poop heads who have been touting the Video Toaster from Newtek to be the final argument as to why the Amiga was, and would always be, a better machine than any other, and that such hardware would never be available to the lowly users of other machines, can now shoot themselves. Preferrably in the head, but the foot would do nicely, thanks.
It is now official. Newtek has announced realease of the PC MS-DOS version of the Video Toaster, for IBM PC's and compatibles. Can an ST version be all that far behind? Or a mac version, for that matter? Once that arrives, along with the Lexicor software, and a 24 bit board, it would make one damn cheap video system, even cheaper than the Amiga. And when MTOS comes out, the last claim to fame of the AMI-OS, assuming that MTOS is what it is claimed to be, will be gone as well. All this relies a bit oin speculation about the Atari side, but even still, it is nice sometimes to burst the bubble of the overly pious by reminding them that the rest of the world moves on.
Here's to Newtek, and to forward thinking.

mark

All hail the guru, and the interlace video headache.

4101. BGERVIN: HEY

Newsgroup: comp.sys.atari.st
Date: 1991-11-10 20:22:15 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <Yd7NHrW00VB007DlVB@andrew.cmu.edu>
Source record: 227578

HEY: I AM STILL LOOKING FOR YOU. I need your tele no., as I can not email you.

mark

4102. Re: What Is Adspeed STe?

Newsgroup: comp.sys.atari.st
Date: 1991-11-10 21:32:49 UTC
From: muellers@opal.cs.tu-berlin.de
Message-ID: <5380@troll.cs.tu-berlin.de>
Source record: 227581

In article <93562@bu.edu> selick@bucsf.bu.edu (Steven Selick) writes:
>
>I saw a recent posting that talked about 'Adspeed STE'. What is it, what
>are the specs, what's needed for installation, and how much does it
>cost?

Adspeed ST and Adspeed STE from ICD (known for their SCSI-Interfaces)
is a 16-MHz Tune-Up kit for the Atari ST/STE. Itm ainly consists of
a 16-MHZ CPU, which is soldered onto the back of the old CPU, which
is not used anymore. For games etc. you can switch back to 8 MHz.
Price in Germany is around 400 DM. That makes something like 250 US $.

steve.

muellers@cs.tu-berlin.de
steve@hwsw.gedas.de

4103. SCSI info needed

Newsgroup: comp.sys.atari.st
Date: 1991-11-10 23:52:48 UTC
From: acleasby@chaos.cs.brandeis.edu
Message-ID: <1991Nov10.235248.28525@news.cs.brandeis.edu>
Source record: 227582

I need some net.info on using a SCSI drive on the ST.

I've got a SCSI case, power supply, etc., a bare SCSI drive, and a
Host Adaptor.

The info I need is: what is a SCSI terminator? Is it a jumper? What
will happen if I try to use the drive without one?

If I do need one, where am I likely to find one? (ie Electronics stores)

Thanks in advance.

==
Andrew Cleasby (__) "Pie's never free."
acleasby@chaos.cs.brandeis.edu (@@) -SNL
st890550@pip.cc.brandeis.edu \/ Moo. cleasby@binah.cc.brandeis.edu
==

4104. Re: common lisp

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 00:31:05 UTC
From: ad0834@csc.albany.edu
Message-ID: <AD0834.91Nov10193105@sarah.albany.edu>
Source record: 227584

I have a text called "Common LISPCraft" by Wilensky et al which is
pretty good. I'm not sure if that's what you're asking.....

I'd assume that clisp supports the regular common lisp stuff...

Oh well...

- Andy Dickinson

--
Internet : ad0834@sarah.albany.edu Bitnet : AD0834@ALBNYVMS.BITNET
USMail : 271 Lark St. #3, Albany NY 12210 Ph : (518) 426 - 7907
* * Capital Dist. Draft and Military Counselors : [Info : (518) 434 - 4037]
--
Internet : ad0834@sarah.albany.edu Bitnet : AD0834@ALBNYVMS.BITNET
USMail : 271 Lark St. #3, Albany NY 12210 Ph : (518) 426 - 7907
* * Capital Dist. Draft and Military Counselors : [Info : (518) 434 - 4037]

4105. stupid SX212 modem question

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 00:35:19 UTC
From: plucky@ais.org
Message-ID: <0-#H#!K@irie.ais.org>
Source record: 227583

I've lost the manual for my Atari SX212 (Hayes-compatible), so
could someone e-mail me the command used to set the modem to auto-answer?
I thought it was "ATAA"... wrong!

If possible, I need this info tonight. Thanks in advance.

==
/ Chris L. Adamson / This message has cost the net hundreds, /
/ Michigan State U. / if not thousands, of dollars to send. /
/ Telecomm Production / ------------------------------------ /
/ M.A. student / plucky@irie.ais.org , plucky2(Amer. O-L)/
==

DISCLAIMER: MSU wishes it could be so erudite and clever...

4106. turn ST into X-terminal?

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 03:04:06 UTC
From: ftkgr@acad3.alaska.edu
Message-ID: <11NOV91120406@acad3.alaska.edu>
Source record: 227519

Is there any software (preferably PD) which can turn my old ST into an X-terminal?

Thanks,

Ken Richards
ftkgr@acad3.alaska.edu

4107. Re: Video Toaster

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 04:44:34 UTC
From: kdarling@garfield.catt.ncsu.edu
Message-ID: <kdarling.689834674@garfield.catt.ncsu.edu>
Source record: 227597

mc4c+@andrew.cmu.edu (Mark Choi) writes:
> [....]
> It is now official. Newtek has announced realease of the PC MS-DOS
>version of the Video Toaster, for IBM PC's and compatibles. Can an ST
>version be all that far behind? Or a mac version, for that matter? Once

Umm. I believe the PC version is the same as the current Mac version...
it's a stock Toaster card in a relabeled (NewTek) Amiga 2000 computer.
The PC/Mac connects via a serial port (or similar) for remote control.

There's no doubt that a PC/Mac Toaster-like-effects card can be done
(and I'm sure some are coming), but the NewTek Toaster itself is still
based around an Amiga at this time.

regards - kevin <kdarling@catt.ncsu.edu>

4108. Re: SCSI info needed

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 04:48:20 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1991Nov10.234820.18401@mailer.cc.fsu.edu>
Source record: 227592

In article <1991Nov10.235248.28525@news.cs.brandeis.edu>, acleasby@chaos.cs.brandeis.edu (Andrew Cleasby) writes:
>
>The info I need is: what is a SCSI terminator? Is it a jumper? What
>will happen if I try to use the drive without one?

The full name is "terminating resistor pack". All the ones I have seen look like:

```
+------------------+
| |
+-+-+-+-+-+-+-+-+-+
| | | | | | | | | |
```

That is, a little flat rectangular component about 1" long, with either one or two rows of vertical pins on the bottom. The component usually mates to a set of one or two in-line little pinholes. The component is removable. I have had two terminated drives work on my system, but I have never tried a single non-terminated one.

The idea here is to have the last drive on the cable (not necesarily the last SCSI id'ed drive) terminated, with all others non-terminated. In addition to the terminator, there are also usually jumpers that select the SCSI ID, and perhaps select a few drive options, like parity. If you have only one drive, it should be terminated.

>
>If I do need one, where am I likely to find one? (ie Electronics stores)
>

I think you would be best off getting the manual for your drive. They are usually very short (like one page explaining the jumpers and giving the terminator pack number). You could probably do this by dialing 1-800-555-1212 and asking for the number of the company who made the drive. I have done this several times in the past, and each time the company was more than happy to mail me a xerox of the manual. Alternately, you could call one of the drive specialists in Computer Shopper, and ask what all the stuff means. Either way, you should probably get this info before you try to hook it to your ST.

By the way, if it is a Seagate device, I have a listing of jumper configurations for most of them. Feel free to email if this will help.

--
```
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
```

```
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------
```

4109. Re: stupid SX212 modem question

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 04:51:11 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1991Nov10.235111.18498@mailer.cc.fsu.edu>
Source record: 227593

In article <0-#H#!K@irie.ais.org>, plucky@ais.org (Chris Adamson) writes:
>
> I've lost the manual for my Atari SX212 (Hayes-compatible), so
>could someone e-mail me the command used to set the modem to auto-answer?
>I thought it was "ATAA"... wrong!
>

You can type "ATA" when the phone is ringing, but this will not work before
the call. The easiest way to do this is to type "ATS0=1", then "AT&W" to
save the configuration (that is a zero in ats0=1, by the way). This
tells the modem to answer on the first ring (S0=2 would be the second, etc).
If it is zero, the modem does not answer at all.

This is standard hayes, so I assume it will work on your modem.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

4110. Re: WD1772 IC

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 05:03:42 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <91315.000342JJMCWILL@MTUS5.BITNET>
Source record: 227596

In article <1991Nov10.003913.384@usenet.ins.cwru.edu>,
al885@cleveland.Freenet.Edu (Gerard Pinzone) says:
>
>In a previous article, jmm2948@zeus.tamu.edu (Jeffrey M. Mayzurk) says:
>
>>
>>The floppy disk controller IC died in my trusty ST yesterday, so I am in
>>desperate need of a replacement WD1772 IC. If anyone knows where I can
>>obtain one, please let me know. This is urgent as my computer is crippled
>>without it. Thanks alot!
>>
>>Jeff Mayzurk
>>jmm2948@zeus.tamu.edu
>>
>
>Is there any way this chip could be "upgraded" to handle high density
>disk drives?
>
>I've seen high density mods for the ST, but there was always a catch...
>--
> _______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
> / ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
> / ___/ / /____ / __ / gpinzone@george.poly.edu (v)
>/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/
From what I heard the best the 1772 can do is 720K or whatever can
be obtained from twister format etc. 1.44m upgrades will by necessity
include a different Floppy Controller.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

4111. Re: New RCC Rules = Higher Telecomm Costs

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 05:14:10 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1991Nov11.051410.25757@ux1.cso.uiuc.edu>
Source record: 227590

In article <689407425.12@therip.FidoNet.Org>, Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:
|> Thats nothing... In the next day or two we will be finding out if Michigan
|> Bell will be allowed to charge for local calls placed..
|> Apparently they want to charge local calls as if they were LD calls.
|> Although at a much lower rate...
|> There goes the neighborhood..
|> I am sure it will effect alot of bbs users in grand rapids for sure....
|> (As in many areas in michigan..)
|>
|> Boy, the Govt's sure must like the bell companies or something..

Aren't under-regulated monopolies lovely? Michigan Bell, like Illinois Bell, is owned by Ameritech. Illinois Bell did the per call charge first in Chicago. Now it is implemented all over Illinois. My local charges have basically doubled. Unlimited local calls used to be $5.50/mo. The charges are $0.062 per call (untimed) for calls during the day. This drops to $0.03 per call at night. It sucks. They have the nerve to print: "Volume discount saved you $0.22 this month\n" on my bill....

Bill

4112. Latest version of gulam

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 08:46:56 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.91Nov11094646@fysaq.fys.ruu.nl>
Source record: 227504

Sorry of this is a FAQ, but:
I have a beta version of gulam, from early '88. Lately I picked up the version from atari.archive, but it was even older. As my version is beta, I guess there must be a newer and more definitive version. Could anyone tell where and if?

Thanks in advance,
--

Peter Mutsaers. RUU physics dept. Heidelberglaan 5, Utrecht, Nederland
muts@fysap.fys.ruu.nl |==========
tel: (+31)-(0)30-533880 | " Trust me; I know what I'm doing. "

4113. Postscript from degas?

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 09:44:31 UTC
From: cczcole@unicorn.nott.ac.uk
Message-ID: <1991Nov11.094431.24394@cs.nott.ac.uk>
Source record: 227598

Back in June csw93@seq1.keele.ac.uk (Adam Turnbull) posted a
message on the same subject and was advised by ralph@laas.fr (Ralph P. Sobek)
to:

Get degas2ps from irisa.irisa.fr

I saved this message then as it looked to me like something I'd be interested
in at some point in the future - that time has now arrived - so I duly
toddled off to search irisa, but couldn't find anything of that name there.

Does anyone know whether such a program currently exists on an archive
somewhere, and if so where can it be found (and does it work on all degas
formats?).

Many, many thanks in advance.

Marlon Cole
Systems Programmer
Cripps Computing Centre
University of Nottingham
Nottingham
ENGLAND
NG7 2RD

4114. Bash 1.10 for MiNT 0.9

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 10:24:59 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991Nov11.102459.4447@cs.nott.ac.uk>
Source record: 227599

Just posted to atari.archive is Bash 1.10, in both source and binary forms. Also source for the GNU glob and readline libraries; these are needed to compile Bash. You will need MiNT 0.9 to use this.

The new Bash seems (at the time of posting) to have cured the bug which was causing Bash and ksh to get stopped from time to time; I haven't used it much yet though, and I said the same thing when I first posted 1.05...

It also only really works on Minix partitions; MiNT 0.9 has good support for these, and I have changed over almost completely (I don't have Minix).

Bug reports, suggestions and amusing poetry to me.
--
/* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
+* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
+* Olivier's Law: "Experience is something you don't get *+
*------------------------- until just after you need it." */

4115. Re: MiNT 0.9 is now available

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 10:34:46 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Nov11103446@ghiggins.hpl.hp.com>
Source record: 227501

> Has anyone else had trouble with the MiNT port of KSH unter MiNT 0.9?

Yes, I have experienced the same problems.

> and if ggascoigne (sp?) intends to upgrade KSH or release his source
> code.

ggascoigne (sp correct) does intend to upgrade ksh, as soon as he gets his hands on Mint v09 and the libs. I have offered to supply both locally (U.K.).

I too have switched to bash for the time being.

--
Graham Higgins
<< My opinions above are exactly that: my own, and opinions. >>

4116. Gem View 1.1

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 11:12:03 UTC
From: haacke@exunido.uucp
Message-ID: <3989@laura.UUCP>
Source record: 227600

I post this document for Dieter Fiebelkorn
(fiebelko@petra.informatik.uni-dortmund.de)

Please, send all answers to him!

==========

Actually i am writing the german documentation, i hope to finish it this
week. After that i will translate it into english, this bad english version
will corrected by an english e-mail-penfriend.

Here the CHANGES since GemView 1.0.9:
"""""""""""""""""""""""""""""""""""""

Marl, Oct 12. 1991

Neue Features:
""""""""""""""
- Complett documentation (german and english).
- Runs as program (PRG, GTP) or as accessory (ACC).
- Supports the follows picture formats:
-NEW-> "GEM-View images [*.GVW]" (internal format)
"GIF Images [*.GIF]"
"Sun Rasterfiles [*.SUN]"
"STAD Images [*.PAC]"
-new-> "IFF Imagefiles [*.IFF]"
-NEW-> "MS-Windows Bitmap (*.BMP, *.RLE)"
-NEW-> "OS/2 Bitmap (*.BMP)"
-new-> "GEM-(X)Image Files (*.IMG)"
"GEM-Metafiles (Vector) (*.GEM)"
"Neochrome Rasterfiles (*.NEO)"
"Art-Director Rasterfiles (*.ART)"
"Degas Images (*.P[IC][123])"
"Tiny-Compressed Images (*.TN[123Y])"
"Doodle Monochrome Rasters (*.DOO [640x...])"
"Spectrum 512 Images (*.SPU, *.SPC)"
"X Bitmap-File [*.XBM]"
Will explains in the documantation.
- New functions:
o Identify pictures without loading the picture.
o You can iconify pictures; this meens the picture will saved into
a special format, which is quick in load. This format can reload
any time.
o The LOG-Window contains Icons for 'Load', 'Identify' pictures,
'Open' iconified pictures and to call dialog boxes to preset
some values.

o Fullscreen: Display a picture on the full screen without any
gem-window.
o You can quick zoom a picture two or four times.
o You can quick shrink picture (1/2, 1/4 and 1/8).
o Quick zoom/shrink don't use dynamic memory, (which will not free).
- Growing and shrinking the part of the picture around the position
of the cursor.
- Clip images in all directions (also from down-right to up-left).
- GEMVIEW.PRG have a menuline, you can now use accessories and
- it supports the AV-protocoll (AV_SENDKEY + AV_ACCWINDOPEN +
AV_ACCWINDCLOSED).
- GEMVIEW.ACC comunicate with the main application by AV-protocoll.
(b.e. Gemini).
- Window Cycle (^W) will supported and other windows (AV_ACCWINDOPEN)
will also cycled.
- The ICONS/MENU inside the windows can activate, if the window is
in the background and you can see a part of the ICONS/MENU.
Press the right mouse-button and select the ICONS/MENU with the
left one. The MENU is then a MAC-menu (you choose an entry if you
unpress the left mouse-button).
- Full keyboard support.
- The picture-window contains a menu with full keyboard support.
- Extended INF file with presetting values.
- Faster identify, which picture-format it is.
- Use less dynamic memory as before.
- Some correction.

Version 1.2 (Future):
"""""""""""""""""""""
- Load and Save TIFF (5.0) pictures.
- Supporting MultiGEM.
- Support new picture-formats.
- Faster algorithms for loading.
- Display more than one picture at time.
- Some Tools to convert pictures and printing (can call directly from
GEMVIEW).
- Identify-, Loading-, (Redraw-) and Saving-routines in external
Modules to write special modules by yourself.
- Dialog to choose picture-formats, each fomat will have a separate
Path.

==========

You can get GEM-View from:
""""""""""""""""""""""""""
Dieter Fiebelkorn
Grner Weg 29a
4370 Marl 1 (Germany)
BLZ: 426 610 08
Ktn: 607 984 800

Send a formated Disk, two CRI's (Coupon-Reponse-International),
your address and a message that you want to get GEMVIEW.

GEMVIEW 1.1 is SHAREWARE. Send $20 (US-Dollar) to me if you use GEMVIEW.
Or send $25, than you will get all versions up to version 1.2.

4117. Re: Help

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 11:20:01 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Nov11.112001.20334@actrix.gen.nz>
Source record: 227594

```
In article <12324.31591617@kcbbs.gen.nz> Stuart_Price@kcbbs.gen.nz (Stuart Price) writes:
> If any people out there ring an Atari BBS that has Fido running on it
> please reply to this message...
>
> If anyone out there can get Binkley please upload it to the Binary ssection...
>
> or contact me... PLEASE PLEASE PLEASE PLEASE do this as fast as possible..
>
> There must be someone out there..
> Anyone know A guy called Bryan Hall....
>
> Stuart Price
> Stuart_Price@kcbbs.gen.nz <---Usenet Address
> Fido address Stuart Price 3:772/90
> Auckland, New Zealand.
>

Contact Jon Clarke at Status BBS, they should have all that stuff..
or Jon_Clarke@kcbbs.gen.nz
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***
```

4118. Re: WD1772 IC

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 11:24:12 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Nov11.112412.20442@actrix.gen.nz>
Source record: 227595

In article <91315.000342JJMCWILL@MTUS5.BITNET> Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
writes:
>
> In article <1991Nov10.003913.384@usenet.ins.cwru.edu>,
> al885@cleveland.Freenet.Edu (Gerard Pinzone) says:
> >
> >In a previous article, jmm2948@zeus.tamu.edu (Jeffrey M. Mayzurk) says:
> >
> >>
> >>The floppy disk controller IC died in my trusty ST yesterday, so I am in
> >>desperate need of a replacement WD1772 IC. If anyone knows where I can
> >>obtain one, please let me know. This is urgent as my computer is crippled
> >>without it. Thanks alot!
> >>
> >>Jeff Mayzurk
> >>jmm2948@zeus.tamu.edu
> >>
> >
> >Is there any way this chip could be "upgraded" to handle high density
> >disk drives?
> >
> >I've seen high density mods for the ST, but there was always a catch...
> >--
> > _______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
> > / ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
> > / ___/ / /____ / __ / gpinzone@george.poly.edu (v)
> >/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/
> From what I heard the best the 1772 can do is 720K or whatever can
> be obtained from twister format etc. 1.44m upgrades will by necessity
> include a different Floppy Controller.
>
>
>
>
>
> Jeff McWilliams
> JJMCWILL@MTUS5.CTS.MTU.EDU
> GEnie: J.MCWILLIAM3
> "Atari 8-bit die hards never run out of power"

By the way , you should be able to get a WD1772 from Best Electronics ..USA
Phone No. is 408-243-6950
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***

*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4119. Re: Stacy

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 11:55:34 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1991Nov11.115534.1@lapis.labmed.umn.edu>
Source record: 227516

In article <9829@cactus.org>, covert@cactus.org (Richard Covert) writes:
> ...that same $2400 that you spent last year on your STacy will now buy you...

There is a problem with this kind of thinking. Of -course- the computer you bought a year and a half ago isn't as great as the 'newest' thing on the market. And it probably cost as much, or more, than what you could purchase today. However, if you had a -current- need for a computer, waiting for a 'possibly' better (non-existent) computer for the better part of a year or so is criminally stupid.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"I find television very educating. Every time somebody turns on the set, I go into the other room and read a book." -- Groucho Marx 1890-1977

4120. Re: WD1772 IC

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 12:01:02 UTC
From: d91jn@efd.lth.se
Message-ID: <1991Nov11.120102.2802@lth.se>
Source record: 227502

Jeff McWilliams wrote:
>From what I heard the best the 1772 can do is 720K or whatever can
>be obtained from twister format etc. 1.44m upgrades will by necessity
>include a different Floppy Controller.
>
Almost true. The WD1772 can SOMETIMES be cooled (eg using a Peltier-device)
and work on 16MHz instead of 8MHz. Then it can be used for 1.44 Meg. I _do_not_
recommend the method.

--
- Jerker Nilsson, email d91jn@efd.lth.se -
---- My opinion may change, but not the fact that I am right! ----
Insert own toughts here. The above is mine, and only mine!

4121. Re: WD1772 IC

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 12:09:44 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Nov11.120944.9337@rhrk.uni-kl.de>
Source record: 227503

al885@cleveland.Freenet.Edu (Gerard Pinzone) writes:

>In a previous article, jmm2948@zeus.tamu.edu (Jeffrey M. Mayzurk) says:

>>
>>The floppy disk controller IC died in my trusty ST yesterday, so I am in
>>desperate need of a replacement WD1772 IC. If anyone knows where I can
>>obtain one, please let me know. This is urgent as my computer is crippled
>>without it. Thanks alot!
>>
>>Jeff Mayzurk
>>jmm2948@zeus.tamu.edu
>>

>Is there any way this chip could be "upgraded" to handle high density
>disk drives?

Atari released a new version of the 1772 that is capable of working with
high density drives. At the moment these chips are only available in
connection with a TT. Since the SYSTEMS fair in Munich all TTs are delivered
with the new controller. Let's hope that this chip gets available without a
TT soon.

```
*******************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

4122. Re: Bash 1.10 for MiNT 0.9

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 13:07:11 UTC
From: jgj@ssd.csd.harris.com
Message-ID: <JGJ.91Nov11080711@rcx1.ssd.csd.harris.com>
Source record: 227505

Is this a separate port of it from scott's? I certainly use it without
running MiNT.
--
==
Jeffrey Glen Jackson _|_Satan jeered, "You're dead meat Jesus, I'm gonna
jgj@ssd.csd.harris.com | bust you up tonight."
x5120 | Jesus said, "Go ahead, make my day."
~~~~~~~~~ -- Carman, "The Champion"
~~~~~~~~~

4123. Re: WordPerfect 2.x for the Mac (via Spectre)

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 13:09:27 UTC
From: skershaw@loki.une.oz.au
Message-ID: <1970@loki.une.oz.au>
Source record: 227506

From article <1991Nov10.181431.13190@rodan.acs.syr.edu>, by ggreenbe@rodan.acs.syr.edu (Gerald Greenberg):

[stuff about wordperfect 2.0.1, 2.0.2, 2.0.3
for the Mac running under Spectre deleted]

That's nice Gerry ;^) ;^).

I'm currently using WP 4.0 written specifically for the ST and have not, so far ;^), experienced any problems with it.

Its educational price here in Aus is AU$119. Performance for money is quite good. It was worth it just to be able to import and export IBM/IBM compatible files effectively (no dross in the files, just good clean ASCII).

Shane.

--
| "Life! Don't talk to me about life!" Douglas Adams via Marvin |
| Shane Kershaw Internet: skershaw@loki.une.edu.au |
\ University of NewEngland, Northern Rivers, Lismore NSW Australia /
==========

4124. Re: WordPerfect 2.x for the Mac (via Spectre)

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 14:44:12 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Nov11.144412.24858@rodan.acs.syr.edu>
Source record: 227510

In article <1970@loki.une.oz.au> skershaw@loki.une.oz.au (Shane Kershaw) writes:
>From article <1991Nov10.181431.13190@rodan.acs.syr.edu>, by ggreenbe@rodan.acs.syr.edu (Gerald Greenberg):
>
> [stuff about wordperfect 2.0.1, 2.0.2, 2.0.3
> for the Mac running under Spectre deleted]
>That's nice Gerry ;^) ;^).
>I'm currently using WP 4.0 written specifically for the ST and have not, so far
>;^), experienced any problems with it.
>Its educational price here in Aus is AU$119. Performance for money is quite
>good. It was worth it just to be able to import and export IBM/IBM compatible
>files effectively (no dross in the files, just good clean ASCII).
>Shane.
Believe me, I'd love to be able to use the ST version of
WP...but until I can use non-standard fonts, it it not all
that useful.
--Gerry
ggreenbe@rodan.acs.syr.edu

4125. SCSI tar (was Re: GNU Tar v1.10)

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 15:55:34 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <704@olymp.informatik.uni-bonn.de>
Source record: 227531
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <alanh.689513529@krypton> alanh@logitek.co.uk (Alan Hourihane) writes:
> Well, I've recompiled my port of GNU Tar v1.10 with patchlevel 14 of
>the MiNT libraries and now it should support symbolic links when used with
>MiNT v0.9. I've had no way to test this yet, so if anybody has problems,
>please tell me about them.
(...)
> I've just laid my hands on Paul Moreau's code for accessing SCSI
>tapes through Tar, so when I get chance I am going to incorporate it into
>GNU Tar v1.10.

You should consider to rewrite it or at least modify it. I have looked over
Paul's code during the weekend and found a number of things that should be
changed. No offense to Paul is intended, I'm happy to have his code to look
at and learn from it.

Unfortunately, the tar and driver work ONLY for Archive streamers in QIC24
mode. I couldn't get it to work with my Wangtek 5150 ES at all. At first
I thought it would be enough to modify the resident driver, but there are
device-dependent parts in the C code of the tar utility as well.

I have not tried to compile the tar source for lack of time (and also since
I don't have Mark Williams C -- I guess some changes for Turbo C are needed)
so I can't tell you if it will work at all but I'm confident I'll get some-
thing to work after all :-).

Another thing bothers me: the driver is currently hooked into the BIOS trap,
thus creating extra overhead for every BIOS call the system or a user program
makes. I believe this is A Bad Thing. (Hello Allan P :-)

Nowadays there are more ways to make a driver resident than a BIOS extension.
I'm currently trying to decide between (a) using another trap (say, #6) for
the interface, and (b) not using any trap but a function jump table pointed
to by a cookie.

Method (a) would allow us to use the same mechanism as BIOS and GEMDOS calls,
but would require some housekeeping to check if the trap was in use etc.
Method (b) makes the tape function look like part of the user program, thus
one could pass parameters in registers etc. So I'm leaning towards (b) right
now.

What do people think? I like the idea of a modular driver that several tools
(like tar, mt, cpio, dd etc) could use without having to cram all the SCSI I/O
stuff into each binary. If we do it right lots of wheel-reinventing might
be avoided.

Let's agree on a standard and I'll implement it for Wangtek streamers.
I've set Followup to comp.sys.atari.st.tech since I believe it's a technical
topic.

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

4126. Re: MiNT 0.9 is now available

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 16:04:55 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Nov11.110455.209@uwovax.uwo.ca>
Source record: 227511

In article <GJH.91Nov11103446@ghiggins.hpl.hp.com>, gjh@hplb.hpl.hp.com (Graham Higgins) writes:
>
>> Has anyone else had trouble with the MiNT port of KSH unter MiNT 0.9?
>
> Yes, I have experienced the same problems.
>
>> and if ggascoigne (sp?) intends to upgrade KSH or release his source
>> code.
>
> ggascoigne (sp correct) does intend to upgrade ksh, as soon as he gets his
> hands on Mint v09 and the libs. I have offered to supply both locally (U.K.).

My apologies to everyone for breaking ksh. I *believe* that the problem is that "close(0); dup(n);" used to be the same as "dup2(n, 0)" in MiNT 0.8, but doesn't work in MiNT 0.9. If this is indeed the problem (I haven't yet obtained ksh to try this) then it will be fixed in the forthcoming MiNT 0.91 (which will also have a kludge in it to allow sozobon and other dLibs compiled programs to work).

(If the above conjecture is incorrect, please let me know ASAP!)
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

4127. GNU UTILITIES POSTED TO ATARI.ARCHIVE

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 16:34:01 UTC
From: jgj@ssd.csd.harris.com
Message-ID: <JGJ.91Nov11113401@rcx1.ssd.csd.harris.com>
Source record: 227512
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have just posted the binaries to the GNU Utilities to atari.archive.
They should show up there before long. Man pages and sources will be
sent later this week or next week. The following is the readme file
that accompanies them:

##

This is my port of various gnu utilities. They are intended for use
under bash1.10, also available on atari.archive.umich.edu. Together,
these give you a rather complete Un*x environment based on gnu software.
The following zoo archives are available. These also include some
non-GNU public domain software.

```
executables source manual_pages
-----------------------------------
file31b file31s file31m
shell13b shell13s shell13m
text11b text11s text11m
misc1b misc1s misc1m
README
```

What do you need to set yourself up? First, you need bash. I
keep everything on disk D: under a directory called gnu. The
following is my directory setup:

```
gnu
bin
gxxinc
include
lib
man
etc
```

Until you have a good feel for how everything works together, I
recommend you use it. Put bash.ttp in \gnu\bin. Now you need to know
about UNIXMODE. The gnu libraries emulate unix style filenames and
symbolic links. If a filename consists of all digits and lowercase
letters and has no more than 8 characters plus 3 character extender,
it maps directly to a TOS filename. Otherwise, a name TOS file is
made up from the real name and an entry in a file called ".dir" is
maintained to describe the mapping. Symbolic links are also recorded
in the same filey. This feature is controlled via the UNIXMODE
environment variable. It is a string of characters for customizing
UNIXMODE operation. By default, bash will set it to "/.,rCLAHdb".
These characters mean:

"/" permit "/" as well as "\" to separate path elements
"." map extra periods to "," when deriving TOS names.
"rC" make root file system be drive C.
"L" permit symbolic links
"A" permit unix style filenames
"H" hide the .dir file from directory searches
"d" provide psuedo device directory
/dev/X is file system x:
/dev/console is CON:
/dev/tty1 is AUX:
/dev/lp is PRN:
"b" open files in binary mode

The only ones you would every probably want to modify are "rC" to
select another file system as root and "d" if you use MiNT. MiNT
users will probably want to use the string "/.,rULAHb". Note that
this must be setup before you run bash. I've included in the readme
archive a program for setting desktop's environment variables that
a stole from a TeX distribution. Note that programs compiled with
the MiNT libraries do not know about UNIXMODE. hence you must
use command lines like
$ bg -o d:\\nohup\\output command string
when using MiNT utilities.

You will want to put all the binary archives (*b.zoo) in /gnu/bin
and than manual pages ones (*m.zoo) in /gnu/man. Now, what all
do you get? The following lists the commands from each utility
package with notes on some of them. Some individual tools are not
ported since their functionality is not available under TOS or
UNIXMODE.

***** README ******
copying -- the GNU communist manifesto
copying.lib -- the GNU communist manifesto for libraries
env.inf -- see setenv.prg
passwd -- sample /etc/passwd (Yes it is usefull. Files pretend to be
owned by user 1. Make an entry for yourself to make ls -l
and some other commands look nice.
profile -- sample /etc/profile. When you start up bash, give it the -login
parameter.
readme -- this file
setenv.prg -- program for setting environment variables from desktop.
I've never used it. I don't have source. Don't tell
me about problems with it. Uses env.inf.
termcap --/etc/termcap used by emacs and some other programs.

****** SHELL UTILITIES 1.3 *******

basename
date
dirname
env
expr

groups -- not ported
id
logname
nice -- not ported. See MiNT utilities
nohup -- not ported. See "bg" in MiNT utilities
pathchk -- /dev is not fully emulated as a directory
printenv
printf
sleep
stty -- not ported. See MiNT utilities
tee
test -- testing /dev/X always succeeds, even if filesystem not mounted.
tty -- not ported
whoami
uname -- not ported
yes

***** FILE UTILITIES 3.1 ******

chgrp -- not ported.
chmod -- can only modify the user write bit.
cp
dd
df -- doesn't recognize /dev/A or /dev/B
dir
du
install
ln
ls
mkdir
mkfifo -- not ported.
mknod -- not ported.
mv
rm
rmdir
touch
vdir

***** TEXT UTILITIES 1.1 *****

cat
cmp
comm
csplit
cut
expand
fold
head
join
paste
pr

sort
split
sum
tac
tail
unexpand
uniq
wc

***** MISC UTILITIES 1 *****

Several of these were already ported, but I wanted them built with
the latest and greatest libraries since a number of fixes have been
done, so I did a new quick and dirty port. Include also are some
non-GNU software. These will receive lower priority as far as
sustaining goes. Send me bug reports anyway.

combine -- best file comparer in the world. Humans can actually
combine2 -- read the output of these and they are great for three
-- way compares when doing merges.
diff
diff3 -- not ported.
egrep
find
fgrep
grep
locate -- not ported
patch
sed
xargs
which -- I wrote this one a long time ago.

mkid -- software package for maintaining database of words from text
lid -- or software soruces. We live and swear by it at Harris.
idx
fid
gid -- symbolic link to lid.ttp
aid -- ditto
eid -- ditto
pid -- ditto
iid

####################

Let me know of any bugs you find. Fixes to them are also appreciated.
These need to be built with at least patchlevel 74 libraries (Which
are not yet (November 10, 1991) available for general consumption).

--
Jeffrey Glen Jackson
jgj@ssd.csd.harris.com _|_Satan jeered, "You're dead meat Jesus, I'm gonna
| bust you up tonight."

```
x5120 | Jesus said, "Go ahead, make my day."
~~~~~~~~~ -- Carman, "The Champion"
```

4128. Re: Video Toaster

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 16:53:08 UTC
From: don@chopin.udel.edu
Message-ID: <18412@chopin.udel.edu>
Source record: 227513

In article <sd7NFFm00VB007DlB1@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:
>First, let me preface this by saying that I actually like the Amiga, it
>is just some of it's more pious followers that I can not stand.
>
Ditto here, but fill in (Amiga, PC, Mac, ST, <your fav. machine here>)
in place of "Amiga" above 8).

[stuff deleted]

> It is now official. Newtek has announced realease of the PC MS-DOS
>version of the Video Toaster, for IBM PC's and compatibles. Can an ST

Yes, there is also a Mac version. Interesting thing about these
Toasters is that, unlike the Amiga version, they're not on a plug-in card;
instead, they're an external peripheral. Interesting thing about this
peripheral is that it looks suspiciously like an Amiga 2000 with a Toaster
logo covering the Amiga one....
Yep, the PC and Mac Toasters are actually full Amiga systems with DOS
or Mac software to send ARexx (an Amiga interprocess communications language)
commands from the Mac/PC to the Toaster software running on the Amiga.

>version be all that far behind? Or a mac version, for that matter? Once
>that arrives, along with the Lexicor software, and a 24 bit board, it
>would make one damn cheap video system, even cheaper than the Amiga. And

I doubt an ST version of the toaster, even in it's 'peripheral' form,
will ever show up. Two main reasons:
1) The Toaster hardware is tightly coupled to the Amiga architecture,
and the software is written almost entirely in assembly. It took NewTek
years to design the Toaster for a machine that already had NTSC output;
it's probably just not worth it for them to build a board for any other
system when they can sell their 'peripherals' just as easily without having
to worry about converting scan rates, etc.
2) The Toaster is an NTSC machine with no PAL version planned, according
to NewTek. This leaves out the European market, where most STs are. I just
don't think there are enough STs in use in the US any more to justify Newtek
aiming for them.
On the other hand, there's absolutely no reason why some ST hacker can't
come up with a way to send ARexx messages to the peripheral version, but all
it would be is a front-end to the Toaster to keep the user 'safe' from the
Amiga side.
Oh, and why a separate 24-bit board? The Toaster's already got two 32-bit
frame buffers (granted, they're very _slow_ frame buffers, but they're there...)

>when MTOS comes out, the last claim to fame of the AMI-OS, assuming that
>MTOS is what it is claimed to be, will be gone as well. All this relies

>a bit oin speculation about the Atari side, but even still, it is nice
>sometimes to burst the bubble of the overly pious by reminding them that
>the rest of the world moves on.
>

Hmm... nah, I'll leave this one alone... :-)

>All hail the guru, and the interlace video headache.

Neither are a problem on my 3000 :-).

No, before I get a dozen of the standard replies, I'm not some Amiga user who skims through ST newsgroups looking for openings to flame the ST or its users... I do occasionally skim through c.s.a.st out of genuine interest in the machine as an alternative to MS-DOS and to donations to Apple's legal department. This time I just happened to come across something I felt an urge to reply to :-).

4129. Re: CS_TeX Update

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 16:53:54 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <706@olymp.informatik.uni-bonn.de>
Source record: 227532

In article <91314.172900PHR00JG@TECHNION.BITNET> PHR00JG@TECHNION.BITNET (Jacques J. Goldberg) writes:
>As a TeX "veteran" (using it on various platforms since 1982), could I
>suggest that version numbering respects or at least reminds the OFFICIAL
>TeX version used? CS_TeX 2.10 is awfully confusing in 1991 (...)

This is a valid point. There is a new version in the works that has a number of improvements (totally new shell, previewer in a GEM window etc) that I'm currently beta-testing. I'll ask Christoph to change his numbering scheme before the release of this new version.

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

4130. Uploading to the VAX...I can't do it?!

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 17:38:24 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <7692.291e79c0@miavx1.acs.muohio.edu>
Source record: 227514

I have this ZMODEM program that lets me upload/download files on the VAX. But it sucks...it *never* works on my binary files. There's also an XOMDEM utility on our VAX, but it creates this XMODEM.LOG file that gets to be hundreds of blocks long which uses up too much disk space...exceeds my quota, and then an hour long download aborts with just a few thousand bytes left.

I'm peeved. (and that's putting it mildly!) Can anyone please tell me a nice simple way to transfer files from my Atari 1040 ST with a Supra 2400 modem to the stupid Univ of Dayton VAX?

--Dennis (Cogito cogito, ergo cogito sum.)

4131. Re: New RCC Rules = Higher Telecomm Costs

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 17:57:46 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <4696@lee.SEAS.UCLA.EDU>
Source record: 227515

In article <1991Nov11.051410.25757@ux1.cso.uiuc.edu> wmagro@roma.uiuc.edu (William Magro) writes:
>
>Aren't under-regulated monopolies lovely? Michigan Bell, like Illinois Bell, is owned
>by Ameritech. Illinois Bell did the per call charge first in Chicago. Now it is
>implemented all over Illinois. My local charges have basically doubled. Unlimited
>local calls used to be $5.50/mo. The charges are $0.062 per call (untimed) for
>calls during the day. This drops to $0.03 per call at night. It sucks. They have
>the nerve to print: "Volume discount saved you $0.22 this month\n" on my bill....
>
>Bill

And you have the nerve to criticise the various Bells for being self-serving
while at the same time advocating that those of us who make a few calls a
month should subsidize your unlimited calls by paying a flat rate.

-- Scott
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4132. sold

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 19:19:51 UTC
From: niko@SERVER.CS.JHU.EDU
Message-ID: <9111111919.AA07598@ucbvax.Berkeley.EDU>
Source record: 227517

Yesterday,I posted a message in which I put my REPLAY 8 and MultiGEM for sale.

Since I already received many replies for both items I consider them SOLD.

Please do not send me any more messages for the above items.

Thank you.

_____ V. Nikolaidis _____
_____ |
/ __ \ Wave Arts _____ | niko@syzygy.cs.jhu.edu
/ /_/ /\ _____ _____ / ___/\ | nikolaid@radical-boy.cs.jhu.edu
/ __ / / / __/\ /_ __/\ \ __\/ | vasilis@JHUVMS.BITNET
/ / / / / / / _\/ \/ / _\/__\ \ |
/__/ /__/ / /__/ / /__/ / /_____/\ | ...another broke Atari ST
__\/__\/ __\/ __\/ _____\/ | and Amiga enthusiast.
Custom-made Sailboards |

4133. ATARI MEGA 2

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 21:02:12 UTC
From: jcl7452@rouge.usl.edu
Message-ID: <1991Nov11.210212.15380@usl.edu>
Source record: 227518

Since I didn't receive any offers on my complete system,
I'll take offers for the following items individually.

ATARI MEGA 2 - new internal 720k floppy
SC1224 color monitor
Golden image mouse
ATARI SMM804 dot matrix printer (paper won't advance. used to work
great but not any more. I think I have 2 spare ribbons)

SOFTWARE (I Have manuals for the following items)
Timeworks desktop publisher
1st word plus
Masterplan (spreadsheet)
Uniterm (latest version)

GAMES:
Gauntlet
Dungeonmaster (i have a disk with maps also)
Chessmaster 2000
Shanghai
Leaderboard Golf
STart disks - approx 32 disks dating from 1988 to Feb 1991. with
magazines. Many utilities/games!!!!
Current Notes magazine - approx last 2 years

I'll consider any reasonable offers for the above items or if you are
so inspired, make me an offer for everything.

Jim Lynch (jcl7452@usl.edu) W: 318-231-5248
H: 318-235-2283

4134. !BGERVIN! I can't email you

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 21:08:15 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <Ed7j4ze00VICIOjGAa@andrew.cmu.edu>
Source record: 227533

OK. The monitor is the 640x400 mono. It does have an external monitor connection, I use the Video key by Practical solutions so I can use my TV as a monitor, as I have no colour monitor. Works fine. It does not have the RF mod. like the old ST's did, but there are many ways to hook it up, like the Video key. The keyboard is fine. The portfolio's keyboard is cheap :) as is the TT's, but the STacy's seems a bit better than the ST's IMO. Remeber, though, that keyboard appreciation is subjective. The only real misgiving I have is that the function keys and the numberpar were shrunk. But since I do not use them all that much, it is not so bad.
To answer any other questions that might crop up, here is a detailed description:
40mb conner hard drive
ST 840k floppy (thats what I format my disks to, with an extended formater!)
MIDI ports
External monitor port
external floppy port
ACSI hard drive/ Atari laser printer port
serial port
parallel port
Cartridge port (Spectre GCR, yeah!)
MEGA expansion bus, for those cool video cards
mouse port
joystick ports
two button trackball
4 Mb RAM
Uh,..., Hmmm....
I guess that is about it. As you can see, it is basically the same as the ST.

The trade seems fine with me, except for one thing. HOW THE HECK CAN I E-MAIL YOU?! :(Everytime I send to you I bounce. I will try to do it one more time, but If not I will have to post on the net. I doubt we should do it all there, though, so if you can, can you e-mail me your tele no., as you seem to be able to get through to me just fine. My number is 412 422 3983. Let's set this up.

mark

PS One thing I need to concider is how to back up my hard drive. Perhaps I could just do a copy onto the MegaFile before I shipped, If you don't mind waiting, or I guess I can do a 20 meg to floppy ST backup,and a 20 meg to floppy GCR backup. :(

ciao

4135. ST PAD/ GRiD PAD

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 21:43:03 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <Yd7jZb600VICAOjlV5@andrew.cmu.edu>
Source record: 227534

Here at cmu ther is currently a computer expo. On display were the
Powerbook, Quadra, and the Grid pad, among others (NeXT, SUN etc.)
Well, The Quadra blows any TT out of the water, as expected. The
powerbook was nice, and comes with and active matrix configuration with
faxmodem, and two standard LCD versions. They seem quite nice. I have
not seen the ST book, so no comparisons.
BUT The GRiD PAD, one of the major competitors, to the ST PAD,
SUCKS!!!!!!!!! In addition to being an MSDOS machine, All applications
have to be specifically written to take advantage of the Pen technology.
You CAN run normal DOS apps, but with no keyboard, the screen is splitt,
and you get half the screen as a msdos "window" and the other half as a
virtual keboard, where you hunt and peck for the letters. The ST pad
seem to me to be a better implementation, if they can get it out, and if
there are some good software titles written for niche markets.

mark

4136. Re: 8mhz ST = 16mhz 386

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 22:07:35 UTC
From: jdutka@wpi.WPI.EDU
Message-ID: <1991Nov11.220735.26809@wpi.WPI.EDU>
Source record: 227520

In some benchmarks I ran on my 25 MHz 68030 based machine, it was slightly
ahead of the 33 MHz 80386 DX in both dhrystones and MIPS.
The same goes for a 25 MHz 68040 and a 33 MHz 80486...

--
***** John Dutka, Jr. ********** jdutka@wpi.wpi.edu **************************
Sometimes I worry about being a success in a mediocre world.
-- Lily Tomlin

4137. Need help with MWC inline assembly

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 22:08:17 UTC
From: jensen@cod.NOSC.MIL
Message-ID: <3380@cod.NOSC.MIL>
Source record: 227527

I recently acquired a copy of Mark Williams C version 3.06. I have scoured the manual to find out how to include in-line assembly code in the C source program, but cannot find any references to it.

Am I somehow missing the part of the manual that discusses it, or does the compiler not support in-line assembler? If you know how to do it or know that it isn't possible, I would appreciate hearing either way. Apologies if I have somehow missed the obvious.

Layne Jensen jensen@nosc.MIL
Naval Ocean Systems Center ...!sdcsvax!noscvax!jensen
San Diego, CA

--
Layne Jensen jensen@nosc.MIL
Naval Ocean Systems Center ...!sdcsvax!noscvax!jensen
San Diego, CA

4138. Re: Scheme for atari

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 22:54:04 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <14733@castle.ed.ac.uk>
Source record: 227522
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

mandel@forwiss.uni-passau.de (Luis Mandel) writes:

>Does anybody know if there is an interpreter SCHEME public domain for ATARI ?
>Many thanks

Yes XSHEME available on lancs.pdsoft (sorry I don't know the numeric
address but if you mail me I can find it out for you). This version has
OOP extensions but also contains normal SCHEME as a subset.

==
simonk@castle.ed.ac.uk aka Simon Kinahan
:-) Nerd and Proud of it (-:

4139. Re: WD1772 IC

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 22:55:18 UTC
From: jesinger@ucsu.colorado.edu
Message-ID: <1991Nov11.225518.17589@ucsu.Colorado.EDU>
Source record: 227521

JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:

>In article <1991Nov10.003913.384@usenet.ins.cwru.edu>,
>al885@cleveland.Freenet.Edu (Gerard Pinzone) says:
>>
>>
>>Is there any way this chip could be "upgraded" to handle high density
>>disk drives?
>>
>>I've seen high density mods for the ST, but there was always a catch...
>>--

>From what I heard the best the 1772 can do is 720K or whatever can
>be obtained from twister format etc. 1.44m upgrades will by necessity
>include a different Floppy Controller.

I have a 1772 in my ST which can do 1.44m (actually I have a 1.2 MB 5 1/4 drive connected to my ST). The only thing you have to do is to double the clock rate for your 1772. The problem is, that not all of them can handle with the double clock rate, the first I had couldn't after I exchanged it, the new one could. As I have heard, usually 1772-02-02 can handle with the double clock rate, the one I have now is of that type.

--
Peter Jesinger (EMail: jesinger@spot.colorado.edu)

4140. FAX-modem problems...

Newsgroup: comp.sys.atari.st
Date: 1991-11-11 23:46:39 UTC
From: nicke@lysator.liu.se
Message-ID: <882@lysator.liu.se>
Source record: 227536

Hello everyone!

A few weeks ago a bought a FAX-modem to my ATARI 1040st, but as always
the software to it was for PC-machines...

Does anyone out there have a Fax-program to ATARI st then PLEASE send it
to me, or tell me where I can get a program.

The best would be if I had a printer-driver for my fax in CALAMUS, and
a dialing-program as accessory. But I dont realy believe that it
exists.

MANY THANKS!

Niklas Andersson (nicke@lysator.liu.se)

(excuse me for my bad English)

4141. Re: New RCC Rules = Higher Telecomm Costs

Newsgroup: comp.sys.atari.st
Date: 1991-11-12 00:27:15 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1991Nov12.002715.6101@ux1.cso.uiuc.edu>
Source record: 227523

```
|> >calls during the day. This drops to $0.03 per call at night. It sucks. They have
|> >the nerve to print: "Volume discount saved you $0.22 this month\n" on my bill....
|> >
|> >Bill
|>
|> And you have the nerve to criticise the various Bells for being self-serving
|> while at the same time advocating that those of us who make a few calls a
|> month should subsidize your unlimited calls by paying a flat rate.
|>
|> -- Scott
```

Previously, everyone had the option of paying by the call. So that *no one*
who made few calls had to subsidize those who made many. The flat rate was a
simple way for people who made a lot of calls to pay. $5.50/month was enough to
cover all the calls by all of these people. The move to charging for each call,
then, was in the interest of increases revenues--it was not some great liberator.

When combined with the other under-regulated policies of the phone company, it is
infuriating. What other company do you know of that can charge you $65.00 just
to start doing business with them? Only an under-regulated monopoly could ever try
such a thing.

--Bill

4142. UNIXMODE (was Re: GNU UTILITIES POSTED TO ATARI.ARCHIVE)

Newsgroup: comp.sys.atari.st
Date: 1991-11-12 00:33:47 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Nov11.193347.214@uwovax.uwo.ca>
Source record: 227524

OIn article <JGJ.91Nov11113401@rcx1.ssd.csd.harris.com>, jgj@ssd.csd.harris.com (Jeff Jackson) writes:

[about the UNIXMODE environment variable]
> By default, bash will set it to "/.,rCLAHdb".
> These characters mean:
> [descriptions deleted]
> The only ones you would every probably want to modify are "rC" to
> select another file system as root and "d" if you use MiNT. MiNT
> users will probably want to use the string "/.,rULAHb".

If you're running with Minix partitions under MiNT, than UNIXMODE just gets in the way. You have to use some special options to turn it off -- MiNT users in such a situation will probably want to set UNIXMODE to "/cu". MiNT already has real symbolic and hard links on Minix partitions and on drive U:, and supports long case-sensitive file names -- hence the "c" (turn off case mapping) and "u" (don't try to stuff file names into 8.3 format).

(Actually, MiNT users will probably want to forgo the tos port of bash and the file utilities entirely; Dave Gymer has ported bash 1.10 to MiNT (it will support MiNT job control and running background processes) and I ported the file utilities (which support MiNT 0.9's link(), symlink(), chmod(), chown(), chgrp(), and stat() calls). The only advantage of UNIXMODE right now is that it works on plain TOS disks; the disadvantage is that it doesn't do links properly on Minix or other kinds of disks (e.g. MiNT's drive U:) and it won't work with, say, a UNIXMODE MiNT file system for TOS disks.)

> Note that programs compiled with
> the MiNT libraries do not know about UNIXMODE.

True. That was deliberate -- as I pointed out above, UNIXMODE just gets in the way of the features in the MiNT kernel.

Actually, I rather think that UNIXMODE was the invention of a complete idiot (I can say that, since I'm only insulting myself :-) and an idea whose time has passed. I really, really wish that I hadn't invented it, or at least that I had made the default to be "absolutely no translation" instead of "mangle all the file names into upper case and truncate them to 8.3".

The proper place for symbolic links or for special file name processing is in the kernel. I hear that Edgar Roeder has written a UNIXMODE trap#1 handler -- that's a good idea. And, of course, MiNT is in some sense the ultimate UNIXMODE trap#1 handler, except that I haven't gotten around

to writing the UNIXMODE file system yet (there isn't much incentive for me, since I have several nice big Minix partitions). In principle, it shouldn't be hard, and it won't require a new version of MiNT since file systems are now loaded by MiNT at bootup time.

That's one reason that I recommend using the MiNT libraries for programs now instead of the gcc libraries. The only filename translation that the MiNT lib. does is translating / to \ and vice-versa, and omitting the drive letter from getcwd() when it's done on drive U:. Everything else is left up to the kernel -- so if Atari ever decides to implement a nifty new case-preserving file system with long file names, its hands aren't tied (and even if Atari doesn't, Stephen Henson already has, in the form of minix.xfs for MiNT).

Sorry for the long and somewhat rambling nature of this post. I hope also that it's clear that I lay the blame for the misfeatures of UNIXMODE on my own shoulders entirely, and I'm not trying to flame you or anyone else who chooses to use UNIXMODE; it is useful under (the present version of) TOS, but I generally think it was implemented in the wrong way.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

4143. Re: WD1772 IC

Newsgroup: comp.sys.atari.st
Date: 1991-11-12 00:35:40 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1991Nov12.003540.7201@ux1.cso.uiuc.edu>
Source record: 227525

In article <1991Nov11.225518.17589@ucsu.Colorado.EDU>, jesinger@ucsu.colorado.edu (Peter Jesinger) writes:

|> I have a 1772 in my ST which can do 1.44m (actually I have a 1.2 MB 5 1/4
|> drive connected to my ST). The only thing you have to do is to double the
|> clock rate for your 1772. The problem is, that not all of them can handle

When one performs such a modification, does s/he lose the ability to do 720K format? If so, what is the effect on emulators such as GCR or IBMulators?

--Bill

4144. Re: Uploading to the VAX...I can't do it?!

Newsgroup: comp.sys.atari.st
Date: 1991-11-12 00:43:07 UTC
From: jgm8260@ritvax.isc.rit.edu
Message-ID: <1991Nov12.004307.10098@isc.rit.edu>
Source record: 227526

I too have been unable to up/download from Rochester Institute of Technology's VAX system, despite making attempts with three or four different ZMODEM
programs. I've had no problem with BBSes, however. I'm starting to wonder if
there is some Atari-VAX interface problem when it comes to ZMODEM. I've found that Kermit works fine, but is too slow to attempt downloading anything large. Does anyone else have this problem with ZMODEM and VAX?

-Joe Mitzen
"RIT : A Wholly Owned Subsidary of the CIA"

4145. Talk to me about TeX and Gemini. . .

Newsgroup: comp.sys.atari.st
Date: 1991-11-12 02:31:34 UTC
From: jdemlow@bgsuvax.UUCP
Message-ID: <8574@bgsuvax.UUCP>
Source record: 227528

Okay. . . First of all: How do I get Gemini to work with an
english resource file? I read German, but I'd like my environment to be
in my native language. . . Second: I just set up CS-TeX and it looks
wonderful. My question is: I try to TeX a file and it says 'can't find PLAIN
format file, create it!' So, I create it, the file PLAIN.inf goes in the
proper place, but it still can't seem to find it. . . Ideas?

If these are common questions, post a response. . . otherwise email
to jdemlow@andy.bgsu.edu

Thanks for your help.

____
/ hanatos
aka Jason Demlow

4146. Stacy 4 Sale

Newsgroup: comp.sys.atari.st
Date: 1991-11-12 02:39:56 UTC
From: albright@cbmvax.commodore.com
Message-ID: <25753@cbmvax.commodore.com>
Source record: 227537

FOR SALE

ATARI STACY 4

40 Meg hard drive
4 Meg RAM
1 MIDI Out
1 MIDI In
3.1 C-LAB Notator
C-LAB EXPORT 3 MIDI Outs
Hybrid Arts GenEdit
Other software
Digital Music The Funnel 6 MIDI In
Complete with all manuals and other books

$1600 + shipping

YAMAHA DX7-IIFD + Gray Matter E! (Excelent Condition)

Anval Case
Pedals
Voice disks
RAM Expansion
Complete with manuals and other books

$800 + shipping

YAMAHA TG-55 Tone Module

Drum expansion cards
Manual

$250 + shipping

DRUMKAT Midi Drum pads

2.0 software
Manuals

$450 + shipping

ULITMATE SUPPORT

3 level black A frame
with carry bag

$100 + shipping

Call Bob

(day) 215 431 9271
(nite) 215 431 3949
--
%/%/%/

4147. stupid SX212 modem question

Newsgroup: comp.sys.atari.st
Date: 1991-11-12 03:21:45 UTC
From: Stuart_Price@kcbbs.gen.nz
Message-ID: <12105.31591560@kcbbs.gen.nz>
Source record: 227588

Try Using

AT S0=x

This should set it to answer after X rings.

4148. Help

Newsgroup: comp.sys.atari.st
Date: 1991-11-12 03:25:24 UTC
From: Stuart_Price@kcbbs.gen.nz
Message-ID: <12324.31591617@kcbbs.gen.nz>
Source record: 227589

If any people out there ring an Atari BBS that has Fido running on it
please reply to this message...

If anyone out there can get Binkley please upload it to the Binary ssection...

or contact me... PLEASE PLEASE PLEASE PLEASE do this as fast as possible..

There must be someone out there..
Anyone know A guy called Bryan Hall....

Stuart Price
Stuart_Price@kcbbs.gen.nz <---Usenet Address
Fido address Stuart Price 3:772/90
Auckland, New Zealand.

4149. Wordwriter ST / SLM 804 problems

Newsgroup: comp.sys.atari.st
Date: 1991-11-12 05:36:18 UTC
From: bchs1k@menudo.uh.edu
Message-ID: <1991Nov12.053618.5463@menudo.uh.edu>
Source record: 227530

I am trying to use my SLM804 in Diablo630 emulation mode
on Wordwriter ST on a Mega2 system. After running Atari's
Diablo emulation, and loading the Diablo630.cfg (in
wordwriter), I can only print the first page correctly.

All subsequent pages contain overstrike lines (ie: three
lines are printed on top of each other), and stray characters.
Any and all help would be much appreciated...

bchs1k@menudo.uh.edu
--Ed Chen

--

... I want you to lie on the bed, (and) get ready for my polygon ...
--- Paul McCartney

4150. Re: WD1772 IC

Newsgroup: comp.sys.atari.st
Date: 1991-11-12 09:30:16 UTC
From: nico@cs.ruu.nl
Message-ID: <1991Nov12.093016.12596@cs.ruu.nl>
Source record: 227544

In <1991Nov12.003540.7201@ux1.cso.uiuc.edu> wmagro@roma.uiuc.edu (William Magro) writes:

>In article <1991Nov11.225518.17589@ucsu.Colorado.EDU>, jesinger@ucsu.colorado.edu (Peter Jesinger) writes:
>
>|> I have a 1772 in my ST which can do 1.44m (actually I have a 1.2 MB 5 1/4
>|> drive connected to my ST). The only thing you have to do is to double the
>|> clock rate for your 1772. The problem is, that not all of them can handle

I recently bought a high density upgrade, consisting of a drive and a board with some TTL chips. It uses 16MHz from the video shifter. I installed the HD drive, but not the modification board (so that means no HD yet), because the documentation said that the original WD1772 works on 16MHz, but in many Ataris (including mine) there is a 1772 manufactured by VLSI, which won't work on 16MHz. So if you have a chip from VLSI, you should replace it before going to 16MHz.

>When one performs such a modification, does s/he lose the ability to do 720K format?
>If so, what is the effect on emulators such as GCR or IBMulators?

Most HD drives can tell whether there is a HD floppy or a DD (720k) floppy in the drive. The modification board I mentioned above switches between 8 and 16 MHz according to this. This means that it is possible in principle to format 720k. Using a HD drive on 720k, however, I have experienced the following problem: When you format a disk which was previously formatted and written to by a `normal' 720 k drive, the HD drive may not be able to erase all the data. This means that you cannot write to the disk succesfully afterwards.
I believe the problem is the head of the HD drive, which is about half the size of a DD head, to accomodate 18 sectors/track (or more). This means that the effective track width is also half that of a `normal' drive, and that data is not completeley erased when formatting.
A possible way to solve this could be to format the disk on 1.44 MB first, to erase everything, and then to format it on 720 kB again. I have not tried this, because I cannot use my HD drive on 1.44 MB yet (due to the controller problems mentioned above).
Formatting clean disks should work. My guess is that IBMulators should work as well (my ATonce does), but I am not sure about GCR.
--
Nico Verwer | nico@cs.ruu.nl
Dept. of Computer Science, University of Utrecht | phone: +31 30 533921
p.o. box 80.089, 3508 TB Utrecht, The Netherlands | fax: +31 30 513791

4151. Re: Talk to me about TeX and Gemini. . .

Newsgroup: comp.sys.atari.st
Date: 1991-11-12 09:32:19 UTC
From: rlw@ukc.ac.uk
Message-ID: <70@eagle.ukc.ac.uk>
Source record: 227539

On the subject of gemini, has anyone got it to work with TOS 1.0

I have a 1 MEG STFM with tos 1.0 and want to know if there is any way
I can run the excellent gemini. Can I get a replacement TOS in software
(hardware is really a little out of my price range) on the PD or has
someone actually changed gemini to work with the older OS?

I appreciate as much info on this as possible. I realise the power of an
ST but also realise that this power is hidden to a great extent by a rather
limiting user interface. Certainly Gemini with the pop up command line
windows etc looks a much better bet.

Also, will gemini work under MiNT? (I have not used mint - having just
recently upgraded, and I am not entirely sure that MiNT does not also
have a replacement desktop).

I anticipate your answers (to me or this newsgroup)

Cheers - Dick
--
Crack junkies, guns, sluts and cocaine; Men killing men, feeling no pain;
We've all gone insane; The world is a gutter! - Chip Z'nuff (Enuff Znuff)

4152. Re: WD1772 IC

Newsgroup: comp.sys.atari.st
Date: 1991-11-12 10:42:18 UTC
From: d91jn@efd.lth.se
Message-ID: <1991Nov12.104218.21270@lth.se>
Source record: 227541

In article <1991Nov12.003540.7201@ux1.cso.uiuc.edu> wmagro@roma.uiuc.edu (William Magro) writes:
>In article <1991Nov11.225518.17589@ucsu.Colorado.EDU>, jesinger@ucsu.colorado.edu (Peter Jesinger) writes:
>
>|> I have a 1772 in my ST which can do 1.44m (actually I have a 1.2 MB 5 1/4
>|> drive connected to my ST). The only thing you have to do is to double the
>|> clock rate for your 1772. The problem is, that not all of them can handle
>
>When one performs such a modification, does s/he lose the ability to do
> 720K format?

Yes, but it is easy to detect if there is a HD or a DD disk in the drive
and switch clockspeed accordingly (sp?). Generally you should also let the
computer be aware of what kind of disk you're using (bit 6 or 7 of PSG).
Use eg. Fastcopy PRO to format.
>If so, what is the effect on emulators such as GCR or IBMulators?
>
None, if it switch to 8MHz when a DD-disk is in the drive. IBMulators should
be able to use 1.44 Mb disks. (GCR too in the future I think).

--
- Jerker Nilsson, email d91jn@efd.lth.se -
---- My opinion may change, but not the fact that I am right! ----
Insert own toughts here. The above is mine, and only mine!

4153. Re: HD to TT ? and TOS 3.06 (not 2.06!)

Newsgroup: comp.sys.atari.st
Date: 1991-11-12 11:37:36 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Nov12123736@orion.laas.fr>
Source record: 227538

In the Oct. 25th issue (#91-45) of Z*Net International Atari Online Magazine is the following under Z*NET NEWSWIRE:

DETAILS ON THE NEW TOS!
Atari has developed version 3.06 of TOS for the TT dated September 24, 1991. It will not be available as an upgrade but will soon be installed in all new TT machines in production. This new version fixes previous bugs in TOS 3.01 and 3.05, and a few new features have been added. When first 'booting up' with TOS 3.06 installed, the Atari logo is displayed in the upper left-hand corner. Next it goes through a memory check which is displayed in dashes ('-') and the user is informed of total RAM in kilobytes. A black bar is then drawn across the screen and gets smaller in width as the 2 minute delay timer counts down while the hard drive(s) come up to speed. Finally the system continues as normal; loads Auto boot PRG's, ACC's, and displays the desktop. TOS 3.06 supports the new floppy disk chip which Atari has developed in order to read, write and format 1.44 meg floppy disk drives. A key combination (CONTROL-ALT-something else) places you in the extended character set mode as it does on DOS machines. Atari will also be creating a new version of TOS, with the same features added, for the Mega STE. It, too, will not be available for upgrade, and will only be available in new machines. (Thanks to Jeffrey C. Davis, CEO, Magnum Software)

Since Sept. 24th has come and gone, does anybody have any comments?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

4154. SEEKING ALBERT JOCHEM!!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-11-12 12:00:07 UTC
From: d88pt@efd.lth.se
Message-ID: <1991Nov12.120007.22536@lth.se>
Source record: 227540

JOCHEM I LOST YOUR ADDRESS AND THE LAST MAIL YOU SENT ME.

PLEASE EAMIL ME AGAIN.

d88pt@efd.lth.se

4155. Re: HD to TT ? and TOS 3.06 (not 2.06!)

Newsgroup: comp.sys.atari.st
Date: 1991-11-12 12:42:55 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Nov12.124255.29350@rhrk.uni-kl.de>
Source record: 227542

ralph@laas.fr (Ralph P. Sobek) writes:

>In the Oct. 25th issue (#91-45) of Z*Net International Atari Online
>Magazine is the following under Z*NET NEWSWIRE:

>DETAILS ON THE NEW TOS!
> Atari has developed version 3.06 of TOS for the TT dated September 24,
> 1991. It will not be available as an upgrade but will soon be installed
> in all new TT machines in production. This new version fixes previous
> bugs in TOS 3.01 and 3.05, and a few new features have been added. When
> first 'booting up' with TOS 3.06 installed, the Atari logo is displayed
> in the upper left-hand corner. Next it goes through a memory check
> which is displayed in dashes ('-') and the user is informed of total RAM
> in kilobytes. A black bar is then drawn across the screen and gets
> smaller in width as the 2 minute delay timer counts down while the hard
> drive(s) come up to speed. Finally the system continues as normal;
> loads Auto boot PRG's, ACC's, and displays the desktop. TOS 3.06
> supports the new floppy disk chip which Atari has developed in order to
> read, write and format 1.44 meg floppy disk drives. A key combination
> (CONTROL-ALT-something else) places you in the extended character set
> mode as it does on DOS machines. Atari will also be creating a new
> version of TOS, with the same features added, for the Mega STE. It, too,
> will not be available for upgrade, and will only be available in new
> machines. (Thanks to Jeffrey C. Davis, CEO, Magnum Software)

>Since Sept. 24th has come and gone, does anybody have any comments?

The facts mentioned above are true. In Germany all TTs have the new
controller built in and 1.44 meg floppy disk drives.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
--
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
****

>--

>Ralph P. Sobek Disclaimer: The above ruminations are my own.
>ralph@laas.fr Addresses are ordered by importance.
>ralph@laas.uucp, or ...!uunet!laas!ralph
>If all else fails, try: sobek@eclair.Berkeley.EDU
>Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77

>==

>Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

4156. Re: "C" on the ST - Public Domain

Newsgroup: comp.sys.atari.st
Date: 1991-11-12 12:58:21 UTC
From: jarleb@ifi.uio.no
Message-ID: <1991Nov12.125821.27658@ifi.uio.no>
Source record: 227543

In article <16830017@col.hp.com>, don@col.hp.com (Don Allison) writes:
> Also, although a cursory inspection didn't find them at atari.archive, there
> have been pascal and fortran to C converters posted in one of the comp.sources
> groups (look for p2c and f2c). These have been ported to non-Unix platforms
> (eg MS-DOS) so I imagine they could be ported to the ST without too much
> effort. (Does anyone know of a port of these to the ST? If not, would anyone
> be interested in such a port?)
>
> Don Allison
> don@col.hp.com

Well, if you look in the RUS FTP archive at the University in Stuttgart. (129.69.1.12), You can find in soft/atari/lang/f2ps
a converter for the Atari. It converts Fortran 77 to Pascal and C. I haven't tried them myself, but maby someone else has.

(BTW. It's part of a Diplom arbeit from Herman Dupper.

Jarle.

4157. advice on using the STe Parallel Port as a control port?

Newsgroup: comp.sys.atari.st
Date: 1991-11-12 13:36:54 UTC
From: gerry@seq1.keele.ac.uk
Message-ID: <1800@keele.keele.ac.uk>
Source record: 227545
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I am posting this for a friend so this is all the info I have:-

Does anyone have experience/advice about the software side of using the
STe Parallel Port as a bit by bit input/output control port
for lego-like motors and sensors? Is it just a matter of putting a
signal on and doing a read, then masking to get the input bits?
Plus any advice on the hardware side so that I don't destroy the MFP.
Have any PD programs been posted that do this sort of thing?

any replies, by email to me, gratefully received.

gerry
--
gerry pratt -- workstation support -- university of keele
email: gerry@seq1.keele.ac.uk * telephone : 0782 583072
"these opinions are mine, mine, Mine.....ALL MINE I TELL YOU!"

4158. Re: Talk to me about TeX and Gemini. . .

Newsgroup: comp.sys.atari.st
Date: 1991-11-12 14:06:01 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91316.141506ONM07@DMSWWU1A.BITNET>
Source record: 227546

In article <70@eagle.ukc.ac.uk>, rlw@ukc.ac.uk (R.L.Wall) says:
>
>On the subject of gemini, has anyone got it to work with TOS 1.0
>
>I have a 1 MEG STFM with tos 1.0 and want to know if there is any way
>I can run the excellent gemini. Can I get a replacement TOS in software
>(hardware is really a little out of my price range) on the PD or has
>someone actually changed gemini to work with the older OS?
>

No, there is no way with the current version (btw: distributing a patch
would be a violation of the author's rights). Future GEMINI versions
ssibly will run TOS 1.0. But, it's really a better idea to upgrade to a
newer TOS version.

>I appreciate as much info on this as possible. I realise the power of an
>ST but also realise that this power is hidden to a great extent by a rather
>limiting user interface. Certainly Gemini with the pop up command line
>windows etc looks a much better bet.
>
>Also, will gemini work under MiNT? (I have not used mint - having just
>recently upgraded, and I am not entirely sure that MiNT does not also
>have a replacement desktop).
>

Yes, but it won't use any of MiNT's features.

>I anticipate your answers (to me or this newsgroup)

>
>Cheers - Dick
>--
>Crack junkies, guns, sluts and cocaine; Men killing men, feeling no pain;
>We've all gone insane; The world is a gutter! - Chip Z'nuff (Enuff Znuff)
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

4159. Re: Talk to me about TeX and Gemini. . .

Newsgroup: comp.sys.atari.st
Date: 1991-11-12 14:10:02 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91316.141942ONM07@DMSWWU1A.BITNET>
Source record: 227547

In article <8574@bgsuvax.UUCP>, jdemlow@bgsuvax.UUCP (Thanatos) says:
>
> Okay. . . First of all: How do I get Gemini to work with an
>english resource file? I read German, but I'd like my environment to be
>in my native language. . . Second: I just set up CS-TeX and it looks

Get the official english version of Gemini. It has both english manuals AND
resources.

>wonderful. My question is: I try to TeX a file and it says 'can't find PLAIN
>format file, create it!' So, I create it, the file PLAIN.inf goes in the
>proper place, but it still can't seem to find it. . . Ideas?
>
> If these are common questions, post a response. . . otherwise email
>to jdemlow@andy.bgsu.edu
>
>
>Thanks for your help.
>
>_______
> / hanatos
> aka Jason Demlow
>
>
>
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

4160. Computer benchmarking

Newsgroup: comp.sys.atari.st
Date: 1991-11-12 15:08:16 UTC
From: <>
Message-ID: <1991Nov12.150816.5094@vaxc.aud.auc.dk>
Source record: 227549

I recently saw a discussion about benchmarks. So I'd like to drop a
few words on comparison between the Motorola MC680x0 series CPU's
and the Intel i80x86 CPU's. Since 1986 I've have had the chance to
test several different compilers for both machines and my conclusions
are *not* quite the same as those expressed by most others people.
I might be dead wrong but then again this is my experiences. My basic
test were aimed at the 68000 versus the 80286, the 80386 should perform
better at same clock rates but then it depends on the machine being
tested. Most 16 MHz 80286 PC's are faster than their 80386 counter parts.

The internal architecture of the 68000 shows a resemblance to the
VAX (Digital) CPU's, both have large (32 bit) general registers,
the 68000 has its register organized in 2 groups, data and address.
In order to fully utilize this chip one should try to keep frequently
used values inside the CPU since this is much faster than using memory.
The 80286 is better at memory <--> CPU acceses. On the other hand, the
80286 has an *awful* set of registers. They are *not* general and makes
programming the 80286 a lot harder than programming the 68000.
On top of this; the 80286 (as the 8086) has segment registers to allow
addressing a 1MB memory in 64K chunks. The 80286 actually has more
hardware and addressing modes than the 80286 but MS-DOS makes almost
no use of this fact (except for VDISK, EMS and hard disk caches).
Standards are indeed a pain in this respect.

The Dhrystone test consists of a meaningless set of functions, executed
repeatedly a number of times. The benchmark measures the number of
'dhrystones' performed per second. This test favors the Intel CPU's
since the 64K segment barrier is not crossed because no large global
data are accessed and the program is most often compiled using a small
code model (16 pointer and memory references). This is obviously to the
8086 advantage. The 68000 can make little use of its registers since the
Dhrystone test keeps entering and exiting functions, most compilers
trashes the registers here.

The test could be made more fair if a) the 8086 used a large code model,
b) the 68000 would be allow to make better use of its registers.
I tried this and the results are *quite* different. Most 8086 compilers
are some 25-30% slower when they switch to the large/huge code model.
To see how much the registers are worth to the 68000, try the Sieve test
with an array of 256K charaters flags (or integers)... the 8086 drops
DEAD here but the 68000 has no problems.

What I mean is: You can't compare these CPU's on the test seen in
magazines. They are too different. The 80286 seems to be better suited
to 'normal' applications and the 68000 performs best with +64K data

like graphics. Nothing beats the 680x0 series when it comes to software graphics. It was never developer for small programs.

As a final note here's the 'official' numbers from the 'official' DHRYSTONE source which is a C program (used to be an ADA program!). The 8086 machine all use the large code model. Notice the difference when using register/no registers:

Machine	Microprocessor	Operating System	Compiler	Dhrystones/sec. No regs	Dhrystones/sec. With regs
Apple IIe	65C02-1.02Mhz	Apple Aztec CII 1.05		37	37
IBM pc/xt	8088-4.77Mhz	Coherent 2.3.43	Mark Wiiliams	259	275
Atari ST	68000-8.0 MHz	TOS	Megamax C V1.0	900	1030
Compaq II	80286-8Mhz	MSDOS 3.1	MS C 3.0	1351	1428
Atari ST	68000-8.0 MHz	TOS	Turbo C 2.0	2000	2000 (1)
IBM PC/AT	80286-7.5Mhz	Venix/286 SVR2	cc	1159	1254
Turnkey	80386sx-16MHz	MSDOS 3.30	Turbo c++ 1.0	3500	3500 (2)
Amdahl 5860	??	UTS sysV	cc 1.22	28735	28846 (3)

(1) The Turbo C compiler uses register whenever possible with exellent results. This explains the difference between the Megamax C compiler and the Turbo C compiler: registers are used!

(2) These are normal figures for 80386's running at 16 MHz.

(3) I recall the AMD29000 microprocessor at 32MHZ delivers some +40000 dhrystones with a 8K cache.

If anyone are interrested I can upload/mail the DHRY.C source but since it has been converted from ADA it is pretty ugly.

+-------+ +-------+
| ||| | Always look at the bright side of life! | ||| |
| / | \ | | / | \ |
+-------+------------------+-----------------------------+-------+
| soren@tequila.vlsi.auc.dk | The expressed opionions are my OWN! |
+---------------------------+-------------------------------------+

4161. MiNT 0.91

Newsgroup: comp.sys.atari.st
Date: 1991-11-12 15:16:04 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Nov12.101605.219@uwovax.uwo.ca>
Source record: 227548
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

MiNT 0.91 is now available at atari.archive.umich.edu, and has been sent
to comp.{binaries,sources}.atari.st (I had asked the moderator to hold
onto MiNT 0.9 until the newer version was available).

ksh works under this version of MiNT (if anyone knows Guy Gascoigne, please
tell him to change the string "x:/*.%03d" to "x:*.%03d" in the next
version of ksh; MiNT now longer officially supports '/' in place of '\\',
although I did put a hack into Fsfirst so that ksh will continue to work).

Also, programs linked with dLibs (including the sozobon C compiler) will
work under this version of MiNT, so the problems people have noted with
less and elvis *should* go away (let's keep our fingers crossed :-).

Finally, there were a couple of bug fixes, and some streamlining of the
memory allocation functions that should reduce memory fragmentation a bit.
If you've been having compatibility problems with MiNT 0.9, by all means
get the newer version!
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

4162. Terminal program for TT

Newsgroup: comp.sys.atari.st
Date: 1991-11-12 17:30:58 UTC
From: handl@crypt3.cs.uni-sb.de
Message-ID: <HANDL.91Nov12183058@crypt3.cs.uni-sb.de>
Source record: 227550

Hello,

I need a terminal program for the Atari TT with the following properties:

- runs on a TT with 1280 x 960 monitor

- runs inside a GEM-window, i.e. either creates its own or uses only gemdos-calls so that its output can be redirected into a window by MultiGEM

- vt100, vt2207bit or vt2208bit emulation

- integrated kermit for data transfer

If you know a terminal program with approximately matches these requirements or all except the first but comes with sources, please mail to me or post to this group.

Thank you in advance,

Ralf Handl
handl@cs.uni-sb.de

4163. Re: Help

Newsgroup: comp.sys.atari.st
Date: 1991-11-13 00:31:26 UTC
From: Stuart_Price@kcbbs.gen.nz
Message-ID: <1886.316916257@kcbbs.gen.nz>
Source record: 227529

Haha is that a joke?

Stuart Price
Auckland, New Zealand
Stuart_Price@kcbbs.gen.nz <--Usenet Address
Stuart Price 3:772/90 <--Fidonet Address

4164. Re: Hypertext Help for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-11-18 16:18:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <A1105@hh.maus.de>
Source record: 227217

sa>There is a PD Hypertext system for the ST already. It was written as a
sa>Diploma project at the technical university of Munich. You can get the
sa>object code from any [german B-)] PD dealer. TUM owns the source rights.
sa>The text entry system is really crummy, but the runtime user interface is
sa>OK. Pity its not an ACC tho ;-<

I wrote a hypertext as an ACC. It is quite simple but written in Assembler. It gets every page seperatly from disk. Its main advantage is, that is uses only verry few memory. I may try to post it ... or simply send me a disk labeld hypertext and include your address and german stamps (or money for stamps 4.10 DM to US. 2.10 DM inside europe).

Thomas Quester * Lampenland 9 * 2050 Hamburg 80

MauTau V 2.2c - When in doubt, lead trump.
(Net)

4165. zoo command

Newsgroup: comp.sys.atari.st
Date: 1991-11-19 20:08:35 UTC
From: boyd@delta.cs.fsu.edu
Message-ID: <1991Nov19.150835.16757@mailer.cc.fsu.edu>
Source record: 227219

Ok folks, I am feeling a bit dense. After reading both the zoo man page
and the "zoo h" help page, I still cannot figure out how to create
a zoo file with subdirectory info intact. My best attempt so far has
been:

zoo aP// something.zoo <directory name to be zooed>

This gives me a zoo file with all files contained in the directory, including
all files in subdirectorys rooted there, but they all extract into one
directory! This baffles me, as it is obviously recursively descending
down the tree, yet does not seem to remember anything on the extract (I
get a flat directory with a BUNCH of files in it).

If I can ever get this to work, I have a couple of very neat software
packages to go onto atari.archive.

Thanks in advance!

P.S. The docs to this program win my personal award for the most ass-backwards
literature I have ever seen.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

4166. Re: Quick-ST 2 or 3 wanted

Newsgroup: comp.sys.atari.st
Date: 1991-11-19 20:13:35 UTC
From: boyd@delta.cs.fsu.edu
Message-ID: <1991Nov19.151335.16993@mailer.cc.fsu.edu>
Source record: 227215

In article <35329.323911635@kcbbs.gen.nz>, Stuart_Price@kcbbs.gen.nz (Stuart Price) writes:
>I have a list saying that it is PD... I am sure of it....

Extremely old versions of it might be, and there are a couple of PD _demo_ versions out there, but the program itself in it's most recent form is most definitely a commercial product, for which one must pay $$$$'s for.

I hear the price of the latest greatest version has been increased somewhat, so perhaps it is no longer the big price winner as compared to TurboST. However, I think it now performs better than Turbo also.

--

Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."

4167. Re: Do people at Atari actually have a sense of humor??

Newsgroup: comp.sys.atari.st
Date: 1991-11-19 20:17:08 UTC
From: boyd@delta.cs.fsu.edu
Message-ID: <1991Nov19.151708.17106@mailer.cc.fsu.edu>
Source record: 227216

In article <HMALLAT.91Nov19134645@sandman.hut.fi>, hmallat@niksula.hut.fi (Hannu Martti Olavi Mallat) writes:
>
>ObSTquestion: I have a Mega 2 and I'm having a terrible time with my
>disk drive. It doesn't always recognize media change (I use FMC but
>I'd rather not run a load of patch programs each time I boot up)
>Also, it has trouble formatting/reading 11 sector disks :-(
>
>So, is it easy to replace the drive ? Can I put in a standard PC
>720k drive (or better yet, a 1.44M drive ?)

I think it is possible to fix the media change problem, with a resistor soldered in the appropriate place (or something like that). I remember this being discussed many moons ago on this group, did anyone save it? I am currently trying to get a copy of a file which describes exactly how to do #2 above, so it might contain this info also. I will put it on atari. archive when I get it (it should be called ibmdrive.lzh), and I will post when I do.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

4168. Re: How good is Hippo C ????

Newsgroup: comp.sys.atari.st
Date: 1991-11-19 20:19:38 UTC
From: boyd@delta.cs.fsu.edu
Message-ID: <1991Nov19.151938.17268@mailer.cc.fsu.edu>
Source record: 227218

In article <kiih9lINN431@utkcs2.cs.utk.edu>, gathings@duncan.cs.utk.edu (Golando Gathings) writes:
>
>I am considering buying a compiler. Has any anybody
>had any good or bad experiences with Hippo C ?
>

Hippo-anything is extremely old, and totally unsupported. I suggest you
get a copy of Prospero C, which is well supported (ANSI too, by the way),
and has the best docs of any ST compiler I have seen (in english anyway).

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-----------------------------------

4169. Re: Software availability in Germany

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 01:10:16 UTC
From: ekrimen@wet.UUCP
Message-ID: <3094@wet.UUCP>
Source record: 227238

In article <1991Nov10.171447.9850@noose.ecn.purdue.edu> yegerleh@vivaldi.ecn.purdue.edu (James D Yegerlehner) writes:
>1. DTP,

Here in the US, Calamus SL and Pagestream 2.1 are top notch.

> 2. Mathematics software (anything like Mathcad for windows,
>

I don't know what MathCAD is, but El-Cal is a powerful math package.

> 3. CAD

DynaCADD

4. C compilers

Don't know, other than Pure C.

--
||| Ed Krimen
||| ekrimen@wet.UUCP
/ | \ E.KRIMEN (GEnie)

4170. Re: Motorola/Atari article

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 11:06:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0bf63aw@jonh.wimsey.bc.ca>
Source record: 227204

In <15824@uhccux.uhcc.Hawaii.Edu>, Jack W. Wine writes:
>
>Like Houston Instruments, Atari has used the 68000 as a workhorse processor
>for years. But unlike Houston Instruments, Atari's game applications could
>use all of the power that dedicated RISC processors could deliver--if only
>they were less expensive. Presently, a common Atari design approach uses
>a 680X0 as a system controller, talking across a common bus to several
>pipelined digital signal processing (DSP) chips that perform dedicated
>graphics operations--matrix, perspective, translation, clipping and fill-
>ing calculations. The results of the DSP chip calculations are fed to
>a common frame buffer, where a Texas Instruments TMS34010 performs the
>graphics drawing function.
>
>
>--
>
>Something that isn't clear in the article is whether Atari will apply
>their game design to their ST/TT systems. I'm also not sure if the
>"arcade game" actually was something for the home. Someone posted that

The description above is pretty clearly of an Atari Games arcade
video machine, not anything by the Atari Computer company.

--
John Henders jhenders@jonh.wimsey.bc.ca
MIND over MIDI Productions or ubc.cs!van-bc!jonh!jhenders
Vancouver,B.C

4171. Re: Bj-10e printer

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 13:47:24 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1991Nov20.134724.13259@ccu.umanitoba.ca>
Source record: 227201

In article <1991Nov19.135033.17845@newcastle.ac.uk> J.M.C.Geada@newcastle.ac.uk (Joao Moreno Colaco Geada) writes:
>Well, I have one of these great printers, and have no complaints
>as to the print speed -> all graphics is done in one pass and it has a
>large(ish) buffer (37Kb). Print quality is excellent. Print noise is
>very low, though the feed mechanism is louder than I expected (maybe
>just because of the non-existing print noise).
>
>PS: some reported print speed problems may actually have a reason ->
>if you use GDOS (or similar) to print to the Canon Bj10, the driver
>has to generate a 360x360dpi image of the stuff to be printed before
>it can be sent to the printer. This is a lot higher than is generally
>used with most other printers (not all, just most), and is correspondingly
>slower. The Bj10 prints 360dpi graphics just a fast as normal text
>at approx 1 line per second (80cps) (ie one page takes ~ 1minute).
>

In which case does a driver not have to generate the 360x360 dpi image. It's pretty clear the bottleneck is the communication and not the mechanism, but I don't know how you can avoid it unless the canon allows some kind of data compression (like the Apple StyleWriter). I have a BJ10e too and to print one page from PageStream takes > 10 min; even a screen dump (half a page at low resolution) takes > 1 min. I am interested to know what graphics program you are using that will print one page at full resolution in ~ 1 min.

Werner

4172. Re: Quick-ST 2 or 3 wanted

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 14:02:46 UTC
From: cordes@ac.dal.ca
Message-ID: <1991Nov20.100246.2092@ac.dal.ca>
Source record: 227202

In article <35329.323911635@kcbbs.gen.nz>, Stuart_Price@kcbbs.gen.nz (Stuart Price) writes:
> I have a list saying that it is PD... I am sure of it....

I think QuickST 1.6 was the last shareware version, everything later being commercial.

John Cordes
Dept. of Physics
Dalhousie University
Halifax, N.S., Canada B3H 3J5
email: cordes@ac.dal.ca

4173. Re: How good is Hippo C ????

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 14:40:15 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Nov20.144015.3779@actrix.gen.nz>
Source record: 227203

In article <kiih9lINN431@utkcs2.cs.utk.edu> gathings@duncan.cs.utk.edu (Golando Gathings) writes:
>
> I am considering buying a compiler. Has any anybody
> had any good or bad experiences with Hippo C ?
>
>
> Thanks
> Golando

They went belly up years ago, so why bother with some thing that has never been a standard at all and no more support,
stick to some thing that is known and has some kind of support..!!!

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4174. Delirious & Spoon

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 15:24:11 UTC
From: malay@sae.com
Message-ID: <1991Nov20.152411.11325@sae.com>
Source record: 227205

Hi all,

Whats the story with the Delirious 2.75 (or should I say 3) and the Dark Side of the Spoon demos. When I boot up Delirious I get bombs at random points in the program - I managed to get past the joystick/keyboard selection screen but then it bombs again. Dark side of the spoon seems to run but the music and display "vibrates" as if it needs to be run at 50 HZ - I tried that too - same result. Do these demos run on 1040STe's??

Bob Malay

4175. ATARI ST MEMORY EXPANSION

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 16:02:50 UTC
From: Chuck.Zwicky@tdkt.kksys.com
Message-ID: <690657067.0@tdkt.kksys>
Source record: 227214

I noticed an advertisement in KEYBOARD magazine for a 16 MEGABYTE
memory expansion for the ATARI ST.

The name of the company is PA-DECODER (213) 938-8924 in the USA.

Anyone?

* Origin: FlightLine BBS Mpls,MN (612)544-5118 (1:282/47.0)

4176. C-compilers

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 16:11:36 UTC
From: fvlarsen@solan.unit.no
Message-ID: <1991Nov20.161136.27748@ugle.unit.no>
Source record: 227206

I am planning to buy myself a C-compiler for
the Atari ST. I have been browsing through some
issues of STUser, where I came across a referance
to Lattice C 5.06.02 by HiSoft. Having great
confidence in Hisoft (thanx to DevPacST), this
compiler caught my interest.

But is this (one of) the best?

Is there anybody out there who regulary use
a C-compiler other than this one and would
like to tell me how good their is?

Or do you use Lattice and want to claim that one
to be the ultimate choise?

Either way, MAIL ME! (Thanks in advance...)

--
/--\
| FINN VIDAR LARSEN |
| Division of Computer Systems and Telematics |
| The Norwegian Institute of Technology |
The University of Trondheim, Norway
email: fvlarsen@solan.unit.no
\--/

4177. Re: How good is Hippo C ????

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 16:38:23 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Nov20.103823.7593@doug.cae.wisc.edu>
Source record: 227207

In article <1991Nov20.144015.3779@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <kiih9lINN431@utkcs2.cs.utk.edu> gathings@duncan.cs.utk.edu (Golando Gathings) writes:
>>
>> I am considering buying a compiler. Has any anybody
>> had any good or bad experiences with Hippo C ?
>>

Hippo C...goodness, thats really aweful. By todays standards anyway.

-see below for a recommendation....

>>
>> Thanks
>> Golando
>
>They went belly up years ago, so why bother with some thing that has
>never been a standard at all and no more support,
>stick to some thing that is known and has some kind of support..!!!
>

I'll say they went belly up, with legs in the air....:)

>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

Gosh, I didn't even think most people ever knew Hippo C ever existsed...

What nastalgia, I remember getting Hippo C for my Atari ST and thought it
was the greatest thing since sliced bread, diced, sliced..anyway..TIME HAS
PASSED...

And my how C has grown up into a mature strong Engineering tool on the ST!
I laugh at all my fellow classmates working with the EXCRUCIATING, BAD, NASTY,
HORRIBLE, compiler tools we have on our instructional machines.
(Basically OLD UNIX tools which don't even realize what X Windows is...)

HAHAHAHA, with tools like Turbo C, you can rapid prototype a compiler for
your 536 class...IN NO TIME. (Not too mention the AWESOME satisfaction of
watching everyones mouth drop to the floor
when you hand it in ON TIME, 3 days early!)

I remember all those POOR souls in the labs, with only a printf to track thier variables with...the clock ticking at 1am in the morning...while I would be there just reading rn....(comp.sys.atari.st of course..)
(Everyone who knows me close, agrees. When I don't get my rn, in daily dosages of at least 3 hours....I GET THE SHAKES....!!!!)

AHAHAHAHAHAHAHA, cruel I know, but C certainly has come of age on the ST.

I would recommend buying an ST as a cheap platform to help you get through a comp sci program, just on the basis you could purchase Turbo C/Pure C 2.0 for it.

Spend your time, programming much as you do enjoying life. To do that you need the right tools to begin with....probably the most LACKING feature of any computer science program, as they never teach that.

But I guarantee, if you can't use your ST for anything else, it will teach you how to be an awesome Software Engineer in the most discrete sense of the word.

Just get Turbo C. Then all those "academic waste your time" programs you have to write won't take up much of your time and you can do something useful like making an actual CONTRIBUTION.

After all, thats what the "Science" is all about in "Computer Science".

:)

Greg Carter - Undergraduate - United States Amatuer Wrestler (149.5)
ONLY 8 months to go for State tournee - Kick Butt Time!

Employed: Computer Aided Engineering Center - University Wisconsin - Madison
Major: Computer Science - Emphasis: System Design Tools, User Interfaces
Phone Home: (608) 264-3622 - Work: (608) 262-5349
Current Project: ACICS->ATARI-ARCHIVE: 6 Weeks and counting.....

My Current Wife: Atari MEGA STE 4/50 16Mhz 68000 1.8 Mips
Runs all Mac Software, quite nicely.
(Third Person in US to own one)

This week: I am very philosophical, and very, very easy going..as I realize...
I am going to the Chicago show with Bill, Paul, and Mark.
(Its nice to have great friends.)

4178. Re: FSMGDOS - GDOS

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 17:18:44 UTC
From: kbad@atari.uucp
Message-ID: <1991Nov20.171844.23906@atari.uucp>
Source record: 227228

bobhays@spss.com (Bob Hays) writes:

|Okay, Ken, I'll bite - please tell me more about FONTGDOS, like what is really
|is and where I can find it.

FONTGDOS comes with the FSMGDOS package. It's basically FSMGDOS minus
the outline font stuff. It's more efficient, uses a bitmap font cache,
and supports new graphics functions (like bezier curves).

The bitmap font caching lets you have all the bitmap fonts you can eat
at your beck and call without requiring that they all be loaded into
memory. As long as you configure it with enough cache memory for the
biggest font to fit in memory, the number of fonts you can use at once
is limited only by disk space. Of course if you want the added
advantage of one font file per font, and arbitrary scaling, skewing and
rotation, use FSMGDOS.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

4179. 128K Mac ROMS for sale!

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 17:37:21 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1991Nov20.173721.28993@umbc3.umbc.edu>
Source record: 227208

I have a few sets of 128K Mac ROMs that I am selling for $175
each set. Just what you need for your Spectre 128/GCR carts!
If interested, please contact me at the address below.

Thanks!

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

4180. Re: Delirious & Spoon

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 17:49:42 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Nov20.174942.28448@oz.plymouth.edu>
Source record: 227212

In article <1991Nov20.152411.11325@sae.com> malay@sae.com (Bob Malay) writes:
>Hi all,
>
>Whats the story with the Delirious 2.75 (or should I say 3) and the Dark
>Side of the Spoon demos. When I boot up Delirious I get bombs at random
>points in the program - I managed to get past the joystick/keyboard selection
>screen but then it bombs again. Dark side of the spoon seems to run but the
>music and display "vibrates" as if it needs to be run at 50 HZ - I tried that
>too - same result. Do these demos run on 1040STe's??
>
>Bob Malay
>
>
>
I'm also interested in these two demos, but due to the size am leary of
downloading them. I did get What The Heck Demo and enjoyed it, but if these
are of basically the same flavor I'd rather not spend the time. Can someone
give me a run down of the two? Please send E-mail, Thanks.

Stephan

--
\/\/\/

4181. Re: Epson Drivers & GCR

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 18:10:31 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Nov20.181031.5873@magnus.acs.ohio-state.edu>
Source record: 227210

>A while back somebody posted a message or reply that gave the address and/or
>phone number of a company in DC that sold the Epson printer drivers that
>would work with the GCR. Does this ring any bells??

The company is called GDT SOFTWORKS, and I don't have the number, but.....
IT IS IN YOUR SPECTRE MANUAL!
Really, it is, that is where I got it in the first place,
look under the "printing" section I think. Anyway, the printer drivers from GDT
are pretty darn good, I highly recomend them.

By the way, you really should read my cool .sig file ;-)

- David Butler - dhbutler@magnus.acs.ohio-state.edu

-I can be like a reptile
reptile man,
I can be like a reptile
reptile man,
just slide me in
just slide me in - - Willie Phoenix -

4182. Quick ST 3.0 & ISAAC

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 18:17:45 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Nov20.181745.6006@magnus.acs.ohio-state.edu>
Source record: 227211

I have Quick ST 2.0, and have received the upgrade notice to 3.0. However, I've heard from a couple of other users that Quick ST 3.0 does not speed up a number of the functions on the ISAAC card, which I use. In addition, the even claim that some of the functions, specificly "full-screen color updates?" are considerably slower with Quick ST 3.0 installed than without it! Has anyone out there got some figures on exactly how well quick ST 3.0 works with the ISAAC card in both color and mono mode (with TOS 1.4 of course)?

By the way, you really should read my cool .sig file ;-)

- David Butler - dhbutler@magnus.acs.ohio-state.edu

-once I was the one you wanted so bad
just a little more than you ever had
like adam & eve, paradise is sad
I need a holiday from you
I need a little more room to move
suffocation's on the loose - - Willie Phoenix -

4183. Re: What's 'command exit code -66?'

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 19:33:42 UTC
From: techno@lime.in-berlin.de
Message-ID: <MDSWS0P@lime.in-berlin.de>
Source record: 227209
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

pbh@jake.cc.wayne.edu (Patrick Haggood) writes:

>As the subject sez, I've got an error code 66. I'm trying to use G++ in
>both Mint and gulam and I get this error. GCC 1.40 works fine, however.
>G++ is in the same directory as GCC (\bin).

error -66: not an executable file

Hope this helps,

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

4184. GEM multitasking under MiNT?

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 19:39:49 UTC
From: data3d@aahs.no
Message-ID: <"1339*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 227213

Having thought about making GEM programs multitask under MiNT, I came
to think of a slightly different approach to the problem. Instead of
trying to have GEM handle calls from several programs, one could write
a shell that catches all vdi calls etc. and takes care of it itself.

This way, when a GEM program would try to open a window, the shell would
catch the call and open a window itself. This way, GEM would only see
one program and not get confused about it.

The shell would have to be rather cleverly written, but it really
shouldn't be very difficult to write it. It would have to take care
of who owns the windows etc. and change the menubar upon activation
of the different windows.

Apart from that, you would have to write a shell similar to the one
that comes with MultiGem to redirect output from tos programs into
a window as well.

Anyone with a little knowledge to GEM and MiNT should be able to do it,
myself I don't quite have the time and experience to do it out yet.

Anyone want to have a go at it?

==
Karl Anders Oygard
Email: Karl A Oygard <data3d@aahs.no> Intel? Just say *NO*!

4185. Re: Dhrystone Lattice C

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 20:25:54 UTC
From: steve@thelake.mn.org
Message-ID: <A1933252468@thelake.mn.org>
Source record: 227220

[In article <1991Nov19.022901.21916@lsuc.on.ca>,
jimomura@lsuc.on.ca (Jim Omura) writes ...]

> I won't go into the actual porting attempts in detail. In the
> end I decided to use the simplest approach adding the following
> conditional to the DHRY.H file:
>
> #ifdef LATTICE
> /* Lattice C 5.06.02 for Atari ST */
> #include <time.h>
> #define HZ 50

I'm puzzled by this value. What clock are you using that has a 50-Hz
resolution?

> /* NOTE: Properly, the tick rate should be read from the system
> * using "tick = Tickcal();" where "tick" is a long. Future ST series
> * may be different.
> */

The BIOS function Tickcal() returns a long value that indicates the
number of system timer ticks that occur in one-tenth of a second. On a
standard ST, this value is 20. The system timer ticks 200 times per
second.

> Another problem is that the "TIME" definition was used because
> times() isn't supported. On the Atari ST, there's a double problem
> that arises with this. First, the clock resolution is 2 seconds, making
> short test extremely imprecise and in most cases I ran the tests
> 3 times to see if I got more than 1 answer.

The ST has several clocks, and they are by no means limited to a
resolution of two seconds.

The problem is that the ANSI time() function usually is implemented on the
ST by referring to the GEMDOS clock. It is, as you noted, useless for
timing any short-duration event, because it ticks once every two seconds.

The ANSI clock() function is more useful, since it can be implemented
using the system timer ticks as a data source instead of the GEMDOS clock.
(It is unfortunately possible that your compiler's implementors refer to
the GEMDOS clock to get the raw material for this function.)

It's not difficult to get precise timing data from the ST. Here is an
example:

```
#include <stdio.h>
#include <osbind.h>

main()
{
long ssp;
long ticks_per_second, ticks, newticks;

/*
* Get the number
* of ticks per second
*/

ticks_per_second = 10 * Tickcal();

/*
* Get the value of the system timer at 0x4BA.
* This is protected system memory, accessible
* only in supervisor mode. You obtain the
* value by casting 0x4BA to a pointer to a long,
* and then dereferencing it. Some compilers
* provide a peekl() function that does this
* for you.
*/

ssp = (long) Super(0L); /* enter supervisor mode */
ticks = *((long *)0x4BA); /* peek at the system clock */
Super(ssp); /* return to user mode */

/*
* Now perform whatever task
* you're timing. Here we'll
* take a nap.
*/

sleep(5);
printf("This is just to make the value ");
printf("an uneven number of seconds\n\n");

/*
* Get the new value
* of the system timer
*/

ssp = (long) Super(0L);
newticks = *((long *)0x4BA);
Super(ssp);

/*
* Now newticks - oldticks will
* tell us the number of elapsed ticks.
* Divide that by ticks_per_second to
* get a human-readable value.
*/
```

```
printf("Elapsed time: %f\n",
((double) (newticks - ticks)) / ticks_per_second);
}
```

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>

4186. Re: How good is Hippo C ????

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 20:37:58 UTC
From: silvert@cs.dal.ca
Message-ID: <1991Nov20.203758.3768@cs.dal.ca>
Source record: 227221

In <1991Nov20.144015.3779@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

>> I am considering buying a compiler. Has any anybody
>> had any good or bad experiences with Hippo C ?

>They went belly up years ago, so why bother with some thing that has
>never been a standard at all and no more support,
>stick to some thing that is known and has some kind of support..!!!

Depends on what you want to spend. I have it (tried to sell it for $10 but nobody bought it!), but since I have Laser C I don't bother with it. It was a pretty limited subset of C, no floats and so on, but it was the only compiler that ran on my 512 with floppy! But now it isn't really worth bothering with, since most of us have more powerful machines.

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
InterNet Address: silvert@biome.bio.ns.ca

4187. Re: zoo command

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 21:03:42 UTC
From: steve@thelake.mn.org
Message-ID: <A2020939636@thelake.mn.org>
Source record: 227244

[In article <1991Nov19.150835.16757@mailer.cc.fsu.edu>,
boyd@delta.cs.fsu.edu (Mickey Boyd) writes ...]

> Ok folks, I am feeling a bit dense. After reading both the zoo man page
> and the "zoo h" help page, I still cannot figure out how to create
> a zoo file with subdirectory info intact. My best attempt so far has
> been:
>
> zoo aP// something.zoo <directory name to be zooed>
>
> This gives me a zoo file with all files contained in the directory, including
> all files in subdirectorys rooted there, but they all extract into one
> directory! This baffles me, as it is obviously recursively descending
> down the tree, yet does not seem to remember anything on the extract (I
> get a flat directory with a BUNCH of files in it).

The P command isn't necessary if you're creating a new archive.

You should use the h switch to get high compression with ZOO 2.1.
If you're not using ZOO 2.1, you should be.

zoo ah// something.zoo <directory name to be zooed>

To restore,

zoo x// something.zoo

(you may have to quote the argument with some shells).

The novice commands -backup and -restore are easier to use. Note that
they are ST extensions and aren't documented in the manual.

ZOOSHELL makes this much simpler.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>

4188. Re: UniTerm and Gnu Emacs on a Sparc

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 22:03:38 UTC
From: wmagro@firenze.uiuc.edu
Message-ID: <1991Nov20.220338.22428@ux1.cso.uiuc.edu>
Source record: 227222

In article <1991Nov14.205903.27584@unixg.ubc.ca>, latornel@unixg.ubc.ca (Doug Latornell) writes:

|> Surely I'm not the first to connect a UniTerm equipped ST to a Sparc
|> serial port? Can somebody tell me what is the silly little tweak to the
|> Sparc or to UniTerm that I am overlooking... please...

I connected my ST to a Sparc serial port and ran it with Uniterm as well. All went ok for me. The only difference is that I used (as usual) 8 bits no parity.

--Bill

4189. Re: How to use multiple resource (.src) files in a program?

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 22:09:16 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <62DqBB1w164w@ersys.edmonton.ab.ca>
Source record: 227223

geert@ccsds.ahold.nl (Geert W.T. Jonkheer CCS/TS) writes:

> Hi netlanders,
>
> My program (you know the one for my synth), needs more
> resources than it know has. However, a resource file may
> only be less than 64000 bytes. Thus I need
> to load a second resource file, to handle more than
> the 64000 bytes.
>
> When I thought this could be done by a second rsrc_load,
> I went into some problems. Most of the times the
> second rsrc_load results into four bombs on the screen.
> But it can also be o.k. (how can that be??????).
>
> I did think of the result of a rsrc_load:
> When I do a rsrc_get to get the pointer of the objects loaded
> into memory I do it straight after the rsrc_load instruction.
> Also I do check for errors during the rsrc_load. But, unfortunately,
> most of the time I get the four bombs.
>
> Does rsrc_load always use the same (allocated) memory for
> a resource????, or does always malloc a new area. I think
> that the problem lays in here. Any suggestions????
>
> Geert.
>
>
>
>
> --
> ==
> ============ Geert W.T. Jonkheer. ===========
> ========== Ahold N.V. The Netherlands geert@ccsds.ahold.nl ==========
> ==

I ran into this problem myself, but managed to find a way around it.
What you could do if your program is divided into segments is ditch the
old resource file from memory when you need the new one, and then load in
the new one. When you are done, dump the new one and load in the old
one. This is not a great solution, but it should work. If that is not
an acceptable solution, which it probably isn't, you might have to cut
down on the size of our resource file by using in-code resource files.
Doing this, you can build and then delete the resource file as you need
it. This is easy to do from Personal Pascal, but I haven't seen any

other compilers that can do it. I know that there are resource construction sets that can analyze the resource file and then write out the C code to make it happen without the file, but I haven't seen any of these either. None of these solutions are particularly appealing, but there really isn't any graceful way around the problem...

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

4190. Re: What's 'command exit code -66?'

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 22:17:28 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <TFeqBB2w164w@ersys.edmonton.ab.ca>
Source record: 227227
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

techno@lime.in-berlin.de (Techno) writes:

> pbh@jake.cc.wayne.edu (Patrick Haggood) writes:
>
> >As the subject sez, I've got an error code 66. I'm trying to use G++ in
> >both Mint and gulam and I get this error. GCC 1.40 works fine, however.
> >G++ is in the same directory as GCC (\bin).
>
> error -66: not an executable file
>
> Hope this helps,
>
> Techno
>
> --
> | techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany !
> | techno@lime.in-berlin.de / | \ Hardcore ST user ! ======================
> | Nothing that's real is ever for free, you just have to pay for it sometime.
> | (Al Stewart)

You get this error when an executable file isn't executable anymore. For
example, a corrupted program file will give this error. Another common
one is TOS error #35. You could simulate the error by renaming a text
file to a .PRG file. The error will be generated. Good luck...

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

4191. 16MHz Vs Blitter

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 23:32:27 UTC
From: au036@cleveland.Freenet.Edu
Message-ID: <1991Nov20.233227.12591@usenet.ins.cwru.edu>
Source record: 227224

Is it just my machine or can the 68000 in 16MHz mode with cache enabled outperform the blitter on a Mega/STe. Enabling the blitter actually slows down the machine for certain operations. Using Quick Index 2.2, the following tests were slower with the blitter enabled in all 3 resolutions:

- TOS text
- TOS string

And in medium resolution the "GEM Dialog" test was slower with the blitter enbled.

When Quick ST 3.04 was installed, enabling the blitter even slowed down some operations in 8MHz mode for medium and low resolutions.

The worst slowdown was with the "TOS text" test in medium resolution. Quick Index 2.2 gave a rating of 155% of an STe with the blitter disabled, and only 111% of an STe with the blitter disabled. Enabling the blitter slowed down the machine by 44% of an STe, which is a 28% slowdown. In other words, the machine will operate 40% faster with the blitter disabled. This doesn't seem to match the claim in the user manual that the blitter greatly increases the speed of text and graphics operations, and may need to be disabled because it could make software run too fast.

Does anybody know if this is the way the Mega/STe is designed or if I just have a strange machine?

The following are the results of testing the Mega/STe with Quick Index 2.2:

High Resolution without Quick ST 3.04

	TOS text	TOS string	TOS scroll	GEM dialog
16 MHz with cache	(+37) 151%	(+31) 152%	(-15) 86%	120%
- with blitter	(-27) 110%	(-24) 116%	(+17) 101%	120%
16 MHz no cache	(-8) 96%	(-5) 98%	(-25) 76%	(-31) 71%
- with blitter	(+8) 104%	(+5) 103%	(+33) 101%	(+44) 102%
8 MHz	(-8) 91%	(-5) 94%	(-24) 76%	(-26) 74%
- with blitter	(+9) 99%	(+5) 99%	(+32) 100%	(+35) 100%

High Resolution with Quick ST 3.04

	TOS text	TOS string	TOS scroll	GEM dialog

16 MHz with cache	514%	2068%	(+4) 108%	(+1) 382%
- with blitter	514%	2068%	(-4) 104%	(-1) 378%
16 MHz no cache	(-0) 329%	1383%	103%	(-11) 248%
- with blitter	(+0) 330%	1383%	103%	(+13) 279%
8 MHz	328%	1364%	103%	(-11) 241%
- with blitter	328%	1364%	103%	(+12) 271%

Medium Resolution without Quick ST 3.04

	TOS text	TOS string	TOS scroll	GEM dialog
16 MHz with cache	(+40) 155%	(+33) 155%	(-13) 88%	(+3) 124%
- with blitter	(-28) 111%	(-25) 116%	(+15) 101%	(-3) 120%
16 MHz no cache	(-5) 99%	(-3) 100%	(-23) 78%	(-23) 79%
- with blitter	(+5) 104%	(+3) 103%	(+29) 101%	(+30) 103%
8 MHz	(-7) 93%	(-3) 96%	(-22) 78%	(-24) 76%
- with blitter	(+8) 100%	(+3) 99%	(+28) 100%	(+32) 100%

Medium Resolution with Quick ST 3.04

	TOS text	TOS string	TOS scroll	GEM dialog
16 MHz with cache	601%	3272%	(-5) 109%	(+5) 376%
- with blitter	601%	3272%	(+5) 104%	(-5) 359%
16 MHz no cache	365%	(+1) 2079%	(-1) 103%	(-8) 245%
- with blitter	365%	(-1) 2058%	(+1) 104%	(+8) 265%
8 MHz	363%	(+1) 2037%	103%	(-8) 237%
- with blitter	363%	(-1) 2016%	103%	(+8) 257%

Low Resolution without Quick ST 3.04

	TOS text	TOS string	TOS scroll	GEM dialog
16 MHz with cache	(+29) 147%	(+25) 148%	(-13) 88%	(-8) 109%
- with blitter	(-22) 114%	(-20) 118%	(+15) 101%	(+8) 118%
16 MHz no cache	(-10) 95%	(-7) 97%	(-22) 79%	(-33) 69%
- with blitter	(+11) 105%	(+7) 104%	(+28) 101%	(+49) 103%
8 MHz	(-13) 87%	(-9) 91%	(-21) 79%	(-34) 66%
- with blitter	(+15) 100%	(+10) 100%	(+27) 100%	(+52) 100%

Low Resolution with Quick ST 3.04

	TOS text	TOS string	TOS scroll	GEM dialog
16 MHz with cache	658%	2689%	(+5) 109%	(+0) 205%
- with blitter	658%	2689%	(-5) 104%	(-0) 204%
16 MHz no cache	417%	1806%	(-1) 103%	(-1) 132%
- with blitter	417%	1806%	(+1) 104%	(+2) 134%
8 MHz	414%	1780%	(-1) 103%	(-2) 121%
- with blitter	414%	1780%	(+1) 104%	(+2) 123%

The following is a table ordered from the worst to the best case, indicating the performance gain achieved by using the blitter:

Screen Resolution	Processor Speed	Cache Enabled	Quick ST Enabled	Test	Speed Increase With Blitter
Medium	16MHz	Yes	No	Text	-28%
High	16MHz	Yes	No	Text	-27%
Medium	16MHz	Yes	No	String	-25%
High	16MHz	Yes	No	String	-24%
Low	16MHz	Yes	No	Text	-22%
Low	16MHz	Yes	No	String	-20%
Medium	16MHz	Yes	Yes	Scroll	-5%
Low	16MHz	Yes	Yes	Scroll	-5%
Medium	16MHz	Yes	Yes	Dialog	-5%
High	16MHz	Yes	Yes	Scroll	-4%
Medium	16MHz	Yes	No	Dialog	-3%
High	16MHz	Yes	Yes	Dialog	-1%
Medium	8MHz	No	Yes	String	-1%
Medium	16MHz	No	Yes	String	-1%
Low	16MHz	Yes	Yes	Dialog	-0.5%
High	16MHz	Yes	No	Dialog	0%

High	16MHz	Yes	Yes	Text	0%
High	16MHz	Yes	Yes	String	0%
Medium	16MHz	Yes	Yes	Text	0%
Medium	16MHz	Yes	Yes	String	0%
Low	16MHz	Yes	Yes	Text	0%
Low	16MHz	Yes	Yes	String	0%
High	16MHz	No	Yes	String	0%
High	16MHz	No	Yes	Scroll	0%
Medium	16MHz	No	Yes	Text	0%
Low	16MHz	No	Yes	Text	0%
Low	16MHz	No	Yes	String	0%
High	8MHz	No	Yes	Text	0%
High	8MHz	No	Yes	String	0%
High	8MHz	No	Yes	Scroll	0%
Medium	8MHz	No	Yes	Text	0%
Medium	8MHz	No	Yes	Scroll	0%
Low	8MHz	No	Yes	Text	0%
Low	8MHz	No	Yes	String	0%
High	16MHz	No	Yes	Text	+0.3%
Medium	16MHz	No	Yes	Scroll	+1%
Low	8MHz	No	Yes	Scroll	+1%
Low	16MHz	No	Yes	Scroll	+1%
Low	16MHz	No	Yes	Dialog	+2%
Low	8MHz	No	Yes	Dialog	+2%
High	16MHz	No	No	String	+3%

High	8MHz	No	No	String	+3%
Medium	16MHz	No	No	Text	+5%
High	16MHz	No	No	String	+5%
High	8MHz	No	No	String	+5%
Low	16MHz	No	No	String	+7%
Medium	8MHz	No	No	Text	+8%
Medium	16MHz	No	Yes	Dialog	+8%
Low	16MHz	Yes	No	Dialog	+8%
High	16MHz	No	No	Text	+8%
Medium	8MHz	No	Yes	Dialog	+8%
High	8MHz	No	No	Text	+9%
Low	8MHz	No	No	String	+10%
Low	16MHz	No	No	Text	+11%
High	8MHz	No	Yes	Dialog	+12%
High	16MHz	No	Yes	Dialog	+13%
Medium	16MHz	Yes	No	Scroll	+15%
Low	16MHz	Yes	No	Scroll	+15%
Low	8MHz	No	No	Text	+15%
High	16MHz	Yes	No	Scroll	+17%
Low	8MHz	No	No	Scroll	+27%
Low	16MHz	No	No	Scroll	+28%
Medium	8MHz	No	No	Scroll	+28%
Medium	16MHz	No	No	Scroll	+29%
Medium	16MHz	No	No	Dialog	+30%
High	8MHz	No	No	Scroll	+32%

Medium	8MHz	No	No	Dialog	+32%
High	16MHz	No	No	Scroll	+33%
High	8MHz	No	No	Dialog	+35%
High	16MHz	No	No	Dialog	+44%
Low	16MHz	No	No	Dialog	+49%
Low	8MHz	No	No	Dialog	+52%

Chris Burgess

4192. ghosting in mono mode on multisynch

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 23:34:25 UTC
From: wmagro@firenze.uiuc.edu
Message-ID: <1991Nov20.233425.24083@ux1.cso.uiuc.edu>
Source record: 227225

I just bought a multisynch monitor and manages to get all three resolutions running on it. Low and medium look great. High resolution, however, shows ghosting after each black pixel to white pixel transition. The 'ghost' is 1.5 to 2 pixels wide, and is a light gray in color.

I am feeding the mono (TTL) signal into the analog input of the monitor (I feed it into red, green, AND blue inputs). Although my monitor has a max horizontal rate of 34 kHz, it synchs to the 35 kHz mono signal fine.

The input on the monitor is 75 ohms, as it is on the SM124 (which doesn't ghost).

Anyone who has seen this problem? Also, anyone who has run a multisynch in mono and had it look fine, please send me your cable connections and a description.

Thanks a ton, and please hurry, my eyes are starting to hurt!

--Bill

4193. QuickST sales

Newsgroup: comp.sys.atari.st
Date: 1991-11-20 23:44:07 UTC
From: warwick@cs.uq.oz.au
Message-ID: <5275@uqcspe.cs.uq.oz.au>
Source record: 227226

In e-mail, darekm@microsoft.COM (who wrote the abusive article) says:

* The message I posted ...
* ... resulted in 3 people sending me their VISA card number to order
* Quick ST. So "being rude" generated unexpected business. I had pretty well
* written off the net crowd as a bunch of cheapskates, which I know you all are.
*
* - Darek
*
* I am now focused on other projects anyway. If Quick ST sales die tomorrow,
* who cares? I've milked the market for all it was worth and it paid for
* my car, condominium, and several PCs. My next project has already generated
* hundreds of letters of inquiry and promises to make me more money than
* Quick ST ever did.
*
* - Darek (again)

What a turd.

Warwick.

--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

4194. Re: How good is Hippo C ????

Newsgroup: comp.sys.atari.st
Date: 1991-11-21 04:10:49 UTC
From: longj@lonex.rl.af.mil
Message-ID: <1991Nov21.041049.5222@lonex.rl.af.mil>
Source record: 227230

I have a copy of Prosero C that I will sell!! I no longer use it since I
mainly Macintosh with my Spectre 128!!

Jeff Long

--

Capt Jeff Long Rome Laboratories, Griffiss AFB, NY
longj@lonex.rl.af.mil (preferred) Network Design Laboratory
jlong@cassiopeia.rl.af.mil (315)330-7751 or (DSN)587-7751

4195. Re: Dhrystone Lattice C

Newsgroup: comp.sys.atari.st
Date: 1991-11-21 05:51:37 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Nov21.055137.5351@lsuc.on.ca>
Source record: 227232

In article <A1933252468@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>[In article <1991Nov19.022901.21916@lsuc.on.ca>,
> jimomura@lsuc.on.ca (Jim Omura) writes ...]
>
> > I won't go into the actual porting attempts in detail. In the
> > end I decided to use the simplest approach adding the following
> > conditional to the DHRY.H file:
> >
> > #ifdef LATTICE
> > /* Lattice C 5.06.02 for Atari ST */
> > #include <time.h>
> > #define HZ 50
>
>I'm puzzled by this value. What clock are you using that has a 50-Hz
>resolution?

The figure was in the Lattice manual. It wasn't important. The
HZ is only used if the TIMES code option is selected in the Dhrystone.
If you use the TIME option it's actually ignored. If the figure was
wrong I would have noticed it when I did a manual timing and calculation
and I would have discovered the discrepancy. I didn't. . . .

...

>The BIOS function Tickcal() returns a long value that indicates the
>number of system timer ticks that occur in one-tenth of a second. On a
>standard ST, this value is 20. The system timer ticks 200 times per
>second.
>
> > Another problem is that the "TIME" definition was used because
> > times() isn't supported. On the Atari ST, there's a double problem
> > that arises with this. First, the clock resolution is 2 seconds, making
> > short test extremely imprecise and in most cases I ran the tests
> > 3 times to see if I got more than 1 answer.
>
>The ST has several clocks, and they are by no means limited to a
>resolution of two seconds.

Yeah, but again, the rule of thumb I went by was to make the
least alterations to the benchmark code (or as I usually say "do the
least violence" to the code). It wouldn't effect the speed measurements,
but it invalidates the code size comparison if you start making major
re-writes of the code. Also, there's a point in seeing how the code
handles "a standard program source". This tells people how much work
they can expect to do to port a program. On the one hand, you want

to find out "if I make minimum changes can I live with the results?"
as well as "how much work do I have to do to end up with a good program?"
Your suggestions aren't "wrong", but don't overlook the value of the
tests I posted in that respect. The timing code included in the
Dhrystone in the TIME and TIMES options is the most commonly used
"standard" timing code you'll find in Unix C/ANSI C programs. Can
you use Lattice C on the Atari ST to satisfactorily port standard C
programs or is it really a matter of having to "rewrite programs from
the algorythms?" If timing is a part of the program, maybe you can
live with it or maybe you'll have to rewrite--you decide. :-)

>The problem is that the ANSI time() function usually is implemented on the
>ST by referring to the GEMDOS clock. It is, as you noted, useless for
>timing any short-duration event, because it ticks once every two seconds.
>
>The ANSI clock() function is more useful, since it can be implemented
>using the system timer ticks as a data source instead of the GEMDOS clock.

I didn't bother looking in detail. But the problem stems from
the fact that the TIMES option looks for "sys/times.h" which doesn't
exist in the Lattice C compiler. I could probably have made the
necessary modifications, but then again, ...
Again, it's a matter of how much rewriting do you do to the code, and
at what point does all the modifying reduce the value of the benchmark.
You're not wrong, but the choice I made was "the least violent."

>(It is unfortunately possible that your compiler's implementors refer to
>the GEMDOS clock to get the raw material for this function.)

It's unfortunate that Atari, ... :-)

>It's not difficult to get precise timing data from the ST. Here is an
>example:

... [omitted the example. It's good, but no point in repeating it.]

There have been postings seeking C compilers with source code
debuggers. The Lattice C package has source code debugging if you
use the integrated compiler. It's pretty good, but requires a lot
of "resource" (either lots of RAM or a hard drive or equivalent) if
you're working on a large project. In essence, it's good to use during
the early stages of a project, if you only have 1 Meg and 2 double
sided floppies (the minimum Lattice configuration). Also the compiler's
limited in its support of modular development. I haven't used the
complete package lately, but I remember some minor problems trying
to get it to compile "changes" without recompiling unnecessary pieces.
The bottom line is that I've opted to use a Make utility and MicroEMACS
rather than the integrated compiler for most of my work. However,
I'll emphasize that I really do like it during the early stages of
a project.

4196. Airball Players out there?

Newsgroup: comp.sys.atari.st
Date: 1991-11-21 06:03:10 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91325.010311JJL101@psuvm.psu.edu>
Source record: 227234

Anyone out there play Airball? If so, I'd like to hear from you!

J.J. Lehett : Atari's, puzzles, games, chaos, math, programming.....

- jjl101@psuvm.psu.edu Penn State CAC Lab Operator
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop

4197. Re: QuickST sales

Newsgroup: comp.sys.atari.st
Date: 1991-11-21 06:48:22 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Nov21.004822.13908@doug.cae.wisc.edu>
Source record: 227229

In article <5275@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>
>In e-mail, darekm@microsoft.COM (who wrote the abusive article) says:
>
>* The message I posted ...
>* ... resulted in 3 people sending me their VISA card number to order
>* Quick ST. So "being rude" generated unexpected business. I had pretty well
>* written off the net crowd as a bunch of cheapskates, which I know you all are.

Well, I suppose everyone to a degree is a cheapskate...

I for example won't buy CD's until I get some money for my birthday or
XMAS...as gifts.

>*
>* - Darek
>*
>* I am now focused on other projects anyway. If Quick ST sales die tomorrow,
>* who cares? I've milked the market for all it was worth and it paid for
>* my car, condominium, and several PCs. My next project has already generated

A condo? Several PC's? Your nose is growing Darek!

Don't joke about that kind of stuff, people might believe you..HONEST.

>* hundreds of letters of inquiry and promises to make me more money than
>* Quick ST ever did.
>*
>* - Darek (again)
>
>What a turd.
>

Really now...tsk tsk.

>Warwick.
>
>--
> _-_|\ warwick@cs.uq.oz.au
> / * <-- Computer Science Department,
> _.-._/ University of Queensland,
> v Brisbane, AUSTRALIA.

WHAT A TURD, oh come now you can do better than that in public...

Employed: Computer Aided Engineering Center - University Wisconsin - Madison

Major: Computer Science - Emphasis: System Design Tools, User Interfaces
Phone Home: (608) 264-3622 - Work: (608) 262-5349
Current Project: ITS NOT a GOOD VIDEO GAME. Thank You.

My Current Wife: Atari MEGA STE 4/50 16Mhz 68000 1.8 Mips
Runs all Mac Software, quite nicely.
(Third Person in US to own one)

4198. Re: Motorola/Atari article

Newsgroup: comp.sys.atari.st
Date: 1991-11-21 08:27:28 UTC
From: jww@uhunix.uhcc.Hawaii.Edu
Message-ID: <1991Nov21.082728.4064@news.Hawaii.Edu>
Source record: 227231

In article <A0bf63aw@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>
> The description above is pretty clearly of an Atari Games arcade
>video machine, not anything by the Atari Computer company.
>

That is what confuses me. Since Richard Miller is VP of R&D for Atari Computer Corp., why would he comment on the design of arcade games? A recent Znet article stated that Atari Computer and Atari Games were unrelated except for by their name, so unless Mr. Miller has an evil twin brother, then maybe the Computer Design authors meant to say that an "arcade-style" machine was being developed?

Jack

4199. Re: GEM multitasking under MiNT?

Newsgroup: comp.sys.atari.st
Date: 1991-11-21 09:51:47 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1991Nov21.095147.100420@link-1.ts.bcc.ac.uk>
Source record: 227233

Of course, if MiNT had sockets (which it doesn't (yet?)), the shell would just have to listen for connections from the pseudo-VDI calls made by the programs.

This "shell" could actually be a device driver built into MiNT with a socket, as many such device drivers are done in Unix.

This article is, of course, pure pie in the sky as MiNT hasn't currently got this functionality.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

4200. Re: ghosting in mono mode on multisynch

Newsgroup: comp.sys.atari.st
Date: 1991-11-21 11:19:36 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Nov21.111936.17577@actrix.gen.nz>
Source record: 227235

In article <1991Nov20.233425.24083@ux1.cso.uiuc.edu> wmagro@firenze.uiuc.edu (William Magro) writes:
>
> I just bought a multisynch monitor and manages to get all three resolutions running
> on it. Low and medium look great. High resolution, however, shows ghosting after
> each black pixel to white pixel transition. The 'ghost' is 1.5 to 2 pixels wide,
> and is a light gray in color.
>
> I am feeding the mono (TTL) signal into the analog input of the monitor (I feed it
> into red, green, AND blue inputs). Although my monitor has a max horizontal rate
> of 34 kHz, it synchs to the 35 kHz mono signal fine.
>
> The input on the monitor is 75 ohms, as it is on the SM124 (which doesn't ghost).
>
> --Bill

One of these problem is that the Atari put out some 1 volt pk-pk,
and the sandard is 0.75 volts..

From what I can remember you connect 22/27 ohm resistors 1/8 watt or small
ones, in series with the R.G.B inputs of the monitor, do this at the monitor
end, inside the plug..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4201. TT 1280x960/Overscan

Newsgroup: comp.sys.atari.st
Date: 1991-11-21 12:30:51 UTC
From: <>
Message-ID: <1991Nov21.123051.15537@vaxc.aud.auc.dk>
Source record: 227242

Hi netters,

I need some technical info regarding display memory organization
on ST with 1280x960 and the TT's 1280x960 (monochrome modes).

The following describes the layout for the standard 640x400x1
display memory on a ordinary ST (in case you don't know it):

```
Video base -> +---- 640 -----+
| |
| | 400
| |
+--------------+
```

The display is organized in 40 words (640 dots) by 400 scanlines
giving a total of 80x400 = 32000 bytes allocated to the screen.

I have the Overscan modification in my ST and with my multisync
this gives me 736x480x1 (still momocrhome) laid out as:

```
Video reg base -> +--------------+---+
|XXXXXXXXXXXXXX|XXX|
Visible image -> +---- 736 -----+---+
| |XXX|
| |XXX| 480
| |XXX|
+--------------+---+
|XXXXXXXXXXXXXX|XXX|
+--------------+---+
|
+-- Overscan area (X=black)
```

Video reg base == Physbase()
Vissible image == Logbase()

When Overscan is activated the DE (display enable) signal is
force on by a small hardware modification thereby continuing
to feed information to the monitor at the end of the normal
640 dot scanline. At one point the monitor can take no more
and the catode ray beam returns to the left edge (horizontal
retrace) still reflecting the data sent thru the Shifter in
the ST. A software patch changes the Line A variable to see
the larger screen area and colors the non-displayable area
black so the retraces wont be seen. A SM124 can only take
16 or 32 dots more but multisyncs normally shows 720-736
horizontal dots. All monochrome monitors shows 480 scanlines.
The actual screen image is 43K but the physical memory used

to generate the picture is 51K so there is a small vaste.

(My setup gives me 736x480 and cost $3 for the Overscan components and $225 for a monochrome multisync so I can't complain - I think Overscan should be a standard ST feature!)

NOW the question!

- What is the layout of the 1280x960 Moniterm?
- What is the layout of the TT's 1280x960 resolution?
- Are they (software) compatible
- Do they emulate the 640x400 (software/hardware)?

Please E-mail me at: soren@tequila.vlsi.auc.dk

Btw: There is also a official AutoSwitch Overscan which works similar but has more software options.

Thanks in advance....Soren

4202. Re: GEM multitasking under MiNT?

Newsgroup: comp.sys.atari.st
Date: 1991-11-21 12:54:02 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Nov21.075402.308@uwovax.uwo.ca>
Source record: 227239

In article <1991Nov21.095147.100420@link-1.ts.bcc.ac.uk>, ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>
> Of course, if MiNT had sockets (which it doesn't (yet?)), the shell would
> just have to listen for connections from the pseudo-VDI calls made by the
> programs.

It's not hard to emulate that kind of use of sockets with MiNT pipes;
the shell program could create a pipe named "AESSHELL", and clients could
send messages to this pipe requesting a private connection (on a new
pipe the shell creates; it sends the name of this pipe back to the client
as a response).

Personally, I think it would be better to make the client a child of the
shell, since then the shell can manipulate stdin and stdout so that if
the client does character I/O it ends up in a GEM window. But that's
my taste; and I guess that GEM programs aren't supposed to do character
I/O anyway.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

4203. Mint boots Gem from wrong drive

Newsgroup: comp.sys.atari.st
Date: 1991-11-21 12:59:42 UTC
From: oli@math.rwth-aachen.de
Message-ID: <oli.690728382@ernie>
Source record: 227236

Hello everybody.

When I boot mint w/o mint.cnf, it boots up Gem, but from Drive C: instead of G:, where I boot mint from. This is very inconvenient for me, since Acc's and Newdesk.inf on C: are very different from those I want to use under mint. The AUTO Folder, of course, is read from G:. Is there a way to work around this?

Oliver

4204. Mgr or ksh swallows square brackets.

Newsgroup: comp.sys.atari.st
Date: 1991-11-21 13:06:47 UTC
From: oli@math.rwth-aachen.de
Message-ID: <oli.690728807@ernie>
Source record: 227237

Hello.

If I start a TOS program from a ksh in an mgr window, where mgr itself has
been spawned by a ksh, I can't send any of the keys []{}@\ to the program.
They are reached using ALT or ALT-SHIFT and an umlaut key. Funny keycodes
are read instead. The ksh itself is capable of using those characters.
If the program is run from the initial ksh, however, the keys can be used
normally. This happens if 'vt52' is running or not. Does anybody know
what happens and how to fix it?

Oliver

4205. Re: MiNT request

Newsgroup: comp.sys.atari.st
Date: 1991-11-21 15:22:28 UTC
From: jppg9764@uxa.cso.uiuc.edu
Message-ID: <1991Nov21.152228.10009@ux1.cso.uiuc.edu>
Source record: 227240

In article <1991Nov19.155121.291@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>
>I'll be releasing my tcsh port Real Soon Now (I'll put it up for ftp on
>atari.archive).

Yes!! :) I've become a tcsh addict over the last two years, and I would love to have it on my home machine. Keep up the good work!

John "happy camper" Pietrzak
pietrzak@cs.uiuc.edu

4206. Re: FSMGDOS - GDOS

Newsgroup: comp.sys.atari.st
Date: 1991-11-21 15:26:39 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1991Nov21.152639.3059@syma.sussex.ac.uk>
Source record: 227243

From article <1991Nov20.171844.23906@atari.uucp>, by kbad@atari.uucp (Ken Badertscher):
>
> FONTGDOS comes with the FSMGDOS package. It's basically FSMGDOS minus
> the outline font stuff. It's more efficient, uses a bitmap font cache,
> and supports new graphics functions (like bezier curves).
>
(etc.)
> --
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari Corp. System Software Engine
> / | \ #include <disclaimer>

Thanks to Ken for that description and for the other info he puts out here.

As ever, I wonder when we're going to see FSMGDOS. I'm sure Ken would like it to be out now, but here we have to contend with good ol' Atari UK. If past performance is a guide:

a) The UK subsidiary won't get it until after a lot of other places (the first Mega STE's for sale have *just this month* reached these shores, would you believe!)

b) They'll then sit on it for a year, wondering how to package it and whether to sell it or give it away (cf. what they did with the Epson emulator for the SLM804 laser)

c) They'll sell an outdated version - meanwhile, Atari USA will distribute an updated version as freeware (Epson emulator again - you can still adverts selling v1.00 for 29.95 pounds, around $50, and at the same time you can collect Laserbrain v1.31 from the PD libraries).

Timeworks Publisher 2 is due to be shipped from early December. It has support for FSM GDOS built in, but the last I heard was that it will initially be released without FSM GDOS because FSM won't be available in time.

I'd love for this information to be proved wrong. However..

Cheers,

Graham
--
Graham Thomas, SPRU, Mantell Building, Univ. of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: +44 273 685865

4207. MicroEmacs 3.11 for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-11-21 16:45:22 UTC
From: piet@cs.ruu.nl
Message-ID: <1991Nov21.164522.1433@cs.ruu.nl>
Source record: 227241
Cross-posted to: comp.sys.atari.st,comp.emacs,comp.editors

Is there a compiled version of the new me 3.11 release available for the
Atari ST (TOS). I know that the sources are available (and I have them) but
I would like to save the hassle of compiling (different compilers and all that)
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

4208. Falcon question.

Newsgroup: comp.sys.atari.st
Date: 1991-11-21 19:38:00 UTC
From: CCSCHR@UWOCC1.uwo.ca
Message-ID: <0690739445@uwovax.uwo.ca>
Source record: 227247

I have Falcon 1.1 and it's two extension scenario disks (CounterStrike and FireFight).

When I was last at my dealer's store I noticed he had an updated version of the original Falcon disks which he offered to update my originals either for free or some nominal charge (I don't recall). I believe he indicated this was Falcon version 2.1.

He also talked about how copy protection had been added to this level and that the code wheel was no longer used. He also implied that some special (hardware dependant method was needed to copy the new disks properly to avoid trashing the disk due to the nature of the copy protection). Well he didn't learn his lesson too well in that by the time he got around to copying the deisks for me, his orginal disks were already broken.

Can anyone confirm ... Is there a Falcon 2.1 released?
What is new about it?
Has the copy protection changed?
Given that the disk is copy protected, does this
mean the updated Falcon code can not be used
as the basis for the flight characteristics
for the advanced scenarios?

The only reason I am questioning the dealer is that he has a history of being way too busy for his own good, the result being that many of the day to day details tend to get greatly confused.

Thanks all!

CHR.

4209. Re: Talk to me about TeX and Gemini. . .

Newsgroup: comp.sys.atari.st
Date: 1991-11-21 22:16:52 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91322.171212ONM07@DMSWWU1A.BITNET>
Source record: 227245

In article <9111151315.AA16620@v1.cm.cf.ac.uk>, stratton@cm.cf.ac.uk (Andrew F Stratton) says:
>Warning - you don't get all the functionality, since venus relies on mupfel to
>perform a lot of the commands. So for instance, you can't run any programs m
>fro
>venus - though you can run them from mupfel!!

Not true. You simply have to start VENUS from MUPFEL, and then, VENUS can
do all the things Gemini does (well, most of them).

>
>I gave up, upgraded my machine to TOS 1.4 - and then got Neodesk 3 anyway!!
>
>
> Andy.Stratton.
>--
> Parallel Processing Support Officer
> University of Wales College of Cardiff
>
> email:stratton@uk.ac.cf.cm

4210. Re: MiNT request

Newsgroup: comp.sys.atari.st
Date: 1991-11-21 22:32:10 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91323.130350ONM07@DMSWWU1A.BITNET>
Source record: 227246

In article <A2002130799@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) says:
>-- What are the chances of Gemini gaining the ability to launch
>tasks in the background under MiNT?
>
>
No problem. Simply use the bg.ttp from mntutl9b.zoo.

> --
> Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong _____________________________

4211. Where to get ST version of mgr

Newsgroup: comp.sys.atari.st
Date: 1991-11-21 23:26:42 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <50553@cup.portal.com>
Source record: 227249

Ive seen references to an ST version of mgr, but I am wondering where to get it. I run mgr on my AT&T 3b1, and rather like it (much more so than the stock windows...) Anyways. Where could I get it from? I would prefer to get binaries instead of source, simply because I dont have a C complier on my system...

Oh gee, and I should ask. Will it run on a 520?

Thanx

Billy D'Augustine
Azog-Thoth@cup.portal.com
or {backbone}!att!nsscmail!gnat!thoth!root

4212. DCDataDiet and .snd files

Newsgroup: comp.sys.atari.st
Date: 1991-11-22 00:35:25 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Nov22.003525.6519@rodan.acs.syr.edu>
Source record: 227248

Does anybody out there know (this probably means you, Mike) if
DC DataDiet will compress .snd files? This would be very
nice! I was reading about DataDiet in STInformer, where the
writer says that DataDiet will compress any data file and then
lists a variety of types that it WILL compress...but .snd
files are not included. So, it is hard to determine whether
or not .snd files will work.
Since .snd files are so large, compression on the fly here
would be very beneficial.
--Gerry
ggreenbe@rodan.acs.syr.edu

4213. Re: Medium resolution `spectrum'?

Newsgroup: comp.sys.atari.st
Date: 1991-12-12 12:36:27 UTC
From: godot@uni-paderborn.de
Message-ID: <1991Dec12.123627.22814@uni-paderborn.de>
Source record: 227041
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>I was just thinking: if one can use multiple palettes on one
>line in low resolution (as spectrum512 does), then could the
>same trick be used to create a multicolor version of medium
>resolution? I guess there would be time for 3 or 4 palette
>switches in 1 line, so 16 colors on one line in medium resolution
>should be possible.

>Has anyone tried this?
Yes, it works the same way as in low res.

Frank

4214. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1991-12-16 08:34:07 UTC
From: hubi@uni-paderborn.de
Message-ID: <1991Dec16.083407.25934@uni-paderborn.de>
Source record: 227040

In article <1991Dec12.232747.3622@bernina.ethz.ch>, rudi@igc.ethz.ch (Rudi V. Drunen Groningen) writes:
|> Hi all !
|>
|> I am currently using an 1040ST, but I want to upgrade to a TT/030
|> I have a couple of questions about the machine before I go to my
|> dealer, who just wants to sell....
|>
|> 1: Is the TT sold without a Hard disk ?, or have all configurations
|> a hard drive installed ?

me: Normally a Seagate 157N1 (48 MB)

|> 2: Can I add my Quantum 105Mb SCSI drive to the system without making
|> serious hardware modifications (other than opening the machine, and
|> connecting the drive)

me: Local dealer may sell TT`s with Quantum drives, if wanted,
or without any drive. (so you can plug in your Quantum)

|> 3: Can I use my standard atari monochrome monitor (SM 124) with the TT
|> if yes, in all monochrome resolutions ? or just the ST modes ?
|> What monitor do I need for the color modes. Can a 'standard' multisync
|> VGA monitor do the job ?

me: As I know you have to buy at least a standard VGA monitor to
get run your TT`system (means : SM124 is useless !)

|> 4: How to add memory ? Do I need SIMMS or SIPPS, and which speed ?
|> can I just add memory by plugging in a couple of 1Mbyte / 70 ns
|> SIMMS ?

me: No SIMM`s not possible. You need special memory cards for the TT.
If your are in Europe (pooor US) there are several cards on the market.
Up to 256 MB !

|> 5: How's the new TOS ? what's new ? (from 1.4) besides those funny icons ?

me: New things like the sound (as ste), the new graphic modes, ...
The new Destop : putting Icons on the background, something like grep in
the windows, ... (I haven't got one yet)

|> 6: The machine has a 1.44 Mb disk drive. Can I write and read 360K and 720K
|> floppies reliable ?

me: Are you sure of the HD? If so you can read all what have at least
80 tracks, 9 sectors , 1 side (normal one-sided disks) up to
82 tracks, 21 sectors, 2 sideds (unnormal HD disks)

|> 7: About UNIX :
|> The whole world is full of rumours about it. Is it available ?, if yes
|> Is it stable ? how much disk / memory does it take ? has it X ? are there
|> compilers for it ?
|> Is it an Additional product (ie. can I buy it later) or do I need to
|> buy it preinstalled with my system ?

me: as I know preinstalled (read news : Why ASV is a dead ...)
a good, violent, flaming discussion about your question ... ;->

|> 8: How about compatibility? Does all TOS software (all serious software I mean)
|> run ?

me: Don`t know what`s serious to you (At least: most of non-pd do run)

|> 9: What's the keyboard like ? Is it much better than the 1040 ? and compared
|> to the mega STs keyboard ?

me: like MEGA ST or better (I hope !)

|>
|> Thanks a lot for answering. Your answers will sure help me make my choice.
|>
|> Rudi van Drunen
|>
|> You can reply by mail at : Rudi@cs.rug.nl or rudi@igc.ethz.ch
|> or : drunen@HGRRUG52.bitnet or DRUNEN@HGRRUG5.bitnet

4215. Code for Spectrum Display?

Newsgroup: comp.sys.atari.st
Date: 1991-12-18 17:00:37 UTC
From: stevendd@mentor.cc.purdue.edu
Message-ID: <29569@mentor.cc.purdue.edu>
Source record: 227254

Has the code for displaying a Spectrum picture been released into public domain? Or is it licensed to various programmers? If its in the public domain please send it to me or post it. If its licensed to programmers please post any info about obtaining a license.

Thanks, Doug

4216. Re: Mail server @ terminator?

Newsgroup: comp.sys.atari.st
Date: 1991-12-19 01:01:24 UTC
From: brode@icpsr.umich.edu
Message-ID: <1991Dec19.010124.8879@terminator.cc.umich.edu>
Source record: 227329

In article <95679@bu.edu> selick@bucsf.bu.edu (Steven Selick) writes:
>I was just wondering if there was a mail server for the atari files at
>terminator.cc.umich.edu that are available via ftp.

Yep, send a message to atari@atari.archive.umich.edu with a body of "help"
and you will get instructions for using the mail server.

Jon

4217. 3am Downloading (was Re: umich archives)

Newsgroup: comp.sys.atari.st
Date: 1991-12-19 02:44:19 UTC
From: bigham@acpub.duke.edu
Message-ID: <683@news.duke.edu>
Source record: 227276

Little did I know what I was getting into when I wrote in <666@news.duke.edu>:

> [...] I set up an `at' job to download a lot of
>files at about 3am, and they all came through fine.

Several people have written to ask How I Did It, and since this may well be of interest to others, I figured I'd post it. If you disagree, hit `n' now.

Still with me? Okay, the following assumes that you're on a Unix system with FTP access. It may also be a bit oversimplistic for some, but better to be oversimplistic than overcryptic.

1. If you haven't already done so, create in your home directory a file named .netrc with the following line:

machine atari.archive.umich.edu login anonymous password <your e-mail address>

or add said line to an existing .netrc. This will log you in automatically when you connect to a.a, and is thus useful in its own right.

2. Create a file (say `infile') containing the ftp commands you'd normally use to download files; for instance:

```
binary
hash
cd atari/games
get wizard.arc
cd ../mint
get mint092b.zoo
[etc...]
```

3. Create another file (say `cmdfile') containing the single line:

```
ftp atari.archive.umich.edu < infile > outfile
```

4. Type the command:

```
at 3am cmdfile
```

At this point you might get one of two errors. `at: Command not found' or similar means your system doesn't have an `at' command. Oh well. `at: Permission denied' or similar means that on your system, only certain users are allowed to use `at'. Talk to the local system admin about getting added to the at.allow list. If you get a cryptic number back, you've succeeded; that's the ID number of the `at' job you just created.

5. Check back tomorrow. If it worked, you should see all the files you requested, and a file named `outfile' containing a sort of "transaction log" -- most or all of what you would have seen had you been running ftp

interactively.

Note that the `3am' parameter can be made more elaborate -- `at 4am thursday',
for instance. Type "man at" for more information.

If you have questions (or if I've made mistakes), I'm just an 'r' (or an 'f')
away.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1991 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

4218. Atari 520ST Systems $350

Newsgroup: comp.sys.atari.st
Date: 1991-12-19 03:50:37 UTC
From: sandy47@ucsco.UCSC.EDU
Message-ID: <25477@darkstar.ucsc.edu>
Source record: 227271
Cross-posted to: ba.market.computers,misc.forsale.computers,comp.sys.atari.st

I've decide to sell my 2 spare Atari 520ST Mono systems which have
been mainly used (lightly) for Midi activities. Details as follows:

Atari 520ST Monochrome System (2ea.)
(very good condition)

-Atari 520ST computer
w/power supply, mouse, manual

-Atari SM124 Monochrome Monitor
w/power cord, cable, manual

-Atari SF354 Single Sided Floppy
w/power supply, cable, manual

Price: $350 per system + shipping costs

Much software can be added to make this more interesting
to you as a buyer, inquire within...

Please contact me by email reply to this article or at:

mchome!mack@ucscc.ucsc.edu

Larry McElhiney
(408) 426-5858 x358

4219. wanted: recommendations for educational programs for 9-year old

Newsgroup: comp.sys.atari.st
Date: 1991-12-19 16:49:06 UTC
From: georgew@tekig1.PEN.TEK.COM
Message-ID: <3993@tekig7.MAP.TEK.COM>
Source record: 227283

Well, here it is Christmas again, and once again I find I've purchased another disapppointing program for the kids. I've got a bunch of games, which they enjoy, but whenever I try to get something educational, I get something that, when I actually play with it for a little bit, I realize is going to hold their attention for about 15 minutes, tops. Another $30 down the drain. Part of my problem is that my local dealer has practically no children's software, and I don't like to order something sight unseen without a recommendation.

An example of something I think they *would* enjoy would be something along the lines of, say, "Mixed-up Mother Goose", but where they have to answer math or other questions to get the object to continue the search. Examples of what I think they *won't* like are what I just bought: Bentley Bear's Math Magic I, which after you've played a minute, you realize is just flash cards with animation, and it's never going to get any more interesting.

Any suggestions (other than telling me to dump the ST and buy a PC)?
Pointers to magazine reviews would be helpful, also.

Thanks.

George S. Walker {decvax,hplabs,uunet}!tektronix!tekig1.PEN.TEK.COM!georgew
OR georgew@tekig1.PEN.TEK.COM *OR* georgew%tekig1.tek.com@relay.cs.net
OR tekig1!georgew.tektronix@Udel-Relay Tektronix - Committed to Excellence

4220. v17INF1: Introduction to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1991-12-19 19:07:08 UTC
From: koreth@twitterpater.eng.sun.com
Message-ID: <kl1resINN952@exodus.Eng.Sun.COM>
Source record: 227250
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@twitterpater.eng.sun.com (Steven Grimm)
Posting-number: Volume 17, Info 1
Archive-name: intro

This is the first of three introductory articles about comp.binaries.atari.st.
This one describes how to submit binaries to the newsgroup. A companion
article lists all previously-published binaries, and a third article explains
how to retrieve and unpack binaries posted by others.

I am always looking for suggestions on how to improve the usefulness
of the newsgroup, and can be contacted as listed below.

-- Steven Grimm
koreth@twitterpater.eng.sun.com

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Subject: Submitting binaries for publication

Items intended for posting or queries and problem notes should be sent to
atari-binaries@twitterpater.eng.sun.com. If you are on a UUCP-only site, you
can send them to {backbone}!sun!twitterpater.eng!atari-binaries. Note that
comp.binaries.atari.st is not the correct place to ask general questions
or to ask, "Does anyone have software that does X?" Post such requests to
comp.sys.atari.st or comp.sys.atari.st.tech.

If you want verification of arrival, so say in a cover note, or at the
beginning of your submission, if it is small. I try to verify that a
program works, and if I can't get it to work, I may hold up posting it
for a couple of days. Please note that, except in rare cases, software
without documentation will not be published. The backlog from receipt
to posting varies from one to four weeks depending mostly on the set
of submissions currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two
separately. If I have to separate your sources from your binaries by
hand, your submission will most likely sit on the back burner for a
while.

Please include a description of your program at the top of your article.
Look at old issues of comp.binaries.atari.st for examples of the sorts
of descriptions I'm looking for. I don't write the descriptions at the
tops of the articles; what you see is what the submitters gave me.

Also, as of volume 8, I will only accept binaries packed with an archiver
for which source code is widely available. For the time being, this means
```

arc, zoo (including 2.1), and lharc. If you want to use a nifty new archiver, make the source code available to the public (posting to comp.sources.atari.st is fine.) I reserve the right to repack binaries with another archiver if the other archiver saves a significant amount of space, or has other advantages.

If you're submitting a demo of a commercial program, or a shareware program, please keep the amount of advertising to an absolute minimum. The net gods become angry when people try to use the net as a free advertising medium, and I'd like to keep comp.binaries.atari.st out of trouble. If you want to solicit orders, do it in a README file or an About... dialog box, not in a message that comes up every time the user does something. In other words, treat the net like a PBS station (apologies to those outside the US.) I will not accept programs which I feel are excessively commercial. I'm aware that commercial demos and shareware are often very useful (to the users on the net,) which is why I allow them at all.

Subject: The structure of comp.binaries.atari.st articles

Each posting in comp.binaries.atari.st is called an "issue"; there are roughly 100 issues to a volume. The division is arbitrary and may vary. There are two types of articles in comp.binaries.atari.st: binaries and "information postings." They can be distinguished by the subject line:

Subject: v17INF2: Index and other info

This first word in the title identifies this as the third info posting of volume six. Similarly, the subject line shown below:

Subject: v17i081: deadwrtr -- Ouija-word processor

identifies this as the 81st binary article in Volume 17. Large programs are broken up into smaller pieces, and have subject lines that look like this:

Subject: v17i041: zx81 -- Timex/Sinclair emulator part04/39

Certain information about the system configuration required to use the program is given on the keywords line.

Keywords: uuencode, 1meg, medium, high

This means that the program requires at least one meg of RAM and runs in medium or high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory.

uuencode - program is uuencoded (UNIX uudecode required to unpack)
uue - program is uuencoded (ST uud required to unpack)
arc - program is archived (arc required to unpack)
zoo - program is a zoo archive (zoo required to unpack)
zoo-high - program is a zoo 2.1 high-compression archive (zoo21 req'd)
lharc - program is an lharc archive (lharc required to unpack)

high - high resolution
medium - medium resolution
low - low resolution
1meg - needs 1 meg of RAM

The References: line, if present, points to the previous part of a multi-part program, so that newsreaders (trn, nn, etc.) which can follow threads will recognize a large program as a single thread.

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: jackt@atari.UUCP (Jack Tramiel)
Posting-number: Volume 17, Issue 80
Archive-name: rsn

The "Submitted by" is the author of the program. If you have comments about the binaries published in comp.binaries.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site.

The "Reply-To:" header line in the article's main header points to the submitter, to make commenting about binaries easier.

The second line repeats the volume/issue information for the aide of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this program in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

Since most archive sites run UNIX, articles are given UNIX-style filenames rather than ST-style filenames. I do make an effort to keep filenames to 8 characters or smaller, however.

Subject: Reporting and tracking bugs and patches to postings

Updates to programs are usually announced in comp.sys.atari.st. When large changes are made to a program, the entire thing will be reposted to comp.binaries.atari.st.

To report bugs, contact the person listed in the Submitted-to header. Often there is a contact address in a README file, too. I do not maintain the programs I moderate, so don't send your bug reports to me.

If the program documentation mentions some file that isn't included in the posting (for instance, a font editor's documentation might refer to some sample fonts), contact the submitter, not me. I post articles in their entirety, so if it isn't posted, I probably don't have it.

4221. v17INF2: Index of previously-published binaries

Newsgroup: comp.sys.atari.st
Date: 1991-12-19 19:07:18 UTC
From: koreth@twitterpater.eng.sun.com
Message-ID: <kl1rf6INN955@exodus.Eng.Sun.COM>
Source record: 227252
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@twitterpater.eng.sun.com (Steven Grimm)
Posting-number: Volume 17, Info 2
Archive-name: Index

Files listed below can be requested from the Atari archive server,
archive-server@twitterpater.eng.sun.com. Send it a mail message containing
the word "help" for information.

Note: When requesting files from the archive server, replace the last "/" in
a file's path with a space, i.e. volume1/turtle part01. You may request
several files from the same directory (volume1/turtle part01 part02 part03).

-- VOLUME 1 --

volume1/intro Introductory information
volume1/arc Archiving software
volume1/uucode En/decoder for net postings
volume1/arcdoc Documentation for v01i002
volume1/tinydu Tiny UNIX "du" clone
volume1/tinyhead Tiny UNIX "head" clone
volume1/turtle/part01 Hard disk backup utility
volume1/turtle/part02
volume1/turtle/part03
volume1/turtle/part04
volume1/turtle/part05
volume1/turtle/part06
volume1/uniterm/part01 Terminal emulator
volume1/uniterm/part02
volume1/uniterm/part03
volume1/uniterm/part04
volume1/uniterm/part05
volume1/uniterm/part06
volume1/uniterm/part07
volume1/uniterm/part08
volume1/uniterm/part09
volume1/uniterm/part10
volume1/uniterm/part11
volume1/uniterm/part12
volume1/uniterm/part13
volume1/uniterm/part14
volume1/uniterm/part15
volume1/uniterm/part16
volume1/uniterm/part17
volume1/uniterm/part18
```

volume1/darc Archiver for directory trees
volume1/disktbox Assorted disk utilities
volume1/ssdate Date/time setter
volume1/turbodos GEMDOS speed enhancer
volume1/uniterm/new01 New version of UniTerm executable
volume1/uniterm/new02
volume1/uniterm/new03
volume1/uniterm/new04
volume1/uniterm/new05
volume1/stcad 2-D CAD program
volume1/pkunarc Fast de-archiver
volume1/more Text file pager
volume1/sheet14/part01 Spreadsheet
volume1/sheet14/part02
volume1/sheet14/part03
volume1/sheet14/part04
volume1/sheet14/part05
volume1/sheet14/part06
volume1/sheet14/part07
volume1/stiram Ramdisk and other items
volume1/hexcalc Calculator
volume1/uw/part01 Unix Windows client program (terminal)
volume1/uw/part02
volume1/uw/part03
volume1/uw/part04
volume1/icone Desktop icon editor
volume1/cache Disk cache
volume1/idle12 Screen-saver
volume1/fixdfnts Fonts for comp.sources.atari.st posting
volume1/unixtkit/part01 Unix utilities for ST
volume1/unixtkit/part02
volume1/unixtkit/part03
volume1/unixtkit/part04
volume1/unixtkit/part05
volume1/unixtkit/part06
volume1/unixtkit/part07
volume1/unixtkit/part08
volume1/unixtkit/part09
volume1/unixtkit/part10
volume1/unixtkit/part11
volume1/unixtkit/part12
volume1/unixtkit/part13
volume1/unixtkit/part14
volume1/flip Disk utility (use backs of floppies)
volume1/gnome/part01 Mini EMACS clone
volume1/gnome/part02
volume1/gnome/part03
volume1/gnome/part04
volume1/zmdm/part01 Terminal emulator and file transfer program
volume1/zmdm/part02

volume1/zmdm/part03
volume1/zmdm/part04
volume1/lutils Reset-proof ramdisk and disk cache
volume1/hinstall/part01 Hard disk autobooter
volume1/hinstall/part02
volume1/hinstall/part03
volume1/mjc20/part01 Mark Johnson C compiler version 2.0
volume1/mjc20/part02
volume1/mjc20/part03
volume1/mjc20/part04
volume1/mjc20/part05
volume1/mjc20/part06
volume1/mjc20/part07
volume1/mjc20/part08
volume1/mjc20/part09
volume1/mjc20/part10
volume1/stdcat/part01 Disk catalogging system
volume1/stdcat/part02
volume1/stdcat/part03
volume1/stdcat/part04
volume1/vkiller/part01 Floppy virus killer
volume1/vkiller/part02
volume1/vkiller/part03

-- VOLUME 2 --

volume2/intro Introduction to comp.binaries.atari.st
volume2/Index Index of volume 1
volume2/stlist/part01 List of ST software titles
volume2/stlist/part02
volume2/stlist/part03
volume2/stlist/part04
volume2/stlist/part05
volume2/stlist/part06
volume2/stlist/part07
volume2/stlist/part08
volume2/abcd/part01 Alphabet game for preschoolers
volume2/abcd/part02
volume2/abcd/part03
volume2/arc521/part01 File archive and compress utility
volume2/arc521/part02
volume2/rsctoc/part01 Convert .RSC files to .C source
volume2/rsctoc/part02
volume2/1stw2ps/part01 Convert FirstWord to Postscript
volume2/1stw2ps/part02
volume2/1stw2ps/part03
volume2/icone2 Customize desktop icons (old ROMs)
volume2/animatic/part01 Demo of animation editor
volume2/animatic/part02
volume2/animatic/part03
volume2/animatic/part04

volume2/varlint C syntax checker
volume2/dcache Configurable disk cache
volume2/bubble/part01 Game: guide a bubble across a cave
volume2/bubble/part02
volume2/mg2a/part01 Emacs clone
volume2/mg2a/part02
volume2/mg2a/part03
volume2/mg2a/part04
volume2/mg2a/part05
volume2/startgem GEM autobooter for Mega ST ROMs
volume2/ccprint C source beautifier
volume2/flip27 Double-sided disk copier
volume2/poplib Shared libraries; popup menu example
volume2/arc521b Archiver (fixes bugs in 5.21)
volume2/hacman Game: chomp the dots, avoid the ghosts
volume2/unarc Fast unarchiver
volume2/scroll Fast screen scroller
volume2/asprite/part01 Sprite editor
volume2/asprite/part02
volume2/hdscan/part01 Hard disk utility program
volume2/hdscan/part02
volume2/hdscan/part03
volume2/diskscan/part01 Floppy disk organizer
volume2/diskscan/part02
volume2/diskscan/part03
volume2/break Exit programs with a keypress
volume2/monofont New monochrome font
volume2/arcgsh/part01 GEM shell for ARC
volume2/arcgsh/part02
volume2/astrocal/part01 Astronomical calendar generator
volume2/astrocal/part02
volume2/boggle/part01 Game: find words in a grid of letters
volume2/boggle/part02
volume2/frstprnt Print out First Word documents
volume2/afmt Disk formatter
volume2/cribbage/part01 The game of cribbage
volume2/cribbage/part02
volume2/timecode Determine 68000 code speed
volume2/staccato/part01 Music program
volume2/staccato/part02
volume2/staccato/part03
volume2/staccato/part04
volume2/staccato/part05
volume2/staccato/part06
volume2/spell/part01 Spelling checker
volume2/spell/part02
volume2/umoria/part01 Dungeon exploration game
volume2/umoria/part02
volume2/umoria/part03
volume2/umoria/part04

volume2/umoria/part05
volume2/umoria/part06
volume2/umoria/part07
volume2/umoria/part08
volume2/umoria/part09
volume2/umoria/part10
volume2/umoria/part11
volume2/umoria/part12
volume2/umoria/part13
volume2/umoria/part14
volume2/umoria/part15
volume2/fontedit/part01 Monochrome font editor
volume2/fontedit/part02
volume2/demo3d/part01 Demo of 3-D graphics routines
volume2/demo3d/part02
volume2/datefile Change timestamp on files
volume2/astro15/part01 Astronomical calendar generator
volume2/astro15/part02
volume2/astro15/part03
volume2/dcopy197 DCopy 1.97 - multipurpose disk utility
volume2/quix Game: fill up 75% of the board
volume2/booz ZOO archive extractor
volume2/dcopy302/part01 DCopy 3.02: multipurpose disk utility
volume2/dcopy302/part02
volume2/texshell GEM shell for TeX

-- VOLUME 3 --

volume3/intro Introductory information
volume3/nethack2.3/part01 Dungeon exploration game
volume3/nethack2.3/part02
volume3/nethack2.3/part03
volume3/nethack2.3/part04
volume3/nethack2.3/part05
volume3/nethack2.3/part06
volume3/nethack2.3/part07
volume3/nethack2.3/part08
volume3/nethack2.3/part09
volume3/nethack2.3/part10
volume3/nethack2.3/part11
volume3/nethack2.3/part12
volume3/nethack2.3/part13
volume3/nethack2.3/part14
volume3/starchrt/part01 Star chart plotter
volume3/starchrt/part02
volume3/starchrt/part03
volume3/starchrt/part04
volume3/starchrt/part05
volume3/starchrt/part06
volume3/starchrt/part07
volume3/starchrt/part08

volume3/starchrt/part09
volume3/sttar Unix-style TAR utility
volume3/chekbook/part01 Checkbook manager
volume3/chekbook/part02
volume3/filespy Text file viewer
volume3/astro18/part01 Version 1.8 of astronomy program
volume3/astro18/part02
volume3/astro18/part03
volume3/d110edit D110 (MIDI synth) patch editor
volume3/shadopat.11/part01 Patch for Double-Click "shadow" program
volume3/shadopat.11/part02
volume3/shadopat.11/part03
volume3/shadopat.11/part04
volume3/dcfrmt30 DC Floppy Formatter 3.0
volume3/dcfrmt30 DC Format disk formatter v3.0
volume3/fsck Filesystem consistency check/repair
volume3/risk/part01 Game: take over the world
volume3/risk/part02
volume3/risk/part03
volume3/risk/part04
volume3/dcstuf09 DC Stuffer -- load more than 6 desk accs
volume3/nlqps2 Near-letter-quality printing (w/ font editor)
volume3/gstlink Faster linker for GST object files
volume3/arcgsh14/part01 Version 1.4 of graphical shell for ARC
volume3/arcgsh14/part02
volume3/vkill2/part01 New version of virus killer
volume3/vkill2/part02
volume3/vkill2/part03
volume3/tess Game: Beyond the Tesseract (adventure game)
volume3/mx2v230/part01 Multitasking kernel with utilities
volume3/mx2v230/part02
volume3/mx2v230/part03
volume3/mx2v230/part04
volume3/mx2v230/part05
volume3/gulam/part01 Command line interpreter and editor
volume3/gulam/part02
volume3/gulam/part03
volume3/gulam/part04
volume3/newword/part01 Desk accessory text editor
volume3/newword/part02
volume3/newword/part03
volume3/leolife The game of Life
volume3/limiter Limit uppermost hard disk device letter
volume3/sel_prog Miniature shell for launching programs
volume3/stdcat40/part01 Version 4.0 of disk catalogging system
volume3/stdcat40/part02
volume3/stdcat40/part03
volume3/gulam405/part01 Version 1.03.04.05 of GULAM shell
volume3/gulam405/part02
volume3/gulam405/part03

volume3/gulam405/part04
volume3/gulam405/part05
volume3/passm Logic circuit (PAL) assembler
volume3/sc_bin/part01 Sozoban C compiler binaries
volume3/sc_bin/part02
volume3/sc_bin/part03
volume3/sc_bin/part04
volume3/sc_bin/part05
volume3/sc_bin/part06
volume3/sc_bin/part07
volume3/dlibs12/part01 Library routines for Sozobon/Alcyon C
volume3/dlibs12/part02
volume3/dlibs12/part03
volume3/dlibs12/part04
volume3/gemfast GEM bindings for Alcyon C [v 1.2 in volume 5]
volume3/turtle30/part01 Version 3.00 of TURTLE hard-disk backup utility
volume3/turtle30/part02
volume3/turtle30/part03
volume3/turtle30/part04
volume3/turtle30/part05
volume3/turtle30/part06
volume3/turtle30/part07
volume3/jeflife Another game of LIFE
volume3/sort UNIX-style "sort" utility
volume3/1stprn16 FirstPrint 1.6 -- print FirstWord documents
volume3/shar Create shell archives a la sources group
volume3/keyfix Fix Gulam binary for non-American keyboards
volume3/bsdiff BSD-style diff (file difference) utility

-- VOLUME 4 --

volume4/metafont/part01 Font generation system
volume4/metafont/part02
volume4/metafont/part03
volume4/metafont/part04
volume4/metafont/part05
volume4/metafont/part06
volume4/cm_mf/part01 Font descriptions for metafont
volume4/cm_mf/part02
volume4/cm_mf/part03
volume4/cm_mf/part04
volume4/cm_mf/part05
volume4/cm_mf/part06
volume4/cm_mf/part07
volume4/cm_mf/part08
volume4/cm_mf/part09
volume4/cm_mf/part10
volume4/cm_mf/part11
volume4/cm_mf/part12
volume4/gfpkutil/part01 Utilities for manipulating Metafont files
volume4/gfpkutil/part02

volume4/gfpkutil/part03
volume4/gfpkutil/part04
volume4/uw/part01 Unix Windows windowing terminal software
volume4/uw/part02
volume4/gemfst11 GEMFAST (GEM bindings for C) v1.1 [1.2 in vol5]
volume4/mouspeed Mouse accelerator
volume4/sed GNU sed (stream editor)
volume4/ckermit/part01 File transfer/terminal program
volume4/ckermit/part02
volume4/ckermit/part03
volume4/ckermit/part04
volume4/ckermit/part05
volume4/micromix.ii/part01 Sound and graphics demo
volume4/micromix.ii/part02
volume4/micromix.ii/part03
volume4/micromix.ii/part04
volume4/micromix.ii/part05
volume4/micromix.ii/part06
volume4/micromix.ii/part07
volume4/micromix.ii/part08
volume4/micromix.ii/part09
volume4/micromix.ii/part10
volume4/micromix.ii/part11
volume4/micromix.ii/part12
volume4/micromix.ii/part13
volume4/micromix.ii/part14
volume4/micromix.ii/part15
volume4/micromix.ii/part16
volume4/mf_files/part01 Missing fonts from cm_mf
volume4/mf_files/part02
volume4/quikview Fast text file viewer/screen dumper
volume4/sokoban/part01 Game: slide blocks into proper positions
volume4/sokoban/part02
volume4/lambda/part01 Lambda-calculus interpreter
volume4/lambda/part02
volume4/lambda/part03
volume4/lambda/part04
volume4/lambda/part05
volume4/cpboot Copy boot sectors between floppy formats
volume4/du List disk usage in directory tree
volume4/fplib10 Floating point routines for Sozobon C
volume4/larn12/part01 Game: Find the magic potion in the dungeon
volume4/larn12/part02
volume4/larn12/part03
volume4/larn12/part04
volume4/larn12/part05
volume4/mouser Prevent mouse from entering menu bar
volume4/prtset Set up printer
volume4/quikinf Change DESKTOP.INF parameters w/o rebooting
volume4/quikfind Find files on your disks

volume4/giffer Monochrome GIF picture-file viewer
volume4/elan1v5/part01 Educational language system
volume4/elan1v5/part02
volume4/elan1v5/part03
volume4/elan1v5/part04
volume4/elan1v5/part05
volume4/elan1v5/part06
volume4/elan1v5/part07
volume4/elan1v5/part08
volume4/quikdex Rate system speed
volume4/quikinf1.1 DESKTOP.INF editor, version 1.1
volume4/zoo/part01 Superior archiving/compression system
volume4/zoo/part02
volume4/zoo/part03
volume4/zoo/part04
volume4/nutshell Get back to a shell from a GEM prog
volume4/tetris Game: drop blocks into place
volume4/deskset Reread DESKTOP.INF, set up system accordingly
volume4/newfonts/part01 More Metafont font files
volume4/newfonts/part02
volume4/newfonts/part03
volume4/newfonts/part04
volume4/newfonts/part05
volume4/newfonts/part06
volume4/newfonts/part07
volume4/newfonts/part08
volume4/newfonts/part09
volume4/modula2/part01 Modula-2 compiler
volume4/modula2/part02
volume4/modula2/part03
volume4/modula2/part04
volume4/modula2/part05
volume4/modula2/part06
volume4/modula2/part07

-- VOLUME 5 --

volume5/dvist33/part01 New DVI interpreter
volume5/dvist33/part02
volume5/dvist33/part03
volume5/dvist33/part04
volume5/dvist33/part05
volume5/dvist33/part06
volume5/dvist33/part07
volume5/tetrix Game: drop the blocks
volume5/gnugo Game of Go (from GNU)
volume5/mx2doc/part01 Documentation for MX2 kernel
volume5/mx2doc/part02
volume5/printit PrintMaster graphics printer
volume5/viewit View PrintMaster graphics libraries [v2 below]
volume5/which Find programs using PATH env. variable

volume5/matricks/part01 Linear algebra (matrix) tool
volume5/matricks/part02
volume5/matricks/part03
volume5/gemfast12/part01 Version 1.2 of GEM bindings
volume5/gemfast12/part02
volume5/atime89 Set GEMDOS time from keyboard clock
volume5/viewit2 New version of PrintMaster graphics viewer
volume5/degasnap Save screen as DEGAS picture
volume5/noverify Turn off write-verify on disks
volume5/timedrv2 Clock set/drive display
volume5/quickst Speed up text output
volume5/dt Disk toolbox
volume5/quickrun Program selector
volume5/flex/part01 Lexical parser generator (= UNIX "lex")
volume5/flex/part02
volume5/flex/part03
volume5/minit928/part01 Terminal program with IBM-PC emulation
volume5/minit928/part02
volume5/minit928/part03
volume5/minit928/part04
volume5/minibbs/part01 Bulletin-board system
volume5/minibbs/part02
volume5/minibbs/part03
volume5/rsplot/part01 2-D plotting package
volume5/rsplot/part02
volume5/rsplot/part03
volume5/rsplot/part04
volume5/sysconf Boot configuration (AUTO, .ACC, etc.) utility
volume5/decky Connect a DEC keyboard to ST
volume5/quickst.12 Speed up screen output
volume5/quickdex.15 Version 1.5 of benchmarking program
volume5/gawk/part01 GNU awk clone
volume5/gawk/part02
volume5/quikfind.15 Find files on your disks, v1.5
volume5/bigscrn Create a huge virtual screen
volume5/rsflip/part01 Flip-book animation system
volume5/rsflip/part02
volume5/vkiller.220/part01 Version 2.20 of virus-killing system
volume5/vkiller.220/part02
volume5/vkiller.220/part03
volume5/vkiller.220/part04
volume5/flu Virus simulator
volume5/quickinf13 Version 1.3 of DESKTOP.INF editor
volume5/quicklabel Label-printing system
volume5/abe/part01 Another binary-to-ASCII encoder
volume5/abe/part02
volume5/abe/part03
volume5/abe/part04
volume5/filespy.12 Version 1.2 of text-file viewer
volume5/country/part01 Digitized country music

volume5/country/part02
volume5/country/part03
volume5/country/part04
volume5/country/part05
volume5/djreset Reset DeskJet Plus after powerup
volume5/modedit Hardwire an editor into German Modula-2
volume5/ff File finder
volume5/headstrt Boot GEM progs from AUTO folder
volume5/ratehd Rate hard disk speed
volume5/overscan Software driver for increased screen size
volume5/quickrun2 Run programs from a menu, version 2
volume5/folded/part01 Folding text editor
volume5/folded/part02
volume5/fmc Force media change on floppy writes
volume5/packer Make executables smaller
volume5/rename Rename disk files (text in German)
volume5/formdial Speed up dialog boxes
volume5/gnuemacs/part01 Full GNU emacs port
volume5/gnuemacs/part02
volume5/gnuemacs/part03
volume5/gnuemacs/part04
volume5/gnuemacs/part05
volume5/gnuemacs/part06
volume5/gnuemacs/part07
volume5/gnuemacs/part08
volume5/gnuemacs/part09
volume5/gnuemacs/part10
volume5/gnuemacs/part11
volume5/gnuemacs/part12
volume5/gnuemacs/part13
volume5/gnuemacs/part14
volume5/gnuemacs/part15
volume5/gnuemacs/part16
volume5/gnuemacs/part17
volume5/gnuemacs/part18
volume5/gnuemacs/part19
volume5/gnuemacs/part20
volume5/gnuemacs/part21

-- VOLUME 6 --

volume6/gnutar GNU's version of UNIX 'tar' utility
volume6/postmort Verbose post-bomb analysis program
volume6/crunch Another executable compression program
volume6/coloremu Color emulator for monochrome screens
volume6/bible/part01 Bible concordance program (keyword search)
volume6/bible/part02
volume6/bible/part03
volume6/bible/part04
volume6/bible/part05
volume6/bible/part06

volume6/environ Set environment variables from AUTO folder
volume6/viruskil Virus killer
volume6/1stprint Version 1.82 of FirstWord printing program
volume6/lharc Another version of arc
volume6/opus/part01 Spreadsheet program
volume6/opus/part02
volume6/opus/part03
volume6/opus/part04
volume6/opus/part05
volume6/opus/part06
volume6/opus/part07
volume6/opus/part08
volume6/opus/part09
volume6/zoo201g/part01 Version 2.01g of ZOO archiver
volume6/zoo201g/part02
volume6/zoo201g/part03
volume6/bstat/part01 Statistics in GFA BASIC
volume6/bstat/part02
volume6/bstat/part03
volume6/bstat/part04
volume6/bstat/part05
volume6/bstat/part06
volume6/bstat/part07
volume6/bstat/part08
volume6/bstat/part09
volume6/bstat/part10
volume6/bstat/part11
volume6/stdcat43/part01 Disk catalog program, version 4.3
volume6/stdcat43/part02
volume6/stdcat43/part03
volume6/flshcard Flashcard program for kids
volume6/gulaminf/part01 Documentation for gulam
volume6/gulaminf/part02
volume6/zoopolicy New copyright policy for Zoo
volume6/timedrv3 Display time and drive in corner of screen
volume6/boot Warm or cold boot from software
volume6/lharc2 New version of LHARC archiver
volume6/minit929/part01 Terminal program
volume6/minit929/part02
volume6/minit929/part03
volume6/greed Strategy game (more like a puzzle)
volume6/minibbs/part01 Bulletin board system
volume6/minibbs/part02
volume6/midinet3 Resident MIDI network notifier for minibbs
volume6/cat Replacement for gulam "cat" command
volume6/ps2form IBM-compatible formatter
volume6/protect Small virus killer/protection utility
volume6/atc/part01 Air traffic controller game
volume6/atc/part02
volume6/ff31 File finder, version 3.1

volume6/norad Earth satellite tracker
volume6/mandel Fast Mandelbrot generator
volume6/turbodmo Demo of Turbo-ST
volume6/opus22/part01 Version 2.2 of Opus spreadsheet
volume6/opus22/part02
volume6/opus22/part03
volume6/opus22/part04
volume6/opus22/part05
volume6/opus22/part06
volume6/opus22/part07
volume6/opus22/part08
volume6/opus22/part09
volume6/lc Multicolumn file lister
volume6/vol109 Change disk volume, other disk stuff
volume6/wo Another file-finder
volume6/gfadiff File difference generator
volume6/modula2/part01 Version 1.4 of German Modula-2 system
volume6/modula2/part02
volume6/modula2/part03
volume6/modula2/part04
volume6/modula2/part05
volume6/modula2/part06
volume6/modula2/part07
volume6/modula2/part08
volume6/modula2/part09
volume6/modula2/part10
volume6/modula2/part11
volume6/modula2/part12
volume6/modula2/part13
volume6/modula2/part14
volume6/modula2/part15
volume6/gem2ps/part01 Convert VDI metafiles to PostScript
volume6/gem2ps/part02
volume6/gem2ps/part03
volume6/gem2ps/part04

-- VOLUME 7 --

volume7/nethack3/part01 Game: Hack and slash your way to the top
volume7/nethack3/part02
volume7/nethack3/part03
volume7/nethack3/part04
volume7/nethack3/part05
volume7/nethack3/part06
volume7/nethack3/part07
volume7/nethack3/part08
volume7/nethack3/part09
volume7/nethack3/part10
volume7/nethack3/part11
volume7/nethack3/part12
volume7/nethack3/part13

volume7/nethack3/part14
volume7/nethack3/part15
volume7/nethack3/part16
volume7/nethack3/part17
volume7/nethack3/part18
volume7/arcgsh21/part01 Graphical Arc/Zoo shell v 2.1
volume7/arcgsh21/part02
volume7/arcgsh21/part03
volume7/shar Create/unpack shell archives
volume7/nolock Disable Caps-Lock key
volume7/showdvi/part01 DVI displayer
volume7/showdvi/part02
volume7/showdvi/part03
volume7/showdvi/part04
volume7/minibbs/part01 Another version of the BBS system
volume7/minibbs/part02
volume7/minibbs/part03
volume7/minit931/part01 Terminal program
volume7/minit931/part02
volume7/minit931/part03
volume7/anamod2/part01 Shareware Modula-2 compiler
volume7/anamod2/part02
volume7/anamod2/part03
volume7/anamod2/part04
volume7/anamod2/part05
volume7/anamod2/part06
volume7/anamod2/part07
volume7/anamod2/part08
volume7/anamod2/part09
volume7/anamod2/part10
volume7/anamod2/part11
volume7/anamod2/part12
volume7/anamod2/part13
volume7/anamod2/part14
volume7/anamod2/part15
volume7/anamod2/part16
volume7/anamod2/part17
volume7/anamod2/part18
volume7/anamod2/part19
volume7/anamod2/part20
volume7/anamod2/part21
volume7/anamod2/part22
volume7/anamod2/part23
volume7/anamod2/part24
volume7/anamod2/part25
volume7/anamod2/part26
volume7/anamod2/part27
volume7/anamod2/part28
volume7/stedt/part01 Text editor
volume7/stedt/part02

volume7/stedt/part03
volume7/stedt/part04
volume7/stedt/part05
volume7/stedt/part06
volume7/stedt/part07
volume7/stedt/part08
volume7/stedt/part09
volume7/stedt/part10
volume7/stedt/part11
volume7/stedt/part12
volume7/stedt/part13
volume7/stedt/part14
volume7/sttetris Graphic version of That Game
volume7/bibtex/part01 Bibliography filter for TeX
volume7/bibtex/part02
volume7/bibtex/part03
volume7/bibtex/part04
volume7/bootedit Edit boot files (AUTO folder, DESKTOP.INF, etc.)
volume7/macfonts/part01 Macintosh fonts in GDOS format
volume7/macfonts/part02
volume7/macfonts/part03
volume7/macfonts/part04
volume7/macfonts/part05
volume7/macfonts/part06
volume7/macfonts/part07
volume7/macfonts/part08
volume7/tetris2 Watch the Soviet blocks fall
volume7/builds09 Create Motorola S-records from .ttp files
volume7/colorca Cellular automata in color
volume7/truchet Produce random Truchet tilings
volume7/miniinfo Information about MiniTerm 9.31
volume7/dvi2slm/part01 DVI filter for SLM804 laser printer
volume7/dvi2slm/part02
volume7/dvi2slm/part03

-- VOLUME 8 --

volume8/truchet Truchet tilings for monochrome screens (REPOST)
volume8/undoub Remove duplicate lines from files
volume8/degadesk Load a DEGAS .P?3 picture onto the desktop
volume8/dvi2dsk/part01 DVI-to-DeskJet filter
volume8/dvi2dsk/part02
volume8/dvi2dsk/part03
volume8/dvifonts/part01 Fonts for dvi2dsk
volume8/dvifonts/part02
volume8/dvifonts/part03
volume8/dvifonts/part04
volume8/dvifonts/part05
volume8/dvifonts/part06
volume8/dvifonts/part07
volume8/dvifonts/part08

volume8/dvifonts/part09
volume8/dvifonts/part10
volume8/dvifonts/part11
volume8/dvifonts/part12
volume8/dvifonts/part13
volume8/dvifonts/part14
volume8/dvifonts/part15
volume8/dvifonts/part16
volume8/dvifonts/part17
volume8/dvifonts/part18
volume8/dvifonts/part19
volume8/dvifonts/part20
volume8/dvifonts/part21
volume8/dvifonts/part22
volume8/dvifonts/part23
volume8/dvifonts/part24
volume8/dvifonts/part25
volume8/dvifonts/part26
volume8/dvifonts/part27
volume8/dvifonts/part28
volume8/letrhead Print letterheads from GEM image files
volume8/minibbs/part01 The next revision of the PD BBS system
volume8/minibbs/part02
volume8/yaff Yet Another File Finder
volume8/strings Find text strings in files
volume8/more Text file viewer
volume8/sozobon1.2/part01 Intermediate release of Sozobon C 1.2
volume8/sozobon1.2/part02
volume8/sozobon1.2/part03
volume8/setup931 Set up miniterm 9.31 easily
volume8/rainbow Utilities to enhance/fix TOS 1.4
volume8/columns Tetrisoid game
volume8/xscheme0.16/part01 Scheme interpreter
volume8/xscheme0.16/part02
volume8/xscheme0.16/part03
volume8/fract/part01 Monochrome Mandelbrot generator
volume8/fract/part02
volume8/uurename Rename binaries parts to work with uud
volume8/sndshow Show pictures and make noise
volume8/minit932/part01 Terminal program
volume8/minit932/part02
volume8/cstat Character frequency counter
volume8/xxed Hex/ASCII file editor
volume8/drachen/part01 Game (mono only)
volume8/drachen/part02
volume8/nroff/part01 Partial clone of UNIX "nroff" formatter
volume8/nroff/part02
volume8/kbext410 Keyboard remapper
volume8/drachen.eng English docs for "drachen"
volume8/dskmap Analyze disks and show a sector map

volume8/depict Convert DEGAS .PI3 files to MacPaint
volume8/inspec Inspect disks/files
volume8/form/part01 Symbolic math package
volume8/form/part02
volume8/form/part03
volume8/form/part04
volume8/form/part05
volume8/form/part06
volume8/form/part07
volume8/form/part08
volume8/form/part09
volume8/form/part10
volume8/form/part11
volume8/form/part12
volume8/form/part13
volume8/form/part14
volume8/form/part15
volume8/form/part16
volume8/form/part17
volume8/patience/part01 Card game (mono only)
volume8/patience/part02
volume8/patience/part03
volume8/mas/part01 Modula-2 algebra system
volume8/mas/part02
volume8/mas/part03
volume8/mas/part04
volume8/mas/part05
volume8/mas/part06
volume8/mas/part07
volume8/mas/part08
volume8/mas/part09
volume8/dgdb/part01 Monochrome game
volume8/dgdb/part02
volume8/formdoc/part01 Documentation for FORM in ASCII
volume8/formdoc/part02
volume8/formdoc/part03
volume8/formdoc/part04
volume8/formdoc/part05
volume8/formdoc/part06

-- VOLUME 9 --

volume9/dhrystone Dhrystone benchmark program
volume9/gemfst13/part01 AES and VDI bindings, v 1.3
volume9/gemfst13/part02
volume9/gemfst13/part03
volume9/quix Game: fill up the screen
volume9/cleo Enhance the TOS get-input-line routine
volume9/tostrace Trace calls to TOS functions
volume9/tosvers Tell version of TOS
volume9/dcshowit Replace the desktop textfile viewer

volume9/mathcalc On-screen calculator program
volume9/flinker Fast linker for GST files
volume9/cardfile/part01 Address/phone database
volume9/cardfile/part02
volume9/cardfile/part03
volume9/lgsel16/part01 Replace GEM's file selector dialog
volume9/lgsel16/part02
volume9/arcshl21/part01 GEM interface to ARC, LHARC
volume9/arcshl21/part02
volume9/unlzh11 Extract files from LHARC archives
volume9/ramtest Memory test tutorial/software
volume9/arc602/part01 ARC archiver, version 6.02
volume9/arc602/part02
volume9/arc602/part03
volume9/arc602/part04
volume9/unlzh12 Extract LZH archives, version 1.2
volume9/duck31 Delay booting from hard disk
volume9/mdisk Fast floppy copying using a ramdisk
volume9/poolfix2 Fix TOS 1.4/1.6 internal memory management bug
volume9/bm Fast file-searcher
volume9/micrortx/part01 Multitasking TOS extensions
volume9/micrortx/part02
volume9/micrortx/part03
volume9/micrortx/part04
volume9/gnuemacs/part01 GNU Emacs version 18.55
volume9/gnuemacs/part02
volume9/gnuemacs/part03
volume9/gnuemacs/part04
volume9/gnuemacs/part05
volume9/gnuemacs/part06
volume9/gnuemacs/part07
volume9/gnuemacs/part08
volume9/gnuemacs/part09
volume9/gnuemacs/part10
volume9/gnuemacs/part11
volume9/gnuemacs/part12
volume9/gnuemacs/part13
volume9/gnuemacs/part14
volume9/gnuemacs/part15
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volume9/gnuemacs/part17
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volume9/gnuemacs/part19
volume9/gnuemacs/part20
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volume9/gnuemacs/part22
volume9/gnuemacs/part23
volume9/gnuemacs/part24
volume9/gnuemacs/part25
volume9/gnuemacs/part26

volume9/gnuemacs/part27
volume9/gnuemacs/part28
volume9/gnuemacs/part29
volume9/hospital/part01 Virus killer
volume9/hospital/part02
volume9/pyro Screen saver with fireworks
volume9/starstrk Screen saver with moving starfield
volume9/poolfix3 Version 3 of TOS 1.4/1.6 bug fix
volume9/imgcatj/part01 Print several .IMG files to a page
volume9/imgcatj/part02
volume9/lhx10 Extract/list LHARC archives
volume9/kbext414 Keyboard extender
volume9/file/part01 Determine types of files
volume9/file/part02
volume9/mdisk43 A ramdisk that looks like a floppy
volume9/quiklock Prevent unauthorized users from writing to disks
volume9/f77heap Change heapsize of Absoft Fortran programs
volume9/f77link Alternative linker for Absoft Fortran
volume9/splitit Split up and reassemble big files
volume9/wasy/part01 Symbol fonts for Metafont
volume9/wasy/part02
volume9/trees/part01 Fractal "tree" generator
volume9/trees/part02
volume9/trees/part03
volume9/newbell Replace the ST bell with other sounds
volume9/patience.eng/part01 Patch to PATIENCE card game for English-speakers
volume9/patience.eng/part02
volume9/arcgs21c/part01 Version 2.1c of GEM-based ARC shell
volume9/arcgs21c/part02
volume9/mx2net20 Filesystem sharing over MIDI/RS232
volume9/bgif Convert GIF to PI1, PI2, SPU
volume9/tport Transfer files to RAMdisk at boot time
volume9/abc/part01 Friendly interactive programming language
volume9/abc/part02
volume9/abc/part03
volume9/abc/part04
volume9/abc/part05
volume9/abc/part06
volume9/abc/part07
volume9/fft/part01 Perform fast Fourier transforms
volume9/fft/part02

-- VOLUME 10 --

volume10/amoeba.war Multiplayer Life-like game
volume10/abzmon Machine-language monitor
volume10/metaconv Convert EZDraw/UniTerm metafiles to GEM format
volume10/oatbran Screen saver, like 8-bits' attract mode
volume10/vault201/part01 Fast hard disk backup system
volume10/vault201/part02
volume10/vault201/part03

volume10/vault201/part04
volume10/vault201/part05
volume10/vault201/part06
volume10/unlzh14 Extract LHARC files, v 1.4
volume10/neotrash Replacement trashcan for NeoDesk
volume10/vkiller/part01 Virus killer, version 3.11
volume10/vkiller/part02
volume10/vkiller/part03
volume10/dlii024/part01 General-purpose disk fixer
volume10/dlii024/part02
volume10/dlii024/part03
volume10/flu Simulate virus symptoms
volume10/pyrocfg Screen saver with configurable delay
volume10/stblank Scrolling-starfield screen saver
volume10/protect4 Protection from boot-sector viruses
volume10/qst2demo/part01 Demo of QuickST display speeder
volume10/qst2demo/part02
volume10/qst2demo/part03
volume10/szadb Debugger for Sozobon C
volume10/fools/part01 Fools' Lisp (scheme interpreter)
volume10/fools/part02
volume10/fools/part03
volume10/dskmap1.04 Check disk integrity, map out files
volume10/wedit100/part01 Fullscreen editor and command line shell
volume10/wedit100/part02
volume10/wedit100/part03
volume10/wedit100/part04
volume10/wedit100/part05
volume10/wedit100/part06
volume10/wedit100/part07
volume10/vceldemo/part01 Demo of animation system
volume10/vceldemo/part02
volume10/vceldemo/part03
volume10/vceldemo/part04
volume10/vceldemo/part05
volume10/vceldemo/part06
volume10/minit933/part01 Terminal program, version 9.33
volume10/minit933/part02
volume10/protect4 Resident anti-virus tool, v. 4
volume10/lharc113 LHArc archiver, version 1.13
volume10/miniview Better pager for Desktop "show file" function
volume10/sam Disk analyzer
volume10/sre Make gulam run programs at startup
volume10/tempcall Use TEMPUS as the ST-Pascal editor
volume10/jove/part01 Emacs variant, v. 4.9
volume10/jove/part02
volume10/jove/part03
volume10/gemini1.1/part01 Version 1.1 of Gemini desktop (in German)
volume10/gemini1.1/part02
volume10/gemini1.1/part03

volume10/gemini1.1/part04
volume10/gemini1.1/part05
volume10/gemini1.1/part06
volume10/gemini1.1/part07
volume10/gemini1.1/part08
volume10/gemini1.1/part09
volume10/gemini1.1/part10
volume10/gemini1.1/part11
volume10/gemini1.1/part12
volume10/antibomb Replace bombs with a text dialog box
volume10/mastdemo/part01 Demo of command-line shell
volume10/mastdemo/part02
volume10/mastdemo/part03
volume10/mastdemo/part04
volume10/mastdemo/part05
volume10/mastdemo/part06
volume10/mastdemo/part07
volume10/catch Catch control-Z and control-C under Master
volume10/play/part01 Play digitized sounds
volume10/play/part02
volume10/play/part03
volume10/minibbs29.3/part01 Bulletin-board software
volume10/minibbs29.3/part02
volume10/xxed11 Version 1.1 of xxed hex editor
volume10/rsutil/part01 Convert GEM rsc files from PC <-> ST
volume10/rsutil/part02
volume10/rsutil/part03
volume10/rsutil/part04
volume10/rsutil/part05
volume10/rsutil/part06
volume10/nsyscom Trace system calls
volume10/nmentim Put time and date in menu bar
volume10/dcshow11 DC-ShowIt 1.1 -- replace Desktop file viewer
volume10/dcdesk/part01 Demo of DC Desktop -- enhance the GEM desktop
volume10/dcdesk/part02
volume10/dcdesk/part03
volume10/dcdesk/part04
volume10/dcdesk/part05

-- VOLUME 11 --

volume11/mystic Format floppies in the background
volume11/chcache Disk cache
volume11/quickcis/part01 CompuServe navigator
volume11/quickcis/part02
volume11/quickcis/part03
volume11/dcreafix Fix for a bug in Dcreate()
volume11/fgrep GNU fgrep -- search for strings
volume11/desktop1/part01 Change desktop backgrounds
volume11/desktop1/part02
volume11/mkrsc/part01 Resource construction program

volume11/mkrsc/part02
volume11/grep/part01 GNU grep and egrep
volume11/grep/part02
volume11/grep/part03
volume11/xpoolfix Fix a TOS 1.4 bug (NOT an official patch from Atari)
volume11/bomb Explain system errors
volume11/dviatari/part01 DVI previewer
volume11/dviatari/part02
volume11/dviatari/part03
volume11/sunclock A clock program...
volume11/geminiuk/part01 Gemini desktop replacement v 1.1 (English)
volume11/geminiuk/part02
volume11/geminiuk/part03
volume11/geminiuk/part04
volume11/geminiuk/part05
volume11/geminiuk/part06
volume11/mvdist/part01 GEMINI's shells (mupfel and venus)
volume11/mvdist/part02
volume11/mvdist/part03
volume11/mvdist/part04
volume11/altboot Select AUTO-folder programs/accs at bootup
volume11/nsyscom2 See GEMDOS/BIOS/XBIOS calls
volume11/aimps Convert AIM pictures to PostScript
volume11/patchtst Patch Turbo-ST 1.8 to work with DC Desktop
volume11/beep Replace bell with any sampled sound
volume11/click/part01 Replace keyclick with digitized sounds
volume11/click/part02
volume11/mines Game: get across a minefield
volume11/play/part01 Play digitized sounds
volume11/play/part02
volume11/play/part03
volume11/play/part04
volume11/ntplay Listen to Amiga Noisetracker/Soundtracker modules
volume11/belltest Belltest 2.0 -- test NewBell bell sounds
volume11/st_conc Concentration game
volume11/norad/part01 NORAD (satellite tracker) version 2
volume11/norad/part02
volume11/norad/part03
volume11/cmd Command line interpreter
volume11/pstfonts/part01 Three new fonts for PageStream
volume11/pstfonts/part02
volume11/pstfonts/part03
volume11/pstfonts/part04
volume11/pstfonts/part05
volume11/altboot3 Change auto-folder configuration, version 3
volume11/rhokontd Enhanced control panel (in German)
volume11/fastlife Game of life (not really fast)
volume11/sunclock2 Sunclock version 2 (WITH the .RSC file!)
volume11/djon DeskJet reset program
volume11/lharc1.02/part01 LHArc derived from UNIX version

volume11/lharc1.02/part02
volume11/coloremu Low-resolution emulator for mono systems
volume11/mediumem Medium-resolution emulator for mono systems
volume11/monoemu Monochrome emulator for color systems
volume11/meep Utility package for BBS-Express ST
volume11/mines Game of mines for monochrome systems
volume11/plot/part01 Function/data plotting package
volume11/plot/part02
volume11/plot/part03
volume11/dskswtch Load new DESKTOP.INF files without rebooting
volume11/switcher Pick random NeoDesk/DegaDesk pics, NewBell sounds
volume11/monoemu2 Another monochrome emulator
volume11/lgs1.7/part01 Little Green Selector file selector replacement, v. 1.7
volume11/lgs1.7/part02
volume11/dcopy3.6/part01 General disk utility
volume11/dcopy3.6/part02
volume11/stevie3.91/part01 vi editor clone, v. 3.91
volume11/stevie3.91/part02
volume11/stevie3.91/part03
volume11/maze Walk through a maze in 3-D
volume11/siren Sound an alarm to keep you awake
volume11/pinhead PinHead 1.7 -- speed up program loading
volume11/sunclock3 Another version of sunclock
volume11/nroff110/part01 Nroff clone, version 1.10
volume11/nroff110/part02
volume11/nroff110/part03
volume11/nroff110/part04
volume11/pi1tomon Display .PI1 pictures on a mono monitor
volume11/gulwrap Make Gulam work under Gemini
volume11/dublvis Format DS disks that work in SS drives
volume11/nrchbar Generate change bars for nroff files
volume11/sndshow3 Show DEGAS pictures on any kind of monitor
volume11/viewpic2 View a DEGAS picture on any monitor
volume11/mspeed Tiny mouse accelerator
volume11/rt_move Move files with right mouse button (TOS 1.4)
volume11/xmore Configurable "more" for various file types
volume11/mutate Disk sector editor
volume11/xxxx Insert numbers into files

-- VOLUME 12 --

volume12/arcgsh3/part01 Graphical shell for arc, lharc, zoo, shar
volume12/arcgsh3/part02
volume12/arcgsh3/part03
volume12/arcgsh3/part04
volume12/cat2asc Convert STDCAT43 catalogs to pretty ASCII form
volume12/arcgsh31/part01 Graphical shell for zoo, arc, lharc, etc.
volume12/arcgsh31/part02
volume12/arcgsh31/part03
volume12/arcgsh31/part04
volume12/mshadow Convert disks into files for modem transmission

volume12/showdvi1.0/part01 Show DVI files onscreen
volume12/showdvi1.0/part02
volume12/showdvi1.0/part03
volume12/showdvi1.0/part04
volume12/showdvi1.0/part05
volume12/tortoise Helper for TURTLE under TOS 1.4
volume12/stturing Two-dimensional Turing machine
volume12/format Versatile floppy formatter
volume12/chcache34 Cold Hard disk cache, version 3.4
volume12/mercury/part01 UUCP package w/ mail and news support
volume12/mercury/part02
volume12/mercury/part03
volume12/mercury/part04
volume12/mercury/part05
volume12/mercury/part06
volume12/mercury/part07
volume12/mercury/part08
volume12/mercury/part09
volume12/mercury/part10
volume12/mercury/part11
volume12/mercury/part12
volume12/mercury/part13
volume12/mercury/part14
volume12/hdwboot Wait for hard disk to come online
volume12/mint06/part01 UNIXlike multitasking system
volume12/mint06/part02
volume12/mint06/part03
volume12/mint06/part04
volume12/mint06/part05
volume12/mint06/part06
volume12/mint06/part07
volume12/mint06/part08
volume12/mint06/part09
volume12/mint06/part10
volume12/elvis/part01 vi clone
volume12/elvis/part02
volume12/elvis/part03
volume12/elvis/part04
volume12/meep60 Enhanced menu system for BBS Express
volume12/mapmem Show info about XBRA vector chains
volume12/steplay Play SoundTracker modules in stereo on STE
volume12/player Play SoundTracker modules on a regular ST
volume12/packice Shrink executable programs
volume12/dirsort Change directory ordering
volume12/rhoconte Enhanced control panel (in English)
volume12/sysmon/part01 System monitor program
volume12/sysmon/part02
volume12/sysmon/part03
volume12/sysmon/part04
volume12/bgacc Desk acc. to run background jobs under MiNT

volume12/32kcolor Instructions for modifying ST to show 32768 colors
volume12/fcat Fast "cat" for Gulam
volume12/arcgsh32/part01 Graphical arc/zoo/lharc/etc. shell, 3.2
volume12/arcgsh32/part02
volume12/arcgsh32/part03
volume12/arcgsh32/part04
volume12/fcat11 Fast "cat" for Gulam
volume12/cdecl/part01 Generate C declarations
volume12/cdecl/part02
volume12/djstuff DeskJet configuration utilities
volume12/n_fat Cache FAT sectors in RAM
volume12/eplay20 STe sound sample player
volume12/etext Filter ASCII files into PageStream format
volume12/lifeuniv GEM-based game of Life
volume12/pfx LHArc-compatible executable shrinker
volume12/stblank1.31 Screen-blanking desk accessory
volume12/sbj Blackjack game for multiple players
volume12/timedrv5 Time/drive display + screen saver
volume12/settdfix Fix bug in date-setting program in PC Ditto II
volume12/xlisp2-1/part01 LISP interpreter, v 2.1
volume12/xlisp2-1/part02
volume12/xlisp2-1/part03
volume12/hd_falc5 Boot Falcon from a hard disk
volume12/hdiskcht Show a chart of free disk space
volume12/ptywin/part01 PTY driver for Micro RTX
volume12/ptywin/part02
volume12/lgs_18b/part01 Little Green Selector (replaces GEM file selector)
volume12/lgs_18b/part02
volume12/pinhed18 Speed up program loading, v 1.8
volume12/perfpich Pitch training for MIDI users
volume12/edisk21 Resetproof, resizable RAMdisk
volume12/easytext/part01 Demo of Easy Text desktop publishing system
volume12/easytext/part02
volume12/easytext/part03
volume12/gnum4/part01 GNU "m4" macro processor, v 0.50
volume12/gnum4/part02

-- VOLUME 13 --

volume13/minibbs25/part01 Bulletin board system, v 2.5
volume13/minibbs25/part02
volume13/mkrsc/part01 Resource construction program
volume13/mkrsc/part02
volume13/arcgsh35/part01 Graphical shell for arc/zoo/lharc, v 3.5
volume13/arcgsh35/part02
volume13/arcgsh35/part03
volume13/arcgsh35/part04
volume13/arcgsh35/part05
volume13/cdecl-p1 Generate C declarations, patchlevel 1
volume13/specstuf/part01 Utilities for use with Spectre
volume13/specstuf/part02

volume13/zoobooy Graphic shell for zoo and uue/uud
volume13/mgif GIF viewer for monochrome STs
volume13/gawk211/part01 GNU awk, version 2.11
volume13/gawk211/part02
volume13/gawk211/part03
volume13/gawk211/part04
volume13/printcms Print 132-column VM/CMS listings on Epson FX printer
volume13/auto Three AUTO-folder utilities
volume13/xlharc12/part01 Another version of lharc (based on UNIX lharc 0.03)
volume13/xlharc12/part02
volume13/mapmem2 Show system stats, XBRA vectors
volume13/motasm/part01 Motorola assemblers for 68xx processors
volume13/motasm/part02
volume13/motasm/part03
volume13/maxidisk Resetproof, autocompressing RAMdisk
volume13/lhcatch Make Yoshi's lharc work with ARCshell
volume13/killdrv Add/remove drives from TOS's drive list
volume13/szadb12/part01 Sozobon adb debugger, v 1.2
volume13/szadb12/part02
volume13/mclock Corner clock for mono systems
volume13/minibbs2312/part01 Version 23/12 of MiniBBS
volume13/minibbs2312/part02
volume13/minibbs2312/part03
volume13/mousercv Mouse Recover -- fix missing/mangled mouse pointer
volume13/clikfix Fix TOS 1.4 scrollbar problem
volume13/prolog68.07/part01 Prolog interpreter, v 0.7
volume13/prolog68.07/part02
volume13/prolog68.07/part03
volume13/prolog68.07/part04
volume13/prolog68.07/part05
volume13/mgif11 GIF viewer for mono systems, v 1.1
volume13/dx7lib/part01 Sound library and utilities for Yamaha DX7
volume13/dx7lib/part02
volume13/nlight Show I/O to any disk by flashing floppy light
volume13/nship Parks AHDI-compatible hard disks
volume13/less97/part01 file pager for MiNT
volume13/less97/part02
volume13/less97/part03
volume13/pathalias/part01 Build UUCP paths file from maps
volume13/pathalias/part02
volume13/altbt40e Change AUTO folder/DESKTOP.INF setup at boot time
volume13/10401990 1990 1040 tax form template for LDW Power
volume13/dcmshift Right mouse button activates shift, ctrl, or alt
volume13/rsctoasm Convert .RSC files to assembly source
volume13/dcmaxtrk Tell which tracks a floppy can reach
volume13/lhcatch2 Make ArcShell work with LHarc 1.13xx
volume13/lzh11316 LHarc version 1.13.16
volume13/dvi2tty Plain text dvi previewer
volume13/mercury/part01 Mercury UUCP: mail/news package
volume13/mercury/part02

volume13/mercury/part03
volume13/mercury/part04
volume13/mercury/part05
volume13/mercury/part06
volume13/mercury/part07
volume13/mercury/part08
volume13/mercury/part09
volume13/mercury/part10
volume13/mercury/part11
volume13/nroff110p4/part01 Nroff clone, version 1.10 patchlevel 4
volume13/nroff110p4/part02
volume13/nroff110p4/part03
volume13/nroff110p4/part04
volume13/man Read online manual pages
volume13/manpg14 Pager for reading online manual pages
volume13/manpg141 New manpager executable (requires manpg14)
volume13/dfsuite Three disk utilities
volume13/reset Cold or warm boot via software
volume13/wbplot/part01 2-D plotting package
volume13/wbplot/part02
volume13/umoria522/part01 UMoria single player dungeon adventure, v5.22
volume13/umoria522/part02
volume13/umoria522/part03
volume13/umoria522/part04
volume13/umoria522/part05
volume13/umoria522/part06
volume13/umoria522/part07
volume13/umoria522/part08
volume13/umoria522/part09
volume13/umoria522/part10
volume13/diff115/part01 GNU diff, version 1.15
volume13/diff115/part02
volume13/rcs5ap2/part01 Revision Control System version 5
volume13/rcs5ap2/part02
volume13/rcs5ap2/part03
volume13/rcs5ap2/part04
volume13/rcs5ap2/part05
volume13/rcs5ap2/part06
volume13/rcs5ap2/part07
volume13/rcs5ap2/part08
volume13/rcs5ap2/part09
volume13/rcs5ap2/part10

-- VOLUME 14 --

volume14/sysinfo Show system information
volume14/rdy_ste Reset-proof RAMdisk, STE compatible
volume14/geniscan Software to read from GeniScan scanner
volume14/formdoit Dialog box enhancements
volume14/tee Copy stdin to stdout as well as a file
volume14/orctool/part01 Clones of various UNIX utilities

volume14/orctool/part02
volume14/docs-p4a/part01 Docs for nroff 1.10p4
volume14/docs-p4a/part02
volume14/dcdirdmp Dump a directory listing to screen/file/printer
volume14/makemenu Generate menu bars from a text file
volume14/tr Transform characters (UNIX utility clone)
volume14/wc wc(1) character/word/line counting filter
volume14/chedit/part01 Font editor for mono 8x16 fonts (with sample fonts)
volume14/chedit/part02
volume14/cal47 Calendar/event scheduler accessory
volume14/ndskmgr Disk utility desk accessory
volume14/frmdit11 Dialog box enhancements, v 1.1
volume14/chekbook/part01 Checkbook balancer
volume14/chekbook/part02
volume14/mcf Accessory to change directories
volume14/wedit11/part01 Shell + fullscreen editor, v 1.1
volume14/wedit11/part02
volume14/wedit11/part03
volume14/wedit11/part04
volume14/wedit11/part05
volume14/wedit11/part06
volume14/icon_v8/part01 Icon language interpreter, v 8.0
volume14/icon_v8/part02
volume14/icon_v8/part03
volume14/icon_v8/part04
volume14/icon_v8/part05
volume14/icon_v8/part06
volume14/idol/part01 Object-oriented extension to icon_v8
volume14/idol/part02
volume14/idol/part03
volume14/frmdit12 Dialog box enhancements, v1.2
volume14/dfsuite2 Disk utilities
volume14/mntutil8/part01 Utilities for use under MiNT
volume14/mntutil8/part02
volume14/mntutil8/part03
volume14/pompey Executable/disk packer
volume14/trakst Play/Edit/Make SoundTracker modules on standard ST
volume14/trakste Play/Edit/Make SoundTracker modules on STE (with STEREO PCM sound)
volume14/gmni121.uk/part01 Gemini desktop replacement v 1.2.1 (English)
volume14/gmni121.uk/part02
volume14/gmni121.uk/part03
volume14/gmni121.uk/part04
volume14/gmni121.uk/part05
volume14/gmni121.uk/part06
volume14/gmni121.uk/part07
volume14/gmni121.uk/part08
volume14/gmni121.uk/part09
volume14/gmni121.uk/part10
volume14/gmni121.uk/part11
volume14/gmni121.uk/part12

volume14/gmni121.uk/part13
volume14/gmni121.uk/part14
volume14/gmni121.uk/part15
volume14/cli/part01 Command-line shell (docs in German)
volume14/cli/part02
volume14/cli/part03
volume14/vkiller/part01 Virus eliminator, version 3.84
volume14/vkiller/part02
volume14/turtle/part01 Hard disk backup utility, version 3.20
volume14/turtle/part02
volume14/qroff Simple text formatter
volume14/gemview/part01 Picture-viewing accessory
volume14/gemview/part02
volume14/gemview/part03
volume14/atzenta2/part01 Phone/address catalog + calendar
volume14/atzenta2/part02
volume14/atzenta2/part03
volume14/atzenta2/part04
volume14/stree102/part01 Directory searching and listing accessory
volume14/stree102/part02
volume14/dctopper Bring window under cursor to top
volume14/dc_bhelp Cause help key to act like backspace
volume14/dclickme Game to test your mouse skills
volume14/dcmstick Use a joystick to move the mouse cursor
volume14/dcflight Light floppy light when any disk is accessed
volume14/dcinvert Invert the screen when the bell sounds
volume14/dc_crc Check file integrity via CRC
volume14/dc_ff Send formfeeds to the printer at any time
volume14/dc_fkeys Keyboard macros from function keys
volume14/dcshohex View file or memory in hex/ASCII
volume14/dclefty Switch mouse buttons for left-handed use
volume14/only_ste/part01 STE sound demo
volume14/only_ste/part02
volume14/only_ste/part03
volume14/only_ste/part04
volume14/only_ste/part05
volume14/only_ste/part06
volume14/only_ste/part07
volume14/only_ste/part08
volume14/only_ste/part09
volume14/only_ste/part10
volume14/only_ste/part11
volume14/only_ste/part12
volume14/only_ste/part13
volume14/only_ste/part14
volume14/only_ste/part15
volume14/only_ste/part16
volume14/only_ste/part17
volume14/only_ste/part18
volume14/only_ste/part19

volume14/only_ste/part20
volume14/only_ste/part21
volume14/only_ste/part22
volume14/only_ste/part23
volume14/only_ste/part24
volume14/only_ste/part25
volume14/only_ste/part26

-- VOLUME 15 --

volume15/dcadump Dump screen to printer as ASCII text
volume15/dcbootit Boot from floppy with variable system configuration
volume15/dcdmaspl DMA sound player for STe and TT
volume15/dcdskinf Show disk statistics
volume15/loadspx Spectrum picture viewer
volume15/logdrive Treat an arbitrary directory as A:\ or B:\
volume15/protect6 Virus detect/kill program
volume15/dc_rt_dc Click on right mouse button to get a double-click
volume15/dcbitset Fix the TOS 1.0/1.2 archive bit bug
volume15/dcflpcfg Logically add/remove floppy drives, set step rate
volume15/dclftarw Flip the arrow around
volume15/nhpdj Reset HP DeskJet after powerup
volume15/bbs0404/part01 MiniBBS version 04/04
volume15/bbs0404/part02
volume15/bbs0404/part03
volume15/elvis14/part01 "vi" clone, version 1.4
volume15/elvis14/part02
volume15/elvis14/part03
volume15/elvis14/part04
volume15/mfd/part01 Find duplicate files
volume15/mfd/part02
volume15/dcpopbar Pop up the desktop menubar menu on right mouse button click
volume15/nmentim Show date and time in a Desk menu entry
volume15/brik Generate and/or check file CRCs
volume15/stlife31/part01 Game of life, version 3.1
volume15/stlife31/part02
volume15/stlife31/part03
volume15/stlife31/part04
volume15/mcp Directory/file copy program
volume15/nmouse Control mouse movement parameters
volume15/dcrtcall Call up file selector with right mouse button
volume15/con Redirect MiNT status info to a window under MGR
volume15/double Double vertical screen resolution on STEs
volume15/traffic Game: direct traffic through busy intersections
volume15/nformat Accessory to format disks in MS-DOS format
volume15/n_fat12 Cache FAT sectors in RAM, version 1.2
volume15/n_capslk Show CapsLock status in menu bar
volume15/dcr_tmag Real-time screen magnifier
volume15/dctopper12 Bring window under cursor to top, version 1.2
volume15/flagsett Set flags in executable file header
volume15/limerick Invent random limericks

volume15/lhx104 Extract from .LZH files
volume15/stzip09/part01 Beta version of PKZip clone, v 0.9
volume15/stzip09/part02
volume15/nasm/part01 6502 assembler/linker package
volume15/nasm/part02
volume15/nasm/part03
volume15/nasm/part04
volume15/nasm/part05
volume15/nasm/part06
volume15/ibmfmt Format MS-DOS compatible floppies
volume15/dc_mwrap Wrap the mouse around when it hits a screen edge
volume15/crabs Screen-eating program for MiNT
volume15/double2 Double vertical screen resolution on STEs, v2
volume15/autorais Raise window under mouse cursor to top
volume15/dmjgif20/part01 GIF-to-Spectrum converter
volume15/dmjgif20/part02
volume15/mgif32 Monochrome GIF viewer, version 3.2
volume15/modplay Play SoundTracker modules on STE
volume15/speed Switch between 8 and 16 MHz
volume15/trakst2 Play/Edit SoundTracker modules on ST
volume15/trakste2 Play/Edit SoundTraker modules on STE (stereo)
volume15/50hz Switch monitor to 50Hz (needed by trakst, trakste)
volume15/nowhat/part01 Sample SoundTracker module for trakst/ste
volume15/nowhat/part02
volume15/nowhat/part03
volume15/showgs Preview GhostScript printer files onscreen
volume15/showgsx/part01 Sample files for showgs
volume15/showgsx/part02
volume15/xxxx_it Easily choose MiNT, Spectre, or GEM desktop at boot
volume15/dc_homey Home the mouse cursor using the keyboard
volume15/uucoder GEM-based uuencode/decode utility
volume15/dc_jchar Type with the joystick
volume15/spcshow Show Spectrum pictures
volume15/minishow DEGAS picture viewer
volume15/nprn0 Reset the parallel (printer) port
volume15/pfxpak Executable shrinker
volume15/tos2icon Icons for TOS 2.0
volume15/hdwait2 Wait for hard disk to come online
volume15/dcgtp Supply commandline arguments to GEM programs
volume15/gtp Another GEM commandline-argument program
volume15/rdutils Utilities for RDY and RDE ramdisks
volume15/zoo21/part01 Version 2.1 of Zoo archiver
volume15/zoo21/part02
volume15/zoo21/part03
volume15/zoo21/part04
volume15/dcmouser Hide or show mouse from the keyboard
volume15/gemview109/part01 Picture-viewing accessory, v 1.0.9
volume15/gemview109/part02
volume15/gemview109/part03
volume15/sokoban2 Game: push blocks around the board

volume15/pulldown Turn menu bar menus into pull-down menus
volume15/diskstat Show disk statistics
volume15/hispeed Utilities for high-speed modems
volume15/vault3/part01 Hard disk backup system, v3.0
volume15/vault3/part02
volume15/vault3/part03
volume15/vault3/part04
volume15/key Optional file-restore program for vault3
volume15/altbt41e Change AUTO or DESKTOP.INF setup at boot time

-- VOLUME 16 --

volume16/ff32/part01 Floppy disk speedup program
volume16/ff32/part02
volume16/arc2fol Bulk unarchiver (unpack into separate dirs)
volume16/shuffle Game: use a picture as a puzzle
volume16/dcnostic Prevent hard disk head sticking
volume16/starter/part01 Starter pack for new ftp/c.b.a.st users
volume16/starter/part02
volume16/starter/part03
volume16/starter/part04
volume16/starter/part05
volume16/starter/part06
volume16/snowball/part01 Game: two-player snowball fight
volume16/snowball/part02
volume16/snowball/part03
volume16/snowball/part04
volume16/snowball/part05
volume16/snowball/part06
volume16/snowball/part07
volume16/origami/part01 Folding text editor
volume16/origami/part02
volume16/origami/part03
volume16/origami/part04
volume16/origami/part05
volume16/dcmsaver Hide mouse cursor when not active
volume16/pulldown.eng Pull-down menu bar menus, w/ English docs
volume16/rscconv Convert resource files to C source
volume16/minibbs2908/part01 Bulletin board system, Aug 29 version
volume16/minibbs2908/part02
volume16/eyecon Give eyes to your Atari
volume16/dcmometr Mouse tachometer
volume16/dcrunrez Switch resolutions for certain programs
volume16/dclitoff Turn off floppy drive and light
volume16/stretch STE screen extender
volume16/dcdropdtr Hang up a modem
volume16/cpx_mdls Four modules for xcontrol
volume16/nt_comp/part01 Compile Noise/SoundTracker modules
volume16/nt_comp/part02
volume16/soft206n Disk/software catalog program
volume16/dcnoalrt Suppress alert box display

volume16/dcpopbr2 Pop up the desktop menubar, ver. 2
volume16/fishes Animated school of fish
volume16/robots Game: avoid the robots
volume16/fractal Mandelbrot-set calculation program
volume16/stedemo/part01 Demo for the STE
volume16/stedemo/part02
volume16/stedemo/part03
volume16/stedemo/part04
volume16/stedemo/part05
volume16/stedemo/part06
volume16/stedemo/part07
volume16/stedemo/part08
volume16/stedemo/part09
volume16/stedemo/part10
volume16/stedemo/part11
volume16/stedemo/part12
volume16/stedemo/part13
volume16/stedemo/part14
volume16/stedemo/part15
volume16/stedemo/part16
volume16/stedemo/part17
volume16/stedemo/part18
volume16/stedemo/part19
volume16/stedemo/part20
volume16/stedemo/part21
volume16/stedemo/part22
volume16/stedemo/part23
volume16/stedemo/part24
volume16/mint091/part01 Multitasking TOS replacement, 0.91
volume16/mint091/part02
volume16/mint091/part03
volume16/mint091/part04
volume16/mint091/part05
volume16/mint091/part06
volume16/zal Start zoo, arc, and lharc
volume16/staracc Accessory to control Star LC10 printer
volume16/opterm/part01 Fast terminal program
volume16/opterm/part02
volume16/opterm/part03
volume16/opterm/part04
volume16/opterm/part05
volume16/sozobon2/part01 Sozobon C compiler, version 2
volume16/sozobon2/part02
volume16/sozobon2/part03
volume16/sozobon2/part04
volume16/sozobon2/part05
volume16/sozobon2/part06
volume16/sozobon2/part07
volume16/sozobon2/part08
volume16/arc521d/part01 Arc archiver, version 5.21d

volume16/arc521d/part02
volume16/lq500 LQ500-compatible screen dump
volume16/uucico UUCP file-transfer program, v 3.21
volume16/teacdriv Modify IBM Teac disk drive to work on ST
volume16/mkrsc11/part01 Resource construction program, v 1.1
volume16/mkrsc11/part02

4222. v17INF3: Unpacking binaries (and retrieving old ones)

Newsgroup: comp.sys.atari.st
Date: 1991-12-19 19:07:30 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <kl1rfiINN957@exodus.Eng.Sun.COM>
Source record: 227251
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 17, Info 3
Archive-name: unpack.cooked

HOW TO USE COMP.BINARIES.ATARI.ST

by Steven Grimm

Last update: August 13, 1991

_1. _W_e_l_c_o_m_e _t_o _c_o_m_p._b_i_n_a_r_i_e_s._a_t_a_r_i._s_t!

Here you'll find a wealth of software for your Atari ST, from games to spreadsheets to compilers -- all free and yours for the taking. This document describes exactly how comp.binaries.atari.st works, and tells you how to get started. Don't worry if some of this seems complex; it'll all become clear after a little use. The section "Getting started" at the end of this document is worth reading if you're new to all this. It gives you (reasonably) step-by-step instructions for obtaining the software you'll need to get going.

_2. _W_h_a_t _a_r_e _b_i_n_a_r_i_e_s?

Binaries are files that contain information other than normal text. Usually, a binary that is posted to the net will contain executable (program) files. Binaries are distinct from _s_o_u_r_c_e_s, which are the human-readable text files that are interpreted by a computer and used to produce binaries. Sources can be modified with relatively little effort, and are usually pretty easy to read. Binaries are not intended to be viewed by a human.

_2._1. _U_u_e_n_c_o_d_i_n_g

The programs which transfer network news messages (and electronic mail) are not always capable of handling a pure binary file. They are designed to handle textual messages, and the odd symbols and characters in a binary cause them to become confused, and often to mangle the binaries. To avoid this problem, a method called _u_u_e_n_c_o_d_i_n_g is used. Uuencoding translates a binary file into text characters, so that the news and mail transport programs won't mess up. The disadvantages are that uuencoded files are about 30% bigger than the raw binary files they represent, and that you have to go through one extra step to get the binaries to work on your computer.

_2._2. _A_r_c_h_i_v_e_s _o_r "_a_r_c _f_i_l_e_s"

Usually, a program will need more than one file to work properly. The extra files might be data files, help files, or maybe some instructions for the user. In order to easily package multiple files together in one binary file, a program called "arc" (short for "archiver") is used. Arc also compresses all the files as it packages them, so that the arcfile take up less disk space (and takes less time to download!) than it would if its contents were just thrown together.

Using Binaries -2-

To confuse matters even more, two new archive programs called "zoo" and "lharc" can also be used to achieve the same effect. Zoo is superior to arc in some respects, slightly inferior in others, as is lharc. Unfortunately, you can't unpack a zoo archive with arc or lharc, or vice versa (arc and lharc are similarly incompatible with each other.)

_2._3. _U_S_E_N_E_T _a_r_t_i_c_l_e_s

The USENET has groups designed especially for transmission of binary files. They are usually called something like "comp.binaries.x," where x is the type of machine that the programs will run on. For Atari ST owners, the group to watch is comp.binaries.atari.st. Most of the binaries groups (including the Atari binaries group) are _m_o_d_e_r_a_t_e_d, which means that you can't send a program directly to everyone on the network. Instead, you send it to someone in charge of the group (the _m_o_d_e_r_a_t_o_r), who makes sure that your program works and contains the proper documentation (or that the lack of documentation is announced), and that it's in the correct format to be sent out to the rest of the USENET.

One of the restrictions of the USENET is that articles can only be a certain length. If a binary is longer than that, it must be split up into several parts, each no longer than 45000 bytes or so. This introduces yet another obstacle to people who want to transform the articles into a useful form, but it can't really be helped until the USENET starts running much more advanced news transmission software. Also, some particularly long programs may be posted over the course of several days; otherwise the net would be overloaded with lots of huge messages, and people would complain.

USENET binaries are grouped into _v_o_l_u_m_e_s, each containing about 100 articles. This is to make life easier for people who are trying to keep track of which articles have been posted. When a new volume is started, the moderator will usually post introductory articles, including a list of previously published articles.

_3. _H_o_w _d_o _I _g_e_t _b_i_n_a_r_i_e_s?

There are two ways to get binaries: first, by reading the USENET newsgroup comp.binaries.atari.st; you will see new articles within a week (usually much less) of the time they were sent out by the moderator. If, for some reason, your site doesn't receive comp.binaries.atari.st, or if you want to look through previously posted articles, site twitterpater.eng.sun.com has all the binaries stored in its archives.

The other way to get binaries is to request them from twitterpater's archive server. The archive server is a program that intercepts incoming mail messages and looks for commands inside them. You can tell it to list the available binaries, give you help, or send whichever files you're interested in. The requested files will be mailed to you. One thing to be careful of is that multi-part postings aren't placed in the archives until all their parts have been sent out to the USENET at large. This is to prevent people from requesting all 99 parts of a program the first day it appears, thus overloading the net and defeating the purpose of piece-by-piece posting.

Using Binaries -3-

To find out more about the archive server, send a mail message containing the word "help" to archive-server@twitterpater.eng.sun.com. Talk to an administrator at your site if that mail address doesn't work. If you don't get any response from the archive server within a few days, something may be wrong; mail archive-manager@twitterpater.eng.sun.com to report the problem.

There are other archive sites, too, such as atari.archive.umich.edu; they contain most of the comp.binaries.atari.st software as well as some additional programs that have not appeared on the newsgroup. Some sites, such as atari.archive, also offer something called "anonymous ftp" if you're on the Internet. Say "ftp atari.archive.umich.edu", and if you connect, use "anonymous" for a username, and your username for a password. See the ftp documentation at your site for more information. A recent, but possibly incorrect, list of alternate archive sites appears at the end of this article. Please send me mail if you know of any that aren't mentioned here, or if my list is incorrect. Note that twitterpater does not offer anonymous ftp, as it's on a network that's segregated from the Internet.

Twitterpater also offers an "auto-index" service, for people who don't have access to the USENET groups. If you request autoindex service, you will receive copies of the archive-server's index files for the binaries and sources groups whenever new files are added. Note that if your site gets comp.binaries.atari.st, requesting autoindex is pointless and a waste of net bandwidth. Send mail to autoindex-request@twitterpater.eng.sun.com if you'd like to sign up.

_4. _H_o_w _d_o _I _d_e_c_o_d_e _t_h_e _b_i_n_a_r_i_e_s?

As stated above, turning binaries from USENET articles into a more useful form can be a multi-step process. At the least, you will need the uudecode program; it is standard software on most UNIX|- systems and is available in a couple of forms on the Atari. Versions for other operating systems do exist, and can certainly be written with little effort. Arc is available for UNIX and other operating systems, but is not standard software. In any case, you will want at least arc on your Atari.

Usually, things are been small enough to fit in one article, but you will almost certainly want to try something larger eventually. The Atari "uud" program (whose source code, also suitable for compilation on UNIX

systems, is available in the sources archive) is capable of easily decoding multi-part uuencoded files. Near the top of each part (except the first) will be a line like

begin part c foobar.uac

Rename each file (except part 1, which can be named "part01" or just about anything else) to the name at the end of this "begin" line, in this case "foobar.uac". Then run uud on the file containing part 1; it contains instructions to cause uud to look for the other parts. If you have a text

_____
|- UNIX is a trademark of Bell Laboratories.

editor or a UNIX style cat program, you can just stick all the parts together in order and run uud on the resulting (big) file; it will try to go on in the first file if it can't find the next part in a separate file. Note that uud won't warn you if it's overwriting an existing file, so don't give any of the parts the same name as the file that's being extracted from them!

On UNIX systems, you can also say (for instance) "cat part* | uud -" without renaming anything.

If you don't have uud or would prefer to decode your binaries on your larger news computer, the procedure is somewhat more complex. Plain vanilla uudecode doesn't know about multi-part uuencoded files, so you have to fool it into thinking that everything is in one part. First, stick all the parts together (using cat on UNIX). Edit the resulting file. Now remove all the extraneous lines of text in between the parts -- this includes mail headers, any text, lines of the form "include foobar.uad," "table" lines and the lists of characters following them, and "begin" lines other than the one at the beginning of part 1. Once you have converted all the parts into a big uuencoded mass (with no blank lines!), the regular uudecode program will work.

Obviously, this is something of a hassle, and the recommended procedure is to try to install uud on your large computer. You'll usually want to minimize the amount of data you have to send to your Atari, since you'll most likely be downloading it at a relatively low speed, and the uudecoded .arc file is the smallest thing you can download.

Zoo is available from the archives. It is simple to use; refer to the documentation included in zoobin.arc (yes, you need to use arc to extract zoo!) for more information. The uudecoding process is the same for zoo and arc files. A new version of zoo, 2.1, is in volume 15 of the binaries archive. You'll need the old version of zoo to unpack the new one. Zoo 2.1 is necessary to unpack "zoo-high" format archives (look at the Keywords: line of the article you're unpacking.)

To extract lharc files, you should first try the program "lhx104" in volume 15 of the comp.binaries.atari.st archives. It's not in compressed

form, so all you'll need to do is uudecode the .TTP file. It will unpack .LZH files.

Most archives contain documentation; refer to the instructions in a specific program for usage information and the like. If you have problems with a particular program, send mail to the submitter (listed near the top of each part.) The moderator doesn't have time to become very familiar with all the programs that are posted, so the submitter will probably be much more helpful.

_5. _G_e_t_t_i_n_g _s_t_a_r_t_e_d

A version of uudecode written in ST BASIC is available in twitterpater's archives (see above). It is in volume 1 of the comp.sources.atari.st directory (note that that's _s_o_u_r_c_e_s and not binaries). To obtain it, send mail to archive-

server@twitterpater.eng.sun.com, with the following message body:

send sources/volume1 basic-uud

The archive server should reply quickly (the actual amount of time it takes depends on how your site is connected to the outside world) with the BASIC program. Take off all the mail headers and introductory text (everything above the line that says "10 ' UUDECODE PROGRAM") and bring the file to your ST using your communications program. (Refer to its documentation for specific instructions about that; every program does it in a different way.)

Once you have basic-uud, you should get all six parts of the program "starter" from volume 16 of the binaries archive. The "starter" program, when run, writes out copies of the utilities you'll need to start decoding and unpacking comp.binaries.atari.st articles. Send six more mail messages to archive-server@twitterpater.eng.sun.com, each with one of the following requests:

send binaries/volume16/starter part01
send binaries/volume16/starter part02
send binaries/volume16/starter part03
send binaries/volume16/starter part04
send binaries/volume16/starter part05
send binaries/volume16/starter part06

You need to send separate mail messages because some mail systems won't handle very large pieces of mail, and if you requested all six parts at once, you might never see a reply!

Copy all six parts of starter, in order, into a single large file. Then go through and edit out the extra text between parts. Everything between (and including) the "include" line at the end of a part and the "begin" line at the beginning of the next part should be removed. (Blank lines are bad, too; everything from the "begin" at the top of the first

part to the "end" at the end should be a solid row of 'M' characters along the left side, except a couple lines above the "end.")

Use the BASIC program to uudecode the resulting file, then run starter.tos. It will write out copies of arc, zoo, lharc, uue, and uud (all described above.) You're ready to begin!

_6. _L_i_s_t _o_f _a_r_c_h_i_v_e _s_i_t_e_s

Note: I have not verified these, so this list may be wrong. Mail servers usually respond to the word "help" alone in a mail message. Some of the sites listed below may not contain full archives of comp.binaries.atari.st, and some may have other files.

Address Type Comments
D'l |1752u 0'

Using Binaries -6-

wuarchive.wustl.edu ftp,nfs
ux.acss.umn.edu ftp TeX, GNU
atari.archive.umich.edu ftp Mail server may also exist
him1.cc.umich.edu ftp cd to pc7: directory
dsrgsun.ces.cwru.edu ftp GNU and Minix archives also
xanth.cs.odu.edu ftp
slug.pws.bull.com ftp comp.sources.atari.st only
archive-server@
twitterpater.eng.sun.com mail Official archives
archive@softvax.radc.af.mil mail
unido!archive-server mail European archives
st_requests@
n6vbg.hamavnet.com mail Dialup access at (714) 989-4276
marks%mgse@rex.cs.tulane.edu uucp Ask your site administrator

4223. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1991-12-19 19:25:58 UTC
From: harold@alice.hobby.nl
Message-ID: <sq1JXaBKvVU@alice.hobby.nl>
Source record: 227330

In <1991Dec12.232747.3622@bernina.ethz.ch>, Rudi V. Drunen Groningen writes:

>1: Is the TT sold without a Hard disk ?, or have all configurations
> a hard drive installed ?

Yes

>2: Can I add my Quantum 105Mb SCSI drive to the system without making
> serious hardware modifications (other than opening the machine, and
> connecting the drive)

Yes

>3: Can I use my standard atari monochrome monitor (SM 124) with the TT
> if yes, in all monochrome resolutions ? or just the ST modes ?
> What monitor do I need for the color modes. Can a 'standard' multisync
> VGA monitor do the job ?

SM124 NO standard VGA yes

>4: How to add memory ? Do I need SIMMS or SIPPS, and which speed ?
> can I just add memory by plugging in a couple of 1Mbyte / 70 ns
> SIMMS ?

SIMMS, don't know any details

>6: The machine has a 1.44 Mb disk drive. Can I write and read 360K and 720K
> floppies reliable ?

Be sure to get the 1.44 Mb drive only the newest models have them and be
sure to get TOS 3.06 inside, since that one will support 1.44 Mb drives

>7: About UNIX :
> The whole world is full of rumours about it. Is it available ?, if yes
> Is it stable ? how much disk / memory does it take ? has it X ? are there
> compilers for it ?
> Is it an Additional product (ie. can I buy it later) or do I need to
> buy it preinstalled with my system ?

UNIX is only available to developers at the moment, don't expect user version
before spring 1992 (that is what I heard from Atari)
It takes 80Mb disk space seem to run stable an satisfactorly. It is delivered
preinstalled on a large HD (210Mb or bigger) which can be bought later and
installed. I am not sure if the Unix disk (which is a SCSI) must be the internal
SCSI unit 0 and how you can choose between TOS and UNIX at boottime.

>8: How about compatibility? Does all TOS software (all serious software I mean)
> run ?

Should be 95% (games excluded), the other 5% is either already updated or
flaky anyway

>9: What's the keyboard like ? Is it much better than the 1040 ? and compared
> to the mega STs keyboard ?

Seemed to be quit plesant

PS. I do not own a TT it is al just what I heard and was able to try/see
at several occasions.

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

4224. Re^2: Hermes UUCP package

Newsgroup: comp.sys.atari.st
Date: 1991-12-19 22:07:44 UTC
From: lp@shlink.hanse.de
Message-ID: <3500586@shlink.hanse.de>
Source record: 227322

Im Artikel <8247.294cc589@miavx1.acs.muohio.edu> schreibt rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins):
>
> I've seen this a lot. Has anyone tried to re-compile UUCICO under
> GFA-Basic 3.5? (Does anyone know if GFA-Basic 3.5 prgs run under MiNT?

Some seems to work fine, most of them not. May be I could find the reasons why..

lp

--

|| Lutz Petersen, Elmshorn, Germany, +49 4121 65023
/||\ .. what else ? lp@shlink.hanse.de [lp@shlink.zer]

4225. Re: 3am Downloading (was Re: umich archives)

Newsgroup: comp.sys.atari.st
Date: 1991-12-19 22:50:26 UTC
From: bigham@acpub.duke.edu
Message-ID: <687@news.duke.edu>
Source record: 227288

Okay, I didn't think I'd get all my instructions right the first time. Add the
following step to my previous instructions, after step 1:

1a. Type the command:

chmod 700 .netrc

This denies read and write access on the file to everyone but yourself.
If you fail to do this, you'll get the error:

Error -- .netrc file not in correct mode

ftp is thoughtfully pointing out to you that you may have sensitive
password information in a file that everyone can read.

Thanks to davidd@binkley.cs.mcgill.ca for pointing this out to me.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1991 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

4226. Food/Thought for thought/food?! (4 fun)

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 04:22:35 UTC
From: chan@cs.unr.edu
Message-ID: <2251@equinox.unr.edu>
Source record: 227266

Anybody thought about this? .

```
________ ________ ________ .
\ / \ /l\ /.
\ / \ /a \ /t
\ /Hypot\ /c T\ /h
\/ h\/i h\/g
et ou
```

Certain computer company(ies) "secretly" employ users/programmers/or developers to seek out certain forums/newsgroups/bbs's/or networks and bash their competitors/enemies/etc. by using continual denouncements and verbal abuse.

Result: Lower moral, lower productivity, drop in support, switching of pc's, weaker structure, and plain ol' decline...

This explains a lot of the messages/posts...

In addition to advertising, word of mouth, friends, this form of offense is cheap and very useful for certain computer company(ies)!

Disclaimer: This is not a biased message.
And/or I am under the influence of a mind altering beverage...

(Going off on a tangent...)
Speaking of beverages... just saw this from behind a rig (hauling beer), on the highway... A sign (one like "Baby on Board") that read "Think when you Drink"...

Think about it! How do you do dat?

PLEASE NO FLAMES... IF SO... I GET 20% OF WHAT YOU GET FOR THE FLAME!!!!!!!!!
^^^^^^ ^^^^^^^^ ^^^ (minimum $100)

Kaho "Yahoo... no more Chem!" Chan
chan@mammoth.cs.unr.edu<===============/
ChanmaN
HanmA
AnM
N
*
*
*
*
*
*
*

4227. FORSALE 1040st (CHEAP)

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 04:24:56 UTC
From: mpl44572@uxa.cso.uiuc.edu
Message-ID: <1991Dec20.042456.22055@ux1.cso.uiuc.edu>
Source record: 227253

1040stfm (1 meg of RAM,TOS 1.0), mouse, cables included, color monitor
(SC1224) (with an adpater for an RCA jack (to go to stereo)). $325.
Will bargain.

Mark Lupescu

(217)332-5408

12/21-1/13 will not check mail, and call (708)852-2777.
(I will be home for the holidays)

4228. Food/Thought for thought/food?! (4 fun)

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 04:39:49 UTC
From: chan@cs.unr.edu
Message-ID: <2252@equinox.unr.edu>
Source record: 227261

Anybody thought about this? .

```
________ ________ ________ .
\ / \ /l\ /.
\ / \ /a \ /t
\ /Hypot\ /c T\ /h
\/ h\/i h\/g
et ou
```

Certain computer company(ies) "secretly" employ users/programmers/or developers to seek out certain forums/newsgroups/bbs's/or networks and bash their competitors/enemies/etc. by using continual denouncements and verbal abuse.

Result: Lower moral, lower productivity, drop in support, switching of pc's, weaker structure, and plain ol' decline...

This explains a lot of the messages/posts...

In addition to advertising, word of mouth, friends, this form of offense is cheap and very useful for certain computer company(ies)!

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(Going off on a tangent...)
Speaking of beverages... just saw this from behind a rig (hauling beer), on the highway... A sign (one like "Baby on Board") that read "Think when you Drink"...

Think about it! How do you do dat?

PLEASE NO FLAMES... IF SO... I GET 20% OF WHAT YOU GET FOR THE FLAME!!!!!!!!!
^^^^^^ ^^^^^^^^ ^^^ (minimum $100)

Kaho "Yahoo... no more Chem!" Chan
chan@mammoth.cs.unr.edu<===============/
ChanmaN
HanmA
AnM
N
*
*
*
*
*
*
*

4229. Re: Dungeon Master: <<---not a bug!

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 05:20:57 UTC
From: dkoski@cs.arizona.edu
Message-ID: <2670@caslon.cs.arizona.edu>
Source record: 227255

In article <8285.294f59e1@miavx1.acs.muohio.edu> cpbuehrer@miavx1.acs.muohio.edu writes:
>Once you got the gem thingy and made your firestaff, you sealed off your exits
>to the upper levels...but there should be like two or three lower levels you
>could move around in still...

Actually if you listen closely you can tell when you get sealed off. If you
want to go back and whale on stuff with the firestaff do this:

get power gem
turn around (facing the door)
throw the firestaff
go and pick it up
leave

David Koski

4230. ATSpeed and fonts (screen)

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 07:40:51 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Dec20.074051.17723@rodan.acs.syr.edu>
Source record: 227268

Many of you may not be interested in this post...sorry about that. But I've got a question about how the screen fonts work with ATSpeed that nobody has been able to answer. I've asked the tech support person at Talon (now Medionix, or something like that), but I've never gotten a clear answer about how it works. So, I thought I'd bring it up in this forum, which frequently provides answers that one can get NOWHERE else.

ATSpeed is an msdos emulator that uses a 286 chip. It does a very good job with this emulation, but what it cannot do is emulate hardware it doesn't have, e.g. a video board with ram for screen fonts, etc. I really needed something that would let me insert screen fonts because I work with a program that puts Russian characters in the upper ASCII codes, in place of the Greek characters that are normally there. Then I use a keyboard program that lets me switch between typing Russian and English. Well, I can do this with ATSpeed, because while it does not have vidoe memory, it comes with a program called Speedfnt.com that allows you to load a new font to replace the regular screen font. So, I load my Russian font (which normally gets loaded into a vga or ega board, if you have one) with Speedfnt, load my keyboard driver, and everything works fine.

Here's the problem. When I use WordPerfect 5.1, sometimes I will see the Greek characters in place of the Russian ones when a certain high-lighting occurs...It is as if my loaded font is bypassed and the original font is somehow accessed. Is there anyone out there who knows why this occurs, and/or if there is a way to keep it from happening? It is not a WordPerfect particular thing, as I have seen it occur in other programs as well...

Any help in this area would be greatly appreciated.

--Gerry
ggreenbe@rodan.acs.syr.edu

4231. Re: ESDI drives on the ST

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 08:09:54 UTC
From: micro@imada.ou.dk
Message-ID: <1991Dec20.080954.1372@imada.ou.dk>
Source record: 227270

topfm@darwin.ntu.edu.au writes:

>In article <839@olymp.informatik.uni-bonn.de>, volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:
>>
>> For your information: the current HDX version is 5.00 and supports ACSI, SCSI
>> and the new ST Book IDE drives.
>>
>Does this mean that i can _finally_ use esdi drives on my STfm

hmm, what about:
|>> MSDOS 7.23 is now availible!!
|
|>Does this mean that I can _finally_ use VME cards on my PC?

>Exactly what is HDX (in laymans terms)

Software!
more exactly - harddisc driver and tools

-Klaus

4232. Re: Teac drive article

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 08:47:06 UTC
From: dinsmm@aix02.ecs.rpi.edu
Message-ID: <fr7q7xp@rpi.edu>
Source record: 227269

Hi.

Someone posted a .lzh file about connecting standard
teac drives to the ST. I was trying to unLZH it when
I goofed and erased too many lines and ruin the file.
I am wondering if someone could mail me a copy of the
article if they have it. Could you make it unLZHed so
I don't have to mess around with it too? Thanks!

___ ___
/ |\/ |\
/ |/ || Michael Dinsmore
/ /| /| || dinsmm@rpi.edu
/_/ |__/ |_|| Rensselaer Polytechnic Institute
_\/__\/_\| Computer and Systems Engineering

4233. Re: Quick ST support

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 09:24:30 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <51910@cup.portal.com>
Source record: 227277

You now have ONE choice of screen accelerator for the ST... (see the CodeHead announcement where they offer to upgrade owners of TurboST, even though the company is gonewaha.. dead as a dodo, AvanteGarde, Practical Solutions and STart magazine)

If you want your ST's display to run faster, you can ignore Darek's "attitude" and buy Quick ST, or you can "boycot" it and plod along at 1985 speed...

That's my point about the pitiful state of the Atari market... it's shrunk to the point where there ARE no choices..

Steve.. I'm assuming that if you withdraw your money from your nasty bank, there's at least one other in your town to deposit it in..?

Not the case with the Atari market.

Suppose you decide you don't like Nathan's girlfriend, and Deron's ties are too loud... what are you going to do for Desktop Publishing software..?

I don't buy anything made by General Electric Company because I got fucked over by one of their divisions, but at least I have other choices for telephones and stereos... if I want to speed up my ST screen, I buy Quick ST or nothing.

If I could buy another Atari computer from a company NOT run by the Tramiels, you're damn right... I'd buy it from them in a heartbeat.

Guess how many Atari computers I've bought from the Tramiels since 1986...?

BobR

4234. Re: HDX 5 Availability

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 09:42:46 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Dec20104246@acae127.cadence.com>
Source record: 227294

In article <10070@cactus.org> covert@cactus.org (Richard Covert) writes:
> Volker,
> is HDX 5.00 available over there in Germany?
>
> For your information, it is NOT available here.
>
> Is this another example of Atari Corp playing games with
> the ST market here in America?? Is this another indication
> that America is a "third world country" to Atari Corp?
>

Richard lighten up man, why are you so negative: hdx5.<whatever>
is available and has been for some time on GEnie etc.

greetings,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

4235. X-mas gift..

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 11:48:21 UTC
From: edb02@dhmolde.no
Message-ID: <"929*.S=edb02.O=dhmolde.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 227313

What I want for x-mas more than anything is that Richard Covert
disappears from this list..

If he's still here when I get back after x-mas I'll unsubscribe!

Merry X-Mas to everyone (except Mr. Covert who ruins c.s.a.st)

Torbjorn Ose <edb02@dhmolde.no>

4236. Re: TOS 1.2 Pexec-Mode 4 fails

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 11:57:07 UTC
From: alexlehm@iti.informatik.th-darmstadt.de
Message-ID: <1991Dec20.115707.28371@infoserver.th-darmstadt.de>
Source record: 227280

D11K@br4.hrz.th-darmstadt.de (Dr. Eder, Manfred) writes:
> Hi everybdy,
> yesterday I had a big proble with the Pexec-service.
> I wrote a procedure, which has to LOAD (mode 3) a program, then
> add a field in the basepage and last start the loaded image with
> Pexec (mode 4). Everytimes, I do so, I get an exeption #3 BUSERROR and
> while looking at the exeption-making code I found:
> The service tried to get a longword out of the COMMANDLINE-data, made
> it into an address, subtracted 4 and tried to access this address.
> Well, quite bad. I have no idea, what went wrong. I passed the parameters
> in the correct order and the only thing I changed in the basepage of
> the new program was the value for p_resrvd2[0].
> Any help?
> Thanks
> M. Gaertner

4237. Re: TOS 1.2 Pexec-Mode 4 fails

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 12:25:30 UTC
From: alexlehm@iti.informatik.th-darmstadt.de
Message-ID: <1991Dec20.122530.29809@infoserver.th-darmstadt.de>
Source record: 227279

Dr. Manfred Eder (or M. Gaertner) writes:

> Hi everybdy,
> yesterday I had a big proble with the Pexec-service.
> I wrote a procedure, which has to LOAD (mode 3) a program, then
> add a field in the basepage and last start the loaded image with
> Pexec (mode 4). Everytimes, I do so, I get an exeption #3 BUSERROR ...

... stuff deleted

I guess the problem could be that Pexec 4 requires the adress of the basepage
(as returned by Pexec 3) as 3rd parameter in the function call.

So in C it is done like this:

```
int example( char *name, COMMAND *cmd, void *env )
{
void *bp; /* or other as appropiate */
int res;

bp=(void*)Pexec(3,name,cmd,env);
if((long)bp<0) return (int)bp; /* load error */

/* do something with the loaded code */

res=(int)Pexec(4,NULL,bp,NULL); /* important COMMANDLINE argument */

Mfree(bp); /* since the memory is owned by this process, we have to free it*/

return res;
}
```

likewise is assembler (only the call):

```
clr.l -(a7) ; environment dummy
pea (a3) ; assuming bp is held in a3
clr.l -(a7) ; name dummy
move.w #4,-(a7) ; mode 4
move.w #$4b,-(a7) ; Pexec code
trap #1
lea 14(a7),a7

pea (a3) ; bp adress
move.w #$49,-(a7) ; Mfree (actually I'm not sure about the number)
trap #1
addq.l #6,a7
```

I tried this procedure lately using TOS1.4 by I positive that this
scheme hasn't changed since the very first versions.

I hope I have helped with this reply (and that it becomes an reply at all).

Alexander Lehmann (THD).

p.s. I'm very sorry about the first (empty) reply. I can't handle vi at all.

4238. Re: TOS 2.06 Available in USA!

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 12:56:50 UTC
From: darling@cellar.org
Message-ID: <FH99cB1w164w@cellar.org>
Source record: 227324

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

> Here in NZ. the 1.3 kick start rom for the Amiga, (a 256k Rom)
> costs only $85 nz fitted, but the Atari TOS 1.4 roms are $200 nz..
>
> What a big rip off..!!

And here in America, a Honda Civic costs only $7000, but a BMW 325i costs $28000!

Another big rip off..!!!

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

4239. Re: Quick ST support

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 14:41:45 UTC
From: jppg9764@uxa.cso.uiuc.edu
Message-ID: <1991Dec20.144145.25490@ux1.cso.uiuc.edu>
Source record: 227289

In article <51910@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>You now have ONE choice of screen accelerator for the ST... (see the
>CodeHead announcement where they offer to upgrade owners of TurboST, even
>though the company is gonewaha.. dead as a dodo, AvanteGarde, Practical
>Solutions and STart magazine)

Actually, I still use TurboST every day, and am quite satisified with
it. If you can find a store selling some of the older software (say
like MicroTime, in my home town :) I would think that TurboST could
still compete with Quick ST in this market. Perhaps Quick ST has finally
become faster, but up to now I've still heard about more compatibility
problems with it than with Turbo.

>If I could buy another Atari computer from a company NOT run by the
>Tramiels, you're damn right... I'd buy it from them in a heartbeat.

I believe that there are both better and worse people than the Tramiels
to run a company. I'm amazed that they've been able to stay out of
bankruptcy over the last few years, marketing a machine that wasn't
PC-compatible. I think it's too bad that you would go purchase machines
on a brand name so quickly, when you seem to place such importance
on the character of the people running the company. Please, don't
ever purchase something in a heartbeat which runs the risk of making
you whine for years afterward.

John "I still like my Atari _computer_; who cares about the company?" Pietrzak

Quotable Quote:
"Hello, Gentlemen. I am a HAL 9000 computer. I became active in the
H A L plant in Urbana, Illinois, on January 12, 1992."
^^

4240. Re: Quick ST support

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 14:43:30 UTC
From: cmedley@wam.umd.edu
Message-ID: <1991Dec20.144330.924@wam.umd.edu>
Source record: 227300

In article <51910@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>You now have ONE choice of screen accelerator for the ST... (see the
>CodeHead announcement where they offer to upgrade owners of TurboST, even
>though the company is gonewaha.. dead as a dodo, AvanteGarde, Practical
>Solutions and STart magazine)
>
This is 100% true, but the original post I made asked if, considering Darek's attitude, whether someone would buy his GEMulator for the PC considering his wonderful attitude. NOT if they would buy Quick ST. Hell, I own Quick ST and it's not a bad product. Part of the reason I got it was the price, which was also the reason I have an ST instead of something else.

>If you want your ST's display to run faster, you can ignore Darek's
>"attitude" and buy Quick ST, or you can "boycot" it and plod along at
>1985 speed...

...or we could all dump our ST's, eh? :)
>
>That's my point about the pitiful state of the Atari market... it's shrunk
>to the point where there ARE no choices..
>
Tell me something new! This is a market where for a month, the online mags hyped a new CONTROL PANEL! I'm amazed at times how far a little can go.... I've seen some excellent programs from DC, CodeHead, etc.. get less press...

>Steve.. I'm assuming that if you withdraw your money from your nasty
>bank, there's at least one other in your town to deposit it in..?
>
>Not the case with the Atari market.
>
>Suppose you decide you don't like Nathan's girlfriend, and Deron's
>ties are too loud... what are you going to do for Desktop Publishing
>software..?

Awww..... c'mon. This has nothing to do with likes and dislikes on that level. Perhaps when I said "atttitude" I should have probably added, "attitude towards his customers". Before I post next time, I'll consult a thesaurus. Or a lawyer.

This way, Nathan Potechin's love life won't be involved.

>
>I don't buy anything made by General Electric Company because I got
>fucked over by one of their divisions, but at least I have other
>choices for telephones and stereos... if I want to speed up my
>ST screen, I buy Quick ST or nothing.

>
>If I could buy another Atari computer from a company NOT run by the
>Tramiels, you're damn right... I'd buy it from them in a heartbeat.

My point exactly.
>
>Guess how many Atari computers I've bought from the Tramiels since
>1986...?
>
>BobR

4241. Re: Help on SCU-unit needed

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 15:14:26 UTC
From: rxf@reto.stgt.sub.org
Message-ID: <4115@reto.stgt.sub.org>
Source record: 227259

In article <1127@ahx.hobby.nl> leo@ahx.hobby.nl (Leo Weppelman) writes:

>[..]However, when I try to
>access the unit on the addresses where it is suppossed to be, only bus-errors
>result.
You MUST use the odd adresses !

Following Bits are used:
in 0xFF8E01 sys_mask
Bit-Nr(== IRQ-level) comes from Vektor
7 _SYSFAIL in VMEBUS Autovektor
6 MFP programmable
5 SCC programmable
4 VSYNC autovektor
3 not used
2 HSYNC autovektor
1 System Software INT autovektor
0 not used
TOS initialises this with $14 after Restart

in 0xFF8e03 sys_stat
same as above

First read sys_stat, because reading sys_mask resets the pending
int-bits in sys_stat.

in 0xFF8E0D vme_mask
Bit-Nr(== IRQ-level) comes from Vektor
7 _IRQ7 from VMEBUS programmable
6 _IRQ6 from VMEBUS/MFP programmable
5 _IRQ5 from VMEBUS/SCC programmable
4 _IRQ4 from VMEBUS programmable
3 _IRQ3 from VMEBUS/Soft programmable/auto
2 _IRQ2 from VMEBUS programmable
1 _IRQ1 from VMEBUS programmable
0 not used
TOS initialises this with $60 after Restart
MFP-Int and SCC-Int are hardwired to the VME-BUS-INTs (or'ed)

in 0xFF8E0F vme_stat
same as above
Also read stat first (see note above).

in 0xFF8E05 sys_int
setting Bit 0 to 1 forces an INT of Level 1 (Vektor in RAM at $64)

in 0xFF8E07 vme_int
setting Bit 0 to 1 forces an INT of Level 3 (Vektor in RAM at $6C)
Both INT must be enabled in the xxx_mask registers

0xFF8E09 and 0xFF8E0B are genereal purpose register, they do nothing,
you can use it to store any value.

I hope, this helps !

Reinhard

--
Reinhard X. Fuerst (dk2ge) email: rxf@reto.stgt.sub.org

reto Industrieelektronik GmbH Kornbergstr. 18 DW-7000 Stuttgart 1
~~~~~~
~~~~~~

4242. Atzenta 2.20

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 17:17:27 UTC
From: harryk@bucsf.bu.edu
Message-ID: <96005@bu.edu>
Source record: 227309

I just uploaded the demo version of Atzenta 2.20 on a.a. It should be
available to the public rsn.

Here is a brief description of the program (taken from the manual):

ATZENTA is a complete personal information manager featuring a powerful,
but easy to use, interface for organizing phone/address databases. Contrary
to the classic card-based approach, this program is capable of displaying
and manipulating multiple files and records on the same screen. Operations
such as dialing numbers, copying and moving records among different databases,
locating a record with just a key-stroke, protecting databases with passwords,
and much more, consist powerful tools hardly found in other programs of its
class. In addition, using the built-in Calendar, one can calculate the
difference between any two dates, find the weekday for a particular date, and
keep daily memos for important events and appointments.

The demo version is identical to the official one, except that it does not
"Save". A usable demo of version 2.09 can be found on a.a also.

enjoy.......

==========
Author of ATZENTA2 Harry Karayiannis ________E-Mail________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@bucsf.bu.edu
** /||\ MegaST ** U.S.A. |BITnet:
==========| cscrzcc@buacca.bu.edu

4243. Atzenta 2.20

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 17:21:39 UTC
From: harryk@bucsf.bu.edu
Message-ID: <96006@bu.edu>
Source record: 227307

Silly me,

sorry guys, I forgot to mention the filename...
well it is "atz22dem.zoo" and is archived with zoo v 2.1.

==
Author of ATZENTA2 Harry Karayiannis ________E-Mail________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@bucsf.bu.edu
** /||\ MegaST ** U.S.A. |BITnet:
===| cscrzcc@buacca.bu.edu

4244. 1040STe and Games For SALE

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 17:23:31 UTC
From: phillips@nwaces.enet.dec.com
Message-ID: <31888@nntpd.lkg.dec.com>
Source record: 227314

1040STe and Software For Sale

Atari 1040STe system (mint cond. 2 month old, under 40 hours of use)
- Mouse, system disk, User manuals
- Owner's Registration card
- Original packing
I got this system for my kids but they don't like it

Asking $379.00

Programs
Kidprogs - $15 ($27.00 new)
N-VISION ' A professional paint program' -$10 ($19 new)
Hard Drivin' II (execellent racing car simulation type program)-$29 ($39 new)

Take it all for $425 (I will split UPS ground shipping from NH)

Call
Errol 603-882-5125

4245. UUCP for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 17:39:40 UTC
From: swildner@channelz.GUN.de
Message-ID: <+4ahq*bc5@channelz.GUN.de>
Source record: 227297

Hi!
Could anybody provide me with a list of UUCP-Packages (public domain) for the Atari ST? One of my friends wants to connect to my system, but he has lots of difficulties with Mercury. FTP is no problem.

```
|\ +---------------------------
| | | o |\ + |"Channel Z, all static, all
\| (/\) | | |/ (\) +- (> @ channelz.GUN.de | day forever!"
| +... |__ |\ | -the B-52's ("Channel Z")
```

4246. Re: Gnuchess on an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 18:50:00 UTC
From: ib09@rz31.rz.uni-karlsruhe.de
Message-ID: <1991Dec20.185000.22087@rz.uni-karlsruhe.de>
Source record: 227308
Cross-posted to: gnu.chess,comp.sys.atari.st

In article <CMM.0.90.2.693247628.dash@kvart.ifi.uio.no> Dag Asheim <dash@ifi.uio.no>
writes:
>Is it possible to compile a version of gnuchess on an Atari ST?
>Is it something special I should know before I try? Do you have
>to have curses (or X) to get a "graphic" display of the pieces?

It is possible, and an earler version has actually been ported and posted
to comp.{binaries|sources}.atari.st; check nearby ftp sites for availability.

Compiling gnuchess should be fairly trivial otherwise, if you get the
GNU - C port for the ST; it includes an implementation of the curses
library.

Both should be available via anonyous ftp from atari.archive.umich.edu
[141.211.164.8], for example.

Hope this helps
--
Thomas Koenig
ib09@rz.uni-karlsruhe.de, ui0t@dkauni2.bitnet, | Help stamp out and abolish
ui0t@ibm3090.rz.uni-karlsruhe.de | redundancy!

4247. Re: TT on ETHERNET?!

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 19:47:54 UTC
From: graef@rs2.hrz.th-darmstadt.de
Message-ID: <1991Dec20.194754.30969@infoserver.th-darmstadt.de>
Source record: 227317

In article <1991Dec11.093345.4828@infoserver.th-darmstadt.de>,
D11K@br4.hrz.th-darmstadt.de (Dr. Eder, Manfred) writes:
> I like to know something about the ethernet-interface of the TT.

The TT does not have an Ethernet Interface!
The builtin high-speed Net-Interface in not yet supported by Atari :-(.
(Its AppleTalk-like, I heard.)

You can insert an VME-Bus Ethernet-Interface, but do you have Software?
I heard some rumors about expensive interfaces from german vendors,
the same vendors which sell (bad) ethernet interfaces for the Mega-ST ...

Uli

--
%%%%%%%%%%%%%%%%%%|==========<digital>==========|%%%%crazy!%%
%|======<Address>=| graef@hrz.th-darmstadt.de |%%%%%%%%%%%%%%
%| Ulrich Graef |_________________|======<short>======|%%
%| Lichtenbergweg 11 |%%%%%are%%%%%| / / / o |%%
%| D W6103 Griesheim |%%%%%%%%%%%%%%%| / / / |%%
%| Germany |====<analog>====|%%%| / / / / |%%
%|_____________| +49 6155 62493 |%%%| (___/ (_ (_ |%%
%%%%Windows%%%%%|_____________|%%%|_____________________|%%

4248. Re: Quick ST support

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 20:17:22 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <693263893.0@therip.FidoNet.Org>
Source record: 227301

Heh mr Covert JR..
Darek has a bad name because of his bad mouthing atari users in general.

I personally would not want to purchase something from ANYONE who says something of the realm...
"I will drain them for all their worth then dump em."
That shows he really cares about anyone else.
I would rather pay someone who loves writting for others and such then someone that does it cause he figures the rest of the world is to stupid to be able to do what he can.

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

4249. Test.

Newsgroup: comp.sys.atari.st
Date: 1991-12-20 22:59:39 UTC
From: Jim.Kung@debug.cuc.ab.ca
Message-ID: <m0kvIxc-0003cLC@debug.cuc.ab.ca>
Source record: 227315

This is a test.. only reply e-mail, and if you read this within 6 hours of the posting.

Jim..

4250. Anyone compile GNU_bc for 520ST?

Newsgroup: comp.sys.atari.st
Date: 1991-12-21 01:44:41 UTC
From: dont@loop.uucp
Message-ID: <1991Dec21.014441.11151@loop.uucp>
Source record: 227295

If anyone has compiled the GNU_bc that was posted to the net and has an executable that would run on a 520ST I would dearly love a uuencoded mail copy. I have all the source, no need to include it to satisfy GNU.
(could become a 1040ST if really need be)

I would also be interested in hearing about any other mathematical things on the ST.

many many Thanks
Don Taylor
503-235-6853
dont@loop.UUCP
loop!dont@nosun.west.sun.com
qiclab.scn.rain.com!loop!dont
or maybe even dont@loop.rain.com by now?

4251. Re: HDX 5 Availability

Newsgroup: comp.sys.atari.st
Date: 1991-12-21 03:11:50 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <51930@cup.portal.com>
Source record: 227293

Roger Sheppard writes, re Atari HDX 5.0:
>From what I read a few weeks ago, one of the Atari chaps was thinking about
>posting it on GEnie, but would have to get the Big bosses approval, so
>far I have not seen it on GEnie as of 2 days ago..!!!
--

Yes... sorry about that.. the Atari HDX 5.0 that is posted on
CompuServe is in the closed, "Developers Only" section.

We've asked Atari if it can be released for the general public,
but as far as I know, there's been no official reply.

BobR

4252. St fractals and more!

Newsgroup: comp.sys.atari.st
Date: 1991-12-21 05:59:29 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91355.005929JJL101@psuvm.psu.edu>
Source record: 227298

Having looked at pym's fractal generation, if this is in fact on-the-
fly- as they say (and I have no reason to doubt it!) this is excellent!
I am currently working on a math graphics type intro program that will include
fractals as part of its features... and would beinterested in knowing just
how many folks out there would be interested in seeing a package that
allowed one to explore in general a number of interesting math graphics
functions, or what folks in general would like to see in this area.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC Lab Operator
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop

4253. Megalomania

Newsgroup: comp.sys.atari.st
Date: 1991-12-21 06:17:19 UTC
From: at731@cleveland.Freenet.Edu
Message-ID: <1991Dec21.061719.24240@usenet.ins.cwru.edu>
Source record: 227302

Has anyone played the full implementation of "Megalomania"?

I have a demo of it that was in ST Format, and thought it was pretty
good. Any info would be appreciated, including:

o Ordering info for U.S.
o Does it support a 2-player RS232 mode?
(aside- wouldn't a 16 player MIDI mode be great!?)
o Any other thoughts or comments

--
Troy L. Nothnagel
at731@cleveland.Freenet.Edu
"And for a gorilla, his English wasn't half bad." - Den of Earth
"No, now go away or I shall taunt you a second time-a!" - Guard, MP&tHG

4254. Re: HDX 5 Availability

Newsgroup: comp.sys.atari.st
Date: 1991-12-21 07:18:07 UTC
From: jonc@status.gen.nz
Message-ID: <wskBDB1w164w@status.gen.nz>
Source record: 227318

topfm@darwin.ntu.edu.au writes:

> In article <51867@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> > Atari HDX 5.0 is available on CompuServe, and I would assume, on GEnie...
> >
> > BobR
>
> Exactly what _is_ HDX 5.0
>

HDX is Atari's Hard disk driver set ......

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Auckland,New Zealand kcbbs.gen.nz!status!jonc or Jon_Clarke@kcbbs.gen.nz

4255. Re: TOS 2.06 Available in USA!

Newsgroup: comp.sys.atari.st
Date: 1991-12-21 10:00:17 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Dec21.100017.5161@actrix.gen.nz>
Source record: 227303

In article <FH99cB1w164w@cellar.org> darling@cellar.org (Thomas Darling) writes:
> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>
> > Here in NZ. the 1.3 kick start rom for the Amiga, (a 256k Rom)
> > costs only $85 nz fitted, but the Atari TOS 1.4 roms are $200 nz..
> >
> > What a big rip off..!!
>
> And here in America, a Honda Civic costs only $7000, but a BMW 325i costs
> $28000!
>
> Another big rip off..!!!
>
> ^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

4256. Re: HDX 5 Availability

Newsgroup: comp.sys.atari.st
Date: 1991-12-21 10:44:40 UTC
From: jonc@status.gen.nz
Message-ID: <6cuBDB1w164w@status.gen.nz>
Source record: 227311

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

> In article <51867@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
> > Atari HDX 5.0 is available on CompuServe, and I would assume, on GEnie...
> >
> > BobR
>
> From what I read a few weeks ago, one of the Atari chaps was thinking about
> posting it on GEnie, but would have to get the Big bosses approval, so
> far I have not seen it on GEnie as of 2 days ago..!!!
> --

Correct Roger as of this posting the latest HDX is version 3.01 is in the
GEnie Atari RTC..

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Auckland,New Zealand kcbbs.gen.nz!status!jonc or Jon_Clarke@kcbbs.gen.nz

4257. Re: Gnuchess on an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1991-12-21 11:28:17 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Dec21122817@acae127.cadence.com>
Source record: 227310
Cross-posted to: gnu.chess,comp.sys.atari.st

In article <1991Dec20.185000.22087@rz.uni-karlsruhe.de> ib09@rz31.rz.uni-karlsruhe.de (Thomas Koenig) writes:

>
> Compiling gnuchess should be fairly trivial otherwise, if you get the
> GNU - C port for the ST; it includes an implementation of the curses
> library.

i can confirm that GNUchess compiles and runs just fine "right out of the box", with gcc and lib/curses that come with it.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

4258. RE: RUFUS106

Newsgroup: comp.sys.atari.st
Date: 1991-12-21 16:49:25 UTC
From: Mark.Spacek@fquest.FidoNet.Org
Message-ID: <693355394.0@fquest.FidoNet>
Source record: 227263

|I tried to E-Mail You, but the system here would not accept your Address,
|well is there a version of GSZRZ that can do ARCV, as I have Big
|problems using it with Batch uploads, can only get some 3-4 files at a
|time, I do have Version GSZRZ18 that I think was posted to GEnie..
|
|Or can the Author help, is there a version that can work in the
|background, and supports ARCV and not just the command line..??
|
I haven't used it much, so I don't know what to tell you on that subject. I didn't put together the archive at Terminator, I just downloaded it as you did, but haven't messed with it much yet. I did notice the PFXing, so I passed the info along. Another thing I recall that might help is whoever put that archive together said he took out the RZ and SZ programs that came with it and put in a newer version (1.7). Well, I myself would like to know what version came with it originally. Because, newer is not neccessarily better. For example, I can use v1.4 with MiniBBS, but v1.7 locks it up. When you run the two, they say they are based on different code. I have never seen v1.8, maybe you or someone else will send it up to atari.archive for us poor folks who don't have GEnie accounts. Have you tried XYZ 2.01? I don't know if it will run in the background, but I've used it for batch uploads/downloads and it works fine. Anyway, thats all I know. Maybe your problems will be solved when Rufus 1.10 is released. Someone posted that it was going to be released real soon, and suggested that we not mess with v1.06 since it was coming out so soon. Well, I hope so, but I've have 1.06 for a couple of weeks now and there is still no sign of 1.10, time will tell... Mark.....
(Oh, BTW, another friend had trouble sending me mail here, he ended up having to use the bang path, you might try that if you want to send me some mail in the future....)

4259. MEGAFILE 44 HELP NEEDED

Newsgroup: comp.sys.atari.st
Date: 1991-12-21 16:57:17 UTC
From: Mark.Spacek@fquest.FidoNet.Org
Message-ID: <693355394.1@fquest.FidoNet>
Source record: 227260

I'm posting the following for a local friend who doesn't use Usenet. Any help would be appreciated. Either post it here or e-mail me, people have told me that they are having trouble getting mail to me and are having to use the bang path to get it through though.... Anyway, on with the show

---

Okay, folks, got a problem someone may be able to help me with, I hope. I've recently gotten a Megafile 44 Syquest cartridge drive. For the most part, it works just fine, but it's got a couple quirks. When I try to run DLII (which is a sector editor, file defragmenter, undeleter, etc.) the machine just locks up. Most of the time it locks on the bee, but sometimes I get 2 or 4bombs. This happens whenever the Syquest is connected, whether the program is run from the HD or the floppy. The second problem program is with Cheetah, the fastest darn file copier around. There are no problems copying between HD and floppy, in either direction, but if I try to copy between folders/partitions on the HD, try to create folders on the HD, or delete files, the FAT seems to get scrambled, the system can't find the files that were copied, and I lose the space that the copied files occupies. The only way to free up the scrambled space is to zero the partition.

These problems occur if I take my Megafile and hook it up to someone else's machine with a different version of TOS, and different RAM amounts and expansion boards. However, everything runs fine if I take my Syquest cart and try to run the programs from a unit with an ICD host adapter. This makes me think that the problems are due either to compatibility problems with the Atari host adapter in the Megafile, or some defect in the HA or the Syquest drive itself that will need repairs. Does anyone out there have a Megafile 44 and use these programs? If so, do you have the same problems, or should I get my unit to a repair shop before the warranty runs out?

Any assistance, hints, or information would be greatly appreciated. I don't really want a hard drive that works fine for everything except two of the most useful programs I use. (BTW, the Syquest is my only HD unit, it's running on a 520ST with an AERCO RAM upgrade to 2.5 Megs and [yes, I've still got it] TOS 1.0). Thanks a lot.

Thats the plea for help he posted on a local BBS. Once again, thanks in advance for any help.... Mark....

4260. RE: HERMES UUCP PACKAGE

Newsgroup: comp.sys.atari.st
Date: 1991-12-21 17:10:12 UTC
From: Mark.Spacek@fquest.FidoNet.Org
Message-ID: <693355394.2@fquest.FidoNet>
Source record: 227256

Hi, I tried sending you some mail inquiring about the mailing list you mentioned and tring to see what help I could get in trying to set up Hermes. I never got a reply. I don't know if the mail didn't get through or maybe you didn't get around to replying or maybe the reply didn't get through. A friend recently tried sending me mail and didn't get it through until he used the bang path, so thats possible. I know the mail used to work fine here, but there might be a problem with it for now. SO, I thought I would post this publically. I can verify if it gets out or not and hopefully stand a better chance of getting a reply. If you do see this, did you get my mail? I was asking about setting up Hermes to run as an event under BBS Express!, we are thinking about bringing in the ST Usenet messages, converting them over to the local message base format, and possibly converting outgoing messages back over for export. It might be too tough to do, but we thought we would try. As I said in my mail, any help would be appreciated. Oh, BTW, what do you know about the Usenet Mercury news groups that I've seen mentioned here. Do you get them? A friend of mine with an account at the University of Texas looked around and they don't get anything like that there. Just wondering...
Mark....

4261. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1991-12-21 18:11:59 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1991Dec21.181159.3919@terminator.cc.umich.edu>
Source record: 227285

```
drwxrwxr-x jon 4608 Dec 15 10:30 ./games
-rw-r--r-- weiner 236333 Dec 15 10:29 ./games/omega.zoo
-rw-r--r-- weiner 26624 Dec 15 10:30 ./games/tectic.lzh
-rw-rw-r-- weiner 9716 Dec 15 10:32 ./games/Index
-rw-r--r-- weiner 2526 Dec 15 10:37 ./programming/Index
-rw-r--r-- weiner 137066 Dec 15 10:36 ./programming/crystal.zoo
drwxrwxr-x jon 1024 Dec 15 21:47 ./gnustuff
drwxrwxr-x jon 512 Dec 16 00:58 ./cli
-rw-r--r-- weiner 238341 Dec 15 10:25 ./cli/okami13b.lzh
-rw-rw-r-- weiner 707 Dec 16 00:58 ./cli/Index
lrwxrwxrwx weiner 16 Dec 15 21:46 ./cli/tcsh.zoo -> ../mint/tcsh.zoo
-rw-rw-r-- weiner 88410 Dec 16 00:59 ./Index
drwxrwxr-x weiner 1024 Dec 15 21:44 ./mint
-rw-rw-r-- weiner 40320 Dec 15 10:22 ./mint/fgrep11.zoo
-rw-rw-r-- weiner 94480 Dec 15 10:22 ./mint/sed108st.zoo
-rw-rw-r-- weiner 2045 Dec 15 21:46 ./mint/Index
-rw-r--r-- weiner 207336 Dec 15 21:41 ./mint/mint092b.zoo
-rw-r--r-- weiner 263682 Dec 15 21:41 ./mint/mint092s.zoo
-rw-r--r-- weiner 203228 Dec 15 21:44 ./mint/tcsh.zoo
-rw-r--r-- weiner 76653 Dec 15 21:58 ./ls-lR.Z
-rw-rw-r-- weiner 46076 Dec 16 00:59 ./CompInd.Z
drwxrwxr-x gray 512 Dec 16 04:12 ./gnustuff/tos/redundant
drwxrwxr-x gray 512 Dec 16 04:18 ./gnustuff/tos/emacs/emacs18.57
-rw-rw-r-- gray 602279 Dec 16 04:16 ./gnustuff/tos/emacs/emacs18.57/1857bin-d2.zoo
-rw-rw-r-- gray 2744 Dec 16 04:14 ./gnustuff/tos/emacs/emacs18.57/aa.gnu.emacs1857
-rw-rw-r-- gray 448480 Dec 16 04:16 ./gnustuff/tos/emacs/emacs18.57/1857src-d2.zoo
-rw-rw-r-- gray 12480 Dec 16 04:18 ./gnustuff/tos/emacs/emacs18.57/Contents
-rw-rw-r-- gray 3314 Dec 16 04:20 ./gnustuff/tos/ls-R
-rw-rw-r-- gray 14422 Dec 16 04:20 ./gnustuff/tos/ls-Rl
drwxrwxr-x jon 512 Dec 16 09:58 ./cli
-rw-rw-r-- weiner 707 Dec 16 09:58 ./cli/Index
-rw-r--r-- weiner 238745 Dec 16 09:57 ./cli/okami13b.zoo
drwxrwxr-x jon 2048 Dec 19 03:12 ./archivers
-rw-rw-r-- hyc 64516 Dec 19 03:11 ./archivers/arc521e.arc
-rw-rw-r-- hyc 49119 Dec 19 03:12 ./archivers/arc.ttp
-rw-rw-r-- weiner 3351 Dec 18 10:41 ./archivers/Index
drwxrwxr-x jon 1024 Dec 19 13:40 ./music
```

4262. Re: TT on ETHERNET?!

Newsgroup: comp.sys.atari.st
Date: 1991-12-21 18:49:56 UTC
From: pmh@cutie.ka.sub.org
Message-ID: <6211087@cutie.ka.sub.org>
Source record: 227262

In article <1991Dec20.194754.30969@infoserver.th-darmstadt.de>
graef@rs2.hrz.th-darmstadt.de
(U. Graef) writes:

> The TT does not have an Ethernet Interface!
> The builtin high-speed Net-Interface in not yet supported by Atari :-(.
> (Its AppleTalk-like, I heard.)
>
> You can insert an VME-Bus Ethernet-Interface, but do you have Software?
> I heard some rumors about expensive interfaces from german vendors,
> the same vendors which sell (bad) ethernet interfaces for the Mega-ST ...

Try PAM-Software, Carl-Zuckmayer-Str. 27, 6500 Mainz-Drais, Germany.

They sell VME-Bus ethernet-interfaces with either their proprietary
net-software or IPX-drivers to attach the TT to a Novell server or
TCP/IP-driver to attach it to whatever you want.

I've had some experiences with these and they're not bad at all, IMHO.

Cheers, Paddy

P.S. I don't get paid for this statement but I'm reselling these boards,
just to be fair ...
--
||| Patrick M. Hausen | phone : +49 721 699234 (voice and carrier)
||| Gerwigstr. 11 | e-mail: pmh@cutie.ka.sub.org (UUCP)
/ | \ D-7500 Karlsruhe 1, Germany | uk9u@dkauni2 (BITNET)
"Ich werde kein Star - nein, ich werde eine Legende." (Freddy Mercury)

4263. WANTED: Dr. T's K1 editor or Hybrid Arts GenEdit for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1991-12-21 19:38:36 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <12352@vela.acs.oakland.edu>
Source record: 227325
Cross-posted to: rec.music.synth,comp.sys.atari.st

I am looking for a used copy of either GenEdit by Hybrid arts or a K1 editor
for the atari ST. If I do not find either, then I suppose that I will have
to hack one out, but in the meantime, if anyone has a copy, it would be
most appreciated.

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

4264. Re: TOS 2.06 Available in USA!

Newsgroup: comp.sys.atari.st
Date: 1991-12-21 20:54:41 UTC
From: rkushner@sycom.mi.org
Message-ID: <rkushner.0uul@sycom.mi.org>
Source record: 227321

darling@cellar.org (Thomas Darling) writes:
>Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>
>> Here in NZ. the 1.3 kick start rom for the Amiga, (a 256k Rom)
>> costs only $85 nz fitted, but the Atari TOS 1.4 roms are $200 nz..
>>
>> What a big rip off..!!
>
>And here in America, a Honda Civic costs only $7000, but a BMW 325i costs
>$28000!
>
>Another big rip off..!!!

And the point is???

This guy is compairing two American companies with Tiawan and Hong Kong based manufacturing faclities with large European marketshare. Your compairing two cars from different countries in different markets with different labor costs and reputation....

-- C-UseNet V0.52a
Ronald Kushner | Reality is the illusion produced
P.O. Box 353 | by an alcohol deficiency.
Sterling Heights, MI 48311-0353 |

UUCP: uunet!mailrus!sharkey!sycom!rkushner Internet: rkushner@sycom.mi.org

4265. Updated TeX Instructions

Newsgroup: comp.sys.atari.st
Date: 1991-12-21 21:12:32 UTC
From: lehmann@cs.tamu.edu
Message-ID: <7175@tamsun.tamu.edu>
Source record: 227323

Well I moved back to Austin Texas during a 5 day rain storm that is still continueing. In the move the motor to my floppy drive was damaged. Everything works on the drive by the disks won't spin.{

Because of this, I cannot use my recently acquired 60MG hard drive to install several TeX configurations.

Any suggestions about makin the floppy drive work will make the updated instructions come out faster.

I am looking into getting a new internal floppy drive, but I don't know where to buy one and I don't know how difficult one would be to install. Can someone send me some suggestions of places to call to order a new drive. Also, does anyone know the price of a new drive?

If you know of a place in Austin Texas that sells these things, then I can get the new documentation out even faster.

Merry Christmas everyone,
Happy Hanukkah to those of the Jewish faith,
Happy Session to those of other faiths,
Happy weather to those of no faith.

Mark Lehmann
lehmann@photon.cs.tamu.edu

4266. Termcaps help...

Newsgroup: comp.sys.atari.st
Date: 1991-12-21 22:27:18 UTC
From: chu@acsu.buffalo.edu
Message-ID: <1991Dec21.222718.6968@acsu.buffalo.edu>
Source record: 227320

Hi,

I just downloaded the tcsh port as well as version 18.57 of GNU Emacs from atari.archive.

Can someone please give me a Termcap entry that'll allow me to fully use tcsh (i.e., arrow keys, at least?) as well as convince Emacs that my terminal (i.e., the Atari ST) is powerful enough to run Emacs?

Or is there something more serious that is wrong (i.e., common mistake during installation?)

Please reply by email.

thanks

John

(Sorry, absolutely irrelevant, but I just got an STe and it seems Uniterm is not quite compatible with it. Can anyone suggest a replacement? It has to support full VT100 emulation and kermit.)

4267. SofT for sale...

Newsgroup: comp.sys.atari.st
Date: 1991-12-21 23:53:14 UTC
From: chan@cs.unr.edu
Message-ID: <2275@equinox.unr.edu>
Source record: 227319

After my last few sales, I still have a few items left for the ST.
Here they are:

Art & Film Director (retail $80)
Captain Blood (retail $50)
Leisure Suit Larry I (retail $40)
MicroLeague Wrestling (retail $40)
Major Motion (retail $40)
(originals!)
(Too bad for my MegaSTe (doesn't work))

Over $250 worth of STuff...
Want to be rid of all...
(Even though one or more might not be tempting)...
The whole thing for $75 + S&H...
(OBO if few reply)...

Merry Xmas & New Years.

Kaho Chan
chan@mammoth.cs.unr.edu<==========^^^

4268. CASSETTE INSERT MAKER FOR TEH ST

Newsgroup: comp.sys.atari.st
Date: 1991-12-22 05:08:49 UTC
From: wcsanil@superior.carleton.ca
Message-ID: <1991Dec22.050849.4925@cunews.carleton.ca>
Source record: 227258

THis is my second post requesting a cassette insert maker for the ST.

Surely one exists! I've seen excellent programs for just about every other computer. Please respond via email to wcsanil@ccs.carleton.ca if you have one or know of one.

This is ridiculous! THere's such a drought of ST software it scares me. There was a bigger abundance of good applications software for my old 8 bit by the looks of things (and hell, I had a great cassette insert maker for the 8 bit!).

Anil Prasad
wcsanil@ccs.carleton.ca

4269. Dbman V

Newsgroup: comp.sys.atari.st
Date: 1991-12-22 05:14:34 UTC
From: meyer@milton.u.washington.edu
Message-ID: <1991Dec22.051434.1692@milton.u.washington.edu>
Source record: 227264

I'm looking for comparison information between Dbman 5.2 and other database programs available in the US.

Is Dbman a relational db?

What is the user interface like?

How many tables can be linked?

Does if support SQL or something like it?

Does it have a good compiler to create standalone applications?

4270. Writing Atari... any ideas.

Newsgroup: comp.sys.atari.st
Date: 1991-12-22 05:24:21 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1991Dec22.052421.29412@usenet.ins.cwru.edu>
Source record: 227265

Hi,

I'm going to be sending a letter off to the leaders of Atari
Corp. in the U.S. I was wondering if anyone had any comments they
would like me to include.

The main purpose of my letter is to convince Atari to include
some things in the next generation of STs that they are building now.
There seems to be always a drawback somewhere in the machines that
they produce and I don't want to see it happen on these new computers.

Anyone have any ideas of what Atari should include with the
new STs to help give Atari an edge in the music market besides MIDI ports?

How about desktop publishing?

Video production?

Multi-media?

Education?

Small Businesses?

I believe if Atari includes some special features to help it
out in each of these niche markets, these new STs should do very well.

Does anyone know the fastest speed Motorola based computers
can go without using fast-RAM?

In the entertainment market, I think making the new STs
Jaguar compatible will help enough.

I thought about asking Atari to consider the ST Book's MIDI
expansion hardware to be put in future machines like the Mega STe.
I thought of an overscan mode with built-in genlocking for video
production. I thought of separate graphics and sound processors to
help with multi-media. And networking for education and small businesses.

What is your thought--write me back. Also, include any
information about things you'd like to see a revised TT/030 or the
new TT/040 have.

THANKS.

Len

--

4271. MIDI connections on the ST

Newsgroup: comp.sys.atari.st
Date: 1991-12-22 07:34:04 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Dec22.073404.27876@rodan.acs.syr.edu>
Source record: 227257

I've got a question that I don't think has been discussed before (probably for a lot of reasons, including that the answer is most likely really obvious if you know what is going on). I've currently got a Translator One hooked up to my MIDI port (this is the old product developed by Dave Small that allows an ST to read Mac-formatted disks), but am toying with the idea of getting a MIDI keyboard to use with my ST. Can I simply daisy-chain a keyboard to the Translator One? or do I need to do something more complicated...say, alternate plugging in the Translator One and the keyboard (depending on what I want to use) or perhaps buy some kind of switch that will allow me to leave everything connected but will require me to switch between devices (sort of like monitor master for monitors)?
Thanks very much for your response.
--Gerry
ggreenbe@rodan.acs.syr.edu

4272. best wishes

Newsgroup: comp.sys.atari.st
Date: 1991-12-22 09:44:22 UTC
From: bestu@h11.saar.sub.org
Message-ID: <jCbjjq4tSUY@h11.saar.sub.org>
Source record: 227282

```
Hallo / hi there !

here I send you...

------------------------------------------------------------------------

11 999 999 222 !!!!!
meine besten Wuensche fuer das Jahr 111 9 9 9 9 2 2 !!!
best wishes for 11 9999 9999 2 !
mes meilleurs voeux pour l'annee 11 9 9 2 !
11 999 999 22222 o

------------------------------------------------------------------------

Bernhard

--
*************************************************************************
* *
* Dipl.Ing. Bernhard Stumpf *
* /Office/ /Private/ *
* University of the Saarland Halbergstrasse 11 *
* D-6600 Saarbruecken D-6600 Saarbruecken *
* Germany Germany *
* phone: ++49-681-302-41.43 phone: ++49-681-6.58.51,-63.55.50 *
* email: bestu@sbusol.rz.uni-sb.de email: bestu@h11.saar.sub.org *
* *
*************************************************************************
```

4273. ST FORMAT GAME DIED: Imagework's INTERPHASE

Newsgroup: comp.sys.atari.st
Date: 1991-12-22 14:08:40 UTC
From: unknown@disk.uucp
Message-ID: <1991Dec22.140840.27560@disk.uucp>
Source record: 227275

I just purchased an ST FORMAT game called INTERPHASE. The store I bought it from only had the disk, w/o the magazine, but it was really cheap, so I bought it. :) Anyway, it turned out to be an amazingly good game, really commercial quality. But after three succesfull boots it stopped working. It just goes to the low rez desktop. When I checked the disk-info box, there were all zeroes except for an 8 that was one line below the last line (it had no heading, just an 8). Well, I'd really like to get another copy of this game. How do I do it? Do I send in my orginal disk and they replace it, or do I just order the ST FORMAT January 1991 issue? And what is there address? THANKS!!
Also, I'm looking to get starglider 1 and 2... Could anyone tell me where to get these, how much they should cost, and if they come in any package deal? Thanks again.. :)

--
Shawn Beltz :) :) :) I may not agree with what you have to say
unknown@disk.UUCP but I'll fight to the death for your right
uunet!coplex!disk!unknown to say it... -- Someone I agree with!

4274. Prices and places: 520 ST to 1040 STe or 2M STe

Newsgroup: comp.sys.atari.st
Date: 1991-12-22 14:19:57 UTC
From: unknown@disk.uucp
Message-ID: <1991Dec22.141957.27648@disk.uucp>
Source record: 227316

What would be the best way to upgrade my virgin 520 ST to an STe
and add 1 or 2 Meg of memory? Please include names/addresses with
any prices you may have, since I don't know many Atari dealers.

I really need at least a meg of memory for Lattice C. I would
also like to get the STe TOS. How much do each of these upgrades
cost? If I get the new TOS will it be compatible with just any
memory upgrade? Any other recommended courses of action? How
much just to max out the ST at 2.5 meg? And will I still be able
to upgrade my TOS later?

If I get, say, a meg of memory, and I get that disk based PC
emulator, about how fast will it run? (how slow? :) And how
compatible is it? Or, going the other way, where can I get alot
of 8-bit emulation programs (Atari 8-bit, CP/M, ANY others?)

THANKS alot!!! Please Respond Via Email...

--
Shawn Beltz :) :) :) I may not agree with what you have to say
unknown@disk.UUCP but I'll fight to the death for your right
uunet!coplex!disk!unknown to say it... -- Someone I agree with!

4275. Re: HDX 5 Availability

Newsgroup: comp.sys.atari.st
Date: 1991-12-22 14:48:48 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91Dec22094848@wookumz.gnu.ai.mit.edu>
Source record: 227272

In article <BAMMI.91Dec20104246@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:

Richard lighten up man, why are you so negative: hdx5.<whatever>
is available and has been for some time on GEnie etc.

Any hope of some kind soul making it available on atari.archive?

-entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

4276. Re: Quick ST support

Newsgroup: comp.sys.atari.st
Date: 1991-12-22 18:51:18 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1991Dec22.185118.22090@gumby.cc.wmich.edu>
Source record: 227273

In article <51910@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
> You now have ONE choice of screen accelerator for the ST... (see the
> CodeHead announcement where they offer to upgrade owners of TurboST, even
> though the company is gonewaha.. dead as a dodo, AvanteGarde, Practical
> Solutions and STart magazine)
>
> If you want your ST's display to run faster, you can ignore Darek's
> "attitude" and buy Quick ST, or you can "boycot" it and plod along at
> 1985 speed...

Unless I've missed something recently (which is possible), Turbo ST is still available, even though it's not currently being enhanced. I originally bought Quick ST several years ago, and was disappointed by numerous screen glitches in a few of my heavily used applications. So I switched over to Turbo ST and have been very satisfied.

I called the Turbo ST people a month or so ago to inquire about compatibility with Auto-switch Overscan, large screens, and the new crop of graphics boards that are surfacing. Wayne returned the message I left on his machine the same day.

Since Turbo ST has no immediate plans for such support, I got an update to Turbo ST 3 (which does). I've only been using it for about a week, but it seems pretty solid so far. So if and when I upgrade to better graphics, I won't give up screen speed. But for those still running the standard ST rez screens, Turbo ST is still a worthy alternative.

Another choice you've omitted is NVDI, out of Germany, available here in the States from Rio. I've heard good things about it, but haven't tried it myself. I understand it also builds in a number of other enhancements and system fixes as well.

So, I disagree that (this particular) situation is as bleak as you've painted it. How many screen accelerators do you think the Atari marketplace requires to prove that it's a viable platform?

> I don't buy anything made by General Electric Company because I got
> fucked over by one of their divisions, but at least I have other
> choices for telephones and stereos... if I want to speed up my
> ST screen, I buy Quick ST or nothing.

When I switch over from using my ST in Atari mode to Mac mode, I notice that screen draws seem a bit slow. Bob, could you give me a (presumably long) list of the screen accelerators available to replace Quickdraw?

I have no argument with Bob that the Atari marketplace is not in good shape, or that things couldn't be a lot better. I'm an Atari developer myself, and if there were a lot more machines being sold in the U.S. I'd be doing proportionately better. I just think he's picked a poor example to make his case.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

4277. PYM demo

Newsgroup: comp.sys.atari.st
Date: 1991-12-22 19:02:09 UTC
From: gpinzone@GEORGE.POLY.EDU
Message-ID: <9112221902.AA17024@george.poly.edu>
Source record: 227274

Could someone please resubmit the PYM demo in a more reasonable form?

a 1000+ kilobyte ARC file is too big to handle for me.

Yours truly,

```
___ ___
/ ) /) / )
/ ___ _ __ __ __ _// /__/ _ _ _ _
\___/_</_/ (_(_/_/ (_(_/__ / _/_/ )_/)_(_)_/ )_</__
)
()
```

```
}>:+:<{([ Gerard Pinzone ])}>:+:<{([I])}>:+:<{([ gpinzone@george.poly.edu ])}>:
_______ ________ ________ Just on the border of your waking mind
/ ___/\ / _____/\ / __ /\ There lies another time
/ ___/\// /____ \// __ / / Where darkness and light are one
/______/\//_______/\ /__/ /__/ / And as you tread the halls of sanity
\______\/ \_______\/ \__\/\__\/ You feel so glad to be unable to go beyond
(everything 'cept anchovies!) I have a message from another time...
-=:)>}] EAST COAST ANIME [{<(:=- ELO: "Prologue" -=- Daicon IV
```

4278. Re: Files sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-12-22 19:47:45 UTC
From: ekrimen@wet.UUCP
Message-ID: <3171@wet.UUCP>
Source record: 227281

In article <91345.152652ONM07@DMSWWU1A.BITNET> ONM07@DMSWWU1A.BITNET writes:
>In article <3141@wet.UUCP>, ekrimen@wet.UUCP (Ed Krimen) says:
>>
>>These files were just sent to Jeff at atari.archive.
>>
>>KAOS21EG.LZH 83456 KAOS 2.1 Desktop in English.
>
>As far as I know, this is a commercial product!!!

Hmm, I got it off GEnie. They're usually not open to having commercial
products uploaded to them. ;^)

I checked the docs and didn't see any reference as to whether it was
commercial, shareware, or freeware.

.
.
.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

4279. Chat

Newsgroup: comp.sys.atari.st
Date: 1991-12-22 23:18:54 UTC
From: fishy@status.gen.nz
Message-ID: <8XNeDB2w164w@status.gen.nz>
Source record: 227267

To all..HELLO.. Hope to hear from you all in the future.

Graham Randell,
fishy@status.gen.nz The Atari BBS in Auckland New Zealand.

4280. Re: Dbman V

Newsgroup: comp.sys.atari.st
Date: 1991-12-22 23:50:34 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <1991Dec22.235034.19152@cs.yale.edu>
Source record: 227278

In article <1991Dec22.051434.1692@milton.u.washington.edu>
meyer@milton.u.washington.edu (Bent Meyer) writes:

>I'm looking for comparison information between Dbman 5.2 and other database
>programs available in the US.
I can tell you about dBMAN version 5.1 which I have been using. I
just ordered the upgrade to version 5.3, but it hasn't arrived you.

>Is Dbman a relational db?
Yes.

>What is the user interface like?
It's a lot like dBASE. It's really intended that you write dBMAN
programs to implement your application, but there is an interactive
command mode with a lot of powerful operations for creating, editing,
and printing databases. There are also tools to help in the
generation of screen and report formats.

>How many tables can be linked?
10 in version 5.1; 50 in 5.3.

>Does if support SQL or something like it?
No.

>Does it have a good compiler to create standalone applications?
Yes.
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

4281. Re: ST FORMAT GAME DIED: Imagework's INTERPHASE

Newsgroup: comp.sys.atari.st
Date: 1991-12-23 02:13:42 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1991Dec23.021342.29166@demon.co.uk>
Source record: 227286

Interphase was a commercial game costing around 25 UKP. It was put on
ST Format as a freebie cover disk program. It's fairly unlikely that ST
Format will be able to help as it's not their program.
As for Starglider 1 - This doesn't work with later ST's so check before
you buy if at all possible. I think the games OK up to TOS1.4 though.

##################################
Iain R Laskey
ilaskey@cix.compulink.co.uk
##################################

4282. Re: Files sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-12-23 09:39:38 UTC
From: root@tokna.gold.sub.org
Message-ID: <ND7t7LXm3sQ@tokna.gold.sub.org>
Source record: 227287

Hi,

In <3171@wet.UUCP>, Ed Krimen writes:

>In article <91345.152652ONM07@DMSWWU1A.BITNET> ONM07@DMSWWU1A.BITNET writes:
>>In article <3141@wet.UUCP>, ekrimen@wet.UUCP (Ed Krimen) says:
>>>
>>>These files were just sent to Jeff at atari.archive.
>>>
>>>KAOS21EG.LZH 83456 KAOS 2.1 Desktop in English.
>>
>>As far as I know, this is a commercial product!!!
>
>Hmm, I got it off GEnie. They're usually not open to having commercial
>products uploaded to them. ;^)
>
>I checked the docs and didn't see any reference as to whether it was
>commercial, shareware, or freeware.
>
> ||| Ed Krimen
> ||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
> / | \ E.KRIMEN (GEnie)

KAOS, the alternative OS is a commercial product. But this applies only
for the "genuine" OS itself (i.e. ROM-files etc.).

Some utilities like KAOSDESK may be copied and distributed.

Greeting,

Thomas

--

Thomas Knauer FIDO: Thomas Knauer @ 2:244/8002.11
Tessiner Str. 144 UUCP: fendrich@salyko.doit.sub.org
8000 Muenchen 71 root@tokna.gold.sub.org
089/7593673 on IRC: TKnauer

4283. Re: CASSETTE INSERT MAKER FOR TEH ST

Newsgroup: comp.sys.atari.st
Date: 1991-12-23 09:42:40 UTC
From: marc@hemlock.cray.com
Message-ID: <1991Dec23.034240.749@hemlock.cray.com>
Source record: 227284

In article <1991Dec22.050849.4925@cunews.carleton.ca>, wcsanil@superior.carleton.ca (Anil Prasad) writes:
> THis is my second post requesting a cassette insert maker for the ST.
>
> Surely one exists! I've seen excellent programs for just about every
> other computer. Please respond via email to wcsanil@ccs.carleton.ca
> if you have one or know of one.
>
> Anil Prasad
> wcsanil@ccs.carleton.ca
>

There is a program called CLEDnnn.LZH (can't remember the version) at atari.archive. It was written as an example of GEM programming, so you might find it in the /programming directory.

[M][a][r][c]

###
marc@hemlock.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!uknet!crayuk!M.Bouron (UUCP) #
###

4284. TeX Shell Uploaded

Newsgroup: comp.sys.atari.st
Date: 1991-12-23 14:54:04 UTC
From: M.A.Rahin@lut.ac.uk
Message-ID: <1991Dec23.145404.15363@lut.ac.uk>
Source record: 227290

I have recently uploaded version 1.3 of RTEXSHLL to atari.archive. This may come useful for those wanting to run a minimal TeX system. One bug present in the presently available version is removed & some new features are also added. Look for file RTEXSH13.ZOO in directory atari/newitems (initially) and later in directory atari/tex/shells.

- Rahin

4285. FTP dir on dsrgsun.ces.cwru.edu

Newsgroup: comp.sys.atari.st
Date: 1991-12-23 15:04:00 UTC
From: semra@ral.arc.nasa.gov
Message-ID: <23DEC199107041563@ral.arc.nasa.gov>
Source record: 227328

Hello,
I've only tried to post once before and I don't even know if that one got out. I've been trying to access dsrgsun.ces.cwru.edu for access to the atari archives that are (were?) there. I'm unable to get a directory after an anonymous FTP login. It seems that there is a /pub/atari directory, but I can't see what's in it. I assume that it's set up that way for security reasons. Which brings up my questions:

1. Are there still archives there?
2. If there are, how do you find out what's there?

Email replies to semra@ral.arc.nasa.gov and place my name (Don George) in the reply as this is a shared account. Also, since I don't know if my posts are going out or not, could someone please reply anyway. Let's set a time limit of about a day to reply, that way I don't get bomarded with replies from now until doomsday (not too likely, but you never know). Thanks for the help.

I guess I need to make up a sig one of these days.

4286. problem unpacking c.b.a.s articles

Newsgroup: comp.sys.atari.st
Date: 1991-12-23 15:47:22 UTC
From: harold@alice.hobby.nl
Message-ID: <OfMvosgHEwM@alice.hobby.nl>
Source record: 227327

HELP HELP HELP

This is a strong cry for help!
Problem: All arrived encoded archives are handeled badly bad appropiate unpack program (arc6.02 and arc521c, xlharc(Shroka's version1.2, zoo2.1 and zoo2.0)

I use the decode program: uud version 3.4 25-nov-1988

I also have a self extracting archive that refuses to unpack because my TOS (1.4 on a MegaST 4Mb) refuses to recognize it as a program.

Any ideas why all unpackers suddenly seem to be incompatible with their own archives?
Before a few months ago I never had any trouble at all I always had some archiver that was able to unpack the things I received and as far as I know I have all the different versions of all unpackers of the last 4 years!

What uudecode program should I use Steven?

Please reply by email!

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

4287. Re: Quick ST support

Newsgroup: comp.sys.atari.st
Date: 1991-12-23 16:55:40 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1991Dec23.165540.4359@digi.lonestar.org>
Source record: 227292

My opinion (flame away if it makes you feel good):

I have Turbo ST and am quite happy with it. Although I was curious about QST3, I *definitely* would not buy it from D. Mihocka (sp?). Yes, his consistently poor attitude does make a difference to me. However, now that the CodeHeads are responsible for QST3, I *will* upgrade from Turbo ST. Mind you, I don't "need" to, but I do want to support the CodeHeads. I just hope that the amount of $ that goes to DM (if any) is kept to a minimum! :-)

Happy Holidays to all!

Roy C. Gosewehr

4288. Which is better to run for ST acceleration?

Newsgroup: comp.sys.atari.st
Date: 1991-12-23 17:00:18 UTC
From: arioch@ccwf.cc.utexas.edu
Message-ID: <64226@ut-emx.uucp>
Source record: 227291

Which is better to run for reliability and performance.. Turbo ST 1.4 or
Quick ST?

Thanks,
Brett

4289. Re: MEGAFILE 44 HELP NEEDED

Newsgroup: comp.sys.atari.st
Date: 1991-12-23 20:25:29 UTC
From: pinelr@aix.rpi.edu
Message-ID: <h!!r4d+@rpi.edu>
Source record: 227296

In article <693355394.1@fquest.FidoNet> Mark.Spacek@fquest.FidoNet.Org (Mark Spacek) writes:
>I'm posting the following for a local friend who doesn't use Usenet. Any help
>would be appreciated. Either post it here or e-mail me, people have told me
>that they are having trouble getting mail to me and are having to use the bang
>path to get it through though.... Anyway, on with the show
>--
> Okay, folks, got a problem someone may be able to help me with, I
>hope. I've recently gotten a Megafile 44 Syquest cartridge drive. For
>the most part, it works just fine, but it's got a couple quirks. When I

Speaking of 44meg removeables... There was a post here a while back from someone looking to sell his Toadfile 44meg drive. If the drive is still available, I would be very interested in its purchase. I'm sorry to waste the bandwidth but I can't search back for the article as I believe it has been purged from the news system here.

Thanks,
Rob
(replies via email please)

4290. Re: HERMES UUCP PACKAGE

Newsgroup: comp.sys.atari.st
Date: 1991-12-23 21:15:26 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <GJ5dNMcb3GY@jonh.wimsey.bc.ca>
Source record: 227299

In <693355394.2@fquest.FidoNet>, Mark Spacek writes:
>
> Hi, I tried sending you some mail inquiring about the mailing list you
>mentioned and tring to see what help I could get in trying to set up Hermes. I
>never got a reply.
I take it you're talking to me. I did send you mail, got no bounce.
I've tried testing a bang path. Let me know if it works.

> ..I was
>asking about setting up Hermes to run as an event under BBS Express!, we are
>thinking about bringing in the ST Usenet messages, converting them over to the
>local message base format, and possibly converting outgoing messages back over
>for export.
I don't think this would be the best way to do this. Too many
problems arise when you try to juggle message formats, and errors can
make you very unpopular. The monthly " Some FidoNet site's dumping garbage
on the net again" threads are very enlightening in regards to much damage
can be done by software that assumes too much.
A far better solution, IMO, RCSU, would be to write a doors interface
to Mercury, and flesh out the bare bones rn and elm that came in that
package. BBS Express uses a very C like script language, so if you can
handle that, C shouldn't be much of a leap. You need to keep your
Usenet mail and news very clean nowadays, as the major hubs are using
C news, which is getting stricter and stricter about what it'll pass.
Articles have been dropped on the floor for a misplaced comma in the
header.

>..... Oh, BTW, what do you know
>about the Usenet Mercury news groups that I've seen mentioned here. Do you get
>them? A friend of mine with an account at the University of Texas looked
>around and they don't get anything like that there. Just wondering...
I think the mercury groups are a German only distribution, and
you'd have to get your admin to get uunet or someoone who gets the groups
to forward it to you.

TO ALL PLANNING TO SAT UP A UUCP SITE, HOWEVER SMALL.

Read the news.admin group regularly for a while. There also
will hopefully be a new group called news.transport(s), which you'll
need to follow. These groups let you keep up with what's happening
in news software, and by running a uucp site, however small, you are
an admin, and should keep current on what's going on.
I found out there that a recent change to Cnews had tightened up
on Date: header parsing, and all my messages were being dropped on the
floor. (Thanks Matthew)

Re: Mailing Lists. The response has been small, and Hermes doesn't make mailing list administration easy, so it's a no go. However, I've agreed to provide NA support, for what little I've figured out so far, and will refer any thing I can't explain to Martin. This is for Hermes, as I no longer use Mercury, plus the English doc available for Mercury are quite good.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

4291. Re: Mega STE Questions

Newsgroup: comp.sys.atari.st
Date: 1991-12-24 02:06:35 UTC
From: ekrimen@wet.UUCP
Message-ID: <3175@wet.UUCP>
Source record: 227305

In article <1991Dec12.165324.7077@csv.viccol.edu.au> gjocc@csv.viccol.edu.au writes:
>A few questions on the Mega STE:
>
>What graphics cards are available and what software will support them?
>(I have a 1024 * 768 colour Multiscan monitor).
>
>Does the Dave Small 68030 board work in a Mega STE?

Last question first, no, it doesn't. George Richardson, of the Merlin Group who designed the board, said that Dave wants one for the MSTE, but there may not be enough room in the machine for one. If he is able to get one made, he said that you shouldn't expect it within the year.

As for the first question, there's the Matrix cards from Germany. There's also AlberTT (1024x768 w/ 16 colors from a palette of 4096). It's VDI-compatible, so it works with a lot of stuff, like DynaCADD, Calamus SL, etc. Finally, there's Leonardo24: 512x512 with 16 million colors; it will show as many of those 16mil as you can fit on the screen (512x512=262,144 colors). First 50 are $400 from Lexicor. It will run on an SC1224 or SC1435 or multisync monitor. Has NTSC output.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

4292. Problem with file in ATARI.ARCHIVE.UMICH.EDU

Newsgroup: comp.sys.atari.st
Date: 1991-12-24 02:53:09 UTC
From: wcsanil@alfred.carleton.ca
Message-ID: <1991Dec24.025309.23231@cunews.carleton.ca>
Source record: 227304

The file cled122s.lzh in the applications/other section of the atari archives at umich is severely corrupted. I don't know who I'm supposed to contact about this, so I'm hoping someone can pass the info along for me.

If anyone has a good copy of this program (it's a cassette insert maker program), please get in touch with me at wcsanil@ccs.carleton.ca

Thanks.

Anil Prasad

4293. Printer CPX

Newsgroup: comp.sys.atari.st
Date: 1991-12-24 08:25:45 UTC
From: selick@bucsf.bu.edu
Message-ID: <96131@bu.edu>
Source record: 227334

Is it me, or does the printer CPX supplied with the cpx arc file refuse to save a configuration of 960 dots per line? Has anybody else come across this problem? Any solutions?

4294. Wanted: Internal Drive

Newsgroup: comp.sys.atari.st
Date: 1991-12-24 15:12:52 UTC
From: malay@sae.com
Message-ID: <1991Dec24.151252.7322@sae.com>
Source record: 227326

I've been given a 1040STf that was in pretty bad shape - it was disassembled, missing the power cord, missing the mouse, and the DSDD internal drive is not working. I re-assembled it, found a spare power cord, and hooked it to my monitors (color & mono) - it seems to work fine except for the drive. Anybody happen to have a 1040STf DSDD internal drive (the one with the eject button in the lower middle) they want to part with. I also need a mouse but I don't want to spend 40 bucks or so on a new one??

Bob Malay

4295. Merry Xmas

Newsgroup: comp.sys.atari.st
Date: 1991-12-24 16:33:03 UTC
From: harryk@bucsf.bu.edu
Message-ID: <96138@bu.edu>
Source record: 227306

```
Merry Christmas ^
^^^
and ^^^^^
^^^^^^^
Happy New Year ^^^^^^^^^
^^^^^^^^^^
| ||

================================================================================
Author of ATZENTA2 Harry Karayiannis ________E-Mail________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@bucsf.bu.edu
** /||\ MegaST ** U.S.A. |BITnet:
=====================================================| cscrzcc@buacca.bu.edu
----------------------
```

4296. CFN Online chat

Newsgroup: comp.sys.atari.st
Date: 1991-12-24 17:36:42 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1991Dec24.173642.29390@usenet.ins.cwru.edu>
Source record: 227312

I have been getting some e-mail on the letter I'm planning to
write Atari but I would really like to talk to you guys online.

If you have telnet access, try logging on the Cleveland Free-Net.
The system has multi-user chat. We can get our heads together and
write Atari a letter. I know it will get through because it has in
the past. I know this because I talked to the person who got it and
he quoted me things from it.

Once we write the letter, we can say to ourselves, "HEY! We told them
what we wanted, if they screw it up, we can't help them!"

You would telnet to 129.22.8.75

If you can't get in with that address, I'll find another one.

If you don't have an ID already, I don't know what to say. It takes about
two weeks and I am hoping to have the conference this weekend or
something.

And if you forgot what my letter was about, it is a letter about what
we would like to see Atari's new ST computers have. I've been told
they are still under development so we can still get in our suggestions.

Thanks.

P.S. That is NOT an FTP number. Telnet and FTP are different.
Len

--

4297. Re: Termcaps help...

Newsgroup: comp.sys.atari.st
Date: 1991-12-25 01:43:51 UTC
From: tknauer@world.std.com
Message-ID: <BGyst3.Kw1@world.std.com>
Source record: 227331

Hi,

chu@acsu.buffalo.edu (john c chu) writes:

>Hi,

>I just downloaded the tcsh port as well as version 18.57 of GNU Emacs
>from atari.archive.

>Can someone please give me a Termcap entry that'll allow me to fully
>use tcsh (i.e., arrow keys, at least?) as well as convince Emacs that
>my terminal (i.e., the Atari ST) is powerful enough to run Emacs?

>Or is there something more serious that is wrong (i.e., common mistake
>during installation?)

>Please reply by email.
^^^^^^
no !! Not only by email please, because I've the same problem ...
"... terminal 'atari' is not powerful enough to run emacs..."

Thx,

Thomas

4298. Re: problem unpacking c.b.a.s articles

Newsgroup: comp.sys.atari.st
Date: 1991-12-25 04:46:04 UTC
From: downey@tripos.com
Message-ID: <1991Dec25.044604.11177@tripos.com>
Source record: 227333

harold@alice.hobby.nl (Harold van Aalderen) writes:

>HELP HELP HELP

>This is a strong cry for help!
>Problem: All arrived encoded archives are handeled badly bad appropiate
> unpack program (arc6.02 and arc521c, xlharc(Shroka's version1.2,
> zoo2.1 and zoo2.0)

>I use the decode program: uud version 3.4 25-nov-1988

I also have problems with uud. Can anyone help?

Tom Downey downey@tripos.com

4299. Re: Which is better to run for ST acceleration?

Newsgroup: comp.sys.atari.st
Date: 1991-12-25 05:32:34 UTC
From: techno@lime.in-berlin.de
Message-ID: <0LUXEGT@lime.in-berlin.de>
Source record: 227332

arioch@ccwf.cc.utexas.edu (Brett Hurt) writes:

>Which is better to run for reliability and performance.. Turbo ST 1.4 or
>Quick ST?

Hm, I'm running Turbo ST V1.8 and it's very stable and compatible, even on
overscan. Quick ST isn't. Personally, I cannot recommend Quick ST.

JMHO,

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |
Hi ! I'm a .signature virus. Join the fun and copy me into your .signature !

4300. Deleting a folder with illegal name

Newsgroup: comp.sys.atari.st
Date: 1991-12-25 13:21:44 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Dec25.132144.7002@rodan.acs.syr.edu>
Source record: 227336

I seem to have named a folder with an illegal name (xxx_?) and
now I cannot delete it. It can be opened, but nothing can be
copied into it, and it cannot be renamed. I believe I saw a
discussion of this long long ago...what do I need to do here?
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu

4301. TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1991-12-25 14:23:06 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.693670986.larserio@kolsaas.ifi.uio.no>
Source record: 227337

Does anyone know where I can buy TOS 2.06 for my MEGA STE ?
It MUST be in English, and should be 50Hz (but 60Hz will do)
E-mail adress or normal adress would be fine. Price too.

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
__________/ _____________________/ _____________________/ ____/ /

4302. SM124 emualtor

Newsgroup: comp.sys.atari.st
Date: 1991-12-25 15:20:09 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.693674409.larserio@kolsaas.ifi.uio.no>
Source record: 227338

My friend has a TT with a bigscreen monitor (monochrome) and has some problems running software made for ST-MEDIUM and ST-HIGH only. I have heard something about a SM124 emulator for the TT, does anyone know more?

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
__________/ _____________________/ _____________________/ ____/ /

4303. Re: Files sent to atari.archiv

Newsgroup: comp.sys.atari.st
Date: 1991-12-25 22:29:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A2437@UN.maus.de>
Source record: 227365

in message <nd7t7lxm3sq@tokna.gold.sub.org> root@tokna.gold.sub.org (thomas Knauer) writes:

>KAOS, the alternative OS is a commercial product. But this applies only
>for the "genuine" OS itself (i.e. ROM-files etc.).
>
>Some utilities like KAOSDESK may be copied and distributed.
>
>Greeting,
>
>Thomas

I don't think so.
Several months ago, I found an old version of KAOSDESK on a local BBS.
I asked on the MAUSNET if this was a legal copy (it didn't contain any inidication of being PD or Shareware) and got the answer that it _wasn't_!

KAOSDESK is a sold as a commercial product for 19.80 (plus S&H).
I really don't think there is a PD version.

Martin Koehling
(Martin_Koehling@un.maus.de)
(we like our footers short:-))

4304. Re: TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1991-12-25 22:47:14 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <52064@cup.portal.com>
Source record: 227339

Lars-Erik Osterud asked:
>Does anyone know where I can buy TOS 2.06 for my MEGA STE ?
>It MUST be in English, and should be 50Hz (but 60Hz will do)

CodeHead Software in the US will be selling the TOS 2.06 ROMs separately from their TEC board for those whose STs will handle the ROMs directly.

Give them a call at CodeHeadquarters AFTER Christmas week for pricing information: (213) 386-5735

Their US Snail address is: P.O. Box 74090, Los Angeles, CA 90004

BobR

4305. Re: Printer CPX

Newsgroup: comp.sys.atari.st
Date: 1991-12-26 01:44:47 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1991Dec26.014447.23230@demon.co.uk>
Source record: 227335

The problem is not the CPX. The desktop,inf file does not save the printer information correctly. I have a small program I put in my autofolder to set it-to 960

##################################
Iain R Laskey
ilaskey@cix.compulink.co.uk
##################################

4306. Interface to use Okimate 20 with the STe.

Newsgroup: comp.sys.atari.st
Date: 1991-12-26 15:09:15 UTC
From: jbunch@isis.cs.du.edu
Message-ID: <1991Dec26.150915.16377@mnemosyne.cs.du.edu>
Source record: 227340
Cross-posted to: comp.sys.atari.st,comp.misc.wanted

Greetings..

I have an Okimat20 printer and would like to use it with my atari STe. I need an Okimate20 to parallel port plug and print module. Anybody out there have one they are willing to sell? If so please send me email. Please send me mail at sixhub!myst!root@crdgw1.ge.com if possible. Thanx..

P.S. If you want to phone the number is (518) 436-3810

John.

--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * jbunch@isis.cs.du.edu
(518) 436-3810 * UUCP: {...}!crdgw1!sixhub!myst!john

4307. Re: FTP dir on dsrgsun.ces.cwru.edu: NOPE

Newsgroup: comp.sys.atari.st
Date: 1991-12-26 16:06:05 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1991Dec26.160606.1@lapis.labmed.umn.edu>
Source record: 227342

In article <23DEC199107041563@ral.arc.nasa.gov>, semra@ral.arc.nasa.gov (Donald George) writes:
> out. I've been trying to access dsrgsun.ces.cwru.edu for access to the
> atari archives that are (were?) there.
...
> 1. Are there still archives there?

No. NO. NO!

There are no archives for the Atari ST on dsrgsun.ces.cwru.edu. Remove this Internet address from your Atari-related FTP lists. The person who maintained files at this address has MOVED ON. It was removed from the comp.sys.atari.st 'Welcome' posting a long time ago for that simple reason.

I.E. You're wasting your time.

If you want U.S. access to the most complete archive, use the Internet address atari.archive.umich.edu ... see any of the monthly postings which cover the atari.archive server.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"The most important fact about Spaceship Earth: An instruction book didn't come with it." -- R. Buckminster Fuller

4308. Re: Unix-Windows for ST

Newsgroup: comp.sys.atari.st
Date: 1991-12-26 16:57:00 UTC
From: Werner_Schneider@ac.maus.de
Message-ID: <A10295@AC.maus.de>
Source record: 227366

hi there out,

an X-Window Server for atari ST's is availabel from X/software michael gehret
in D-8944 Groenenbach Germany

werner

4309. 1 Meg 520 ST, SPECTRE GCR for sale

Newsgroup: comp.sys.atari.st
Date: 1991-12-26 19:42:44 UTC
From: ravi@ace4.sps.mot.com
Message-ID: <1991Dec26.194244.711@oakhill.sps.mot.com>
Source record: 227368

```
For Sale:
---------

(A) $500 or best offer:
----------------------

520 ST with 1 Meg RAM

Atari's great black-on-white
monitor, 640x480.

1 double sided floopy drive
1 single sided floppy drive
Mark Williams C compiler

Many (>25) disks with
LOADS of software

(B) $300
-----

30 Meg CDC Wren hard drive
with ST interface. I built
the drive with a BMS interface
an Adaptec SCSI board, an
IBM PC case and power supply.

INCLUDES SUPRA HARD DISK UTILITIES

CONTROLLER CAN CONTROL ANOTHER HARD DRIVE,
CASE HAS ENOUGH SPACE AND POWER SUPPLY. JUST
ADD ANOTHER DRIVE MECHANISM.

(C) SPECTRE GCR with 128K ROMS: $300.
RUN MAC PROGRAMS
READ MAC DISKS DIRECTLY ON ST's FLOPPIES!
USE WITH ST's HARD DISK
INCLUDES ALL CABLES, ROMS, EVERYTHING.
```

4310. SPECTRE GCR with 128k ROMS FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1991-12-26 19:48:07 UTC
From: ravi@ace4.sps.mot.com
Message-ID: <1991Dec26.194807.883@oakhill.sps.mot.com>
Source record: 227355

```
FOR SALE: $300 or best offer

SPECTRE GCR with 128K ROMS

RUN MAC PROGRAMS ON YOUR ST

READ MAC DISKS DIRECTLY ON ST's FLOPPIES!
INCLUDES ALL CABLES, ROMS, EVERYTHING.
```

4311. Color Emulators and the ste....

Newsgroup: comp.sys.atari.st
Date: 1991-12-26 21:22:26 UTC
From: jbunch@isis.cs.du.edu
Message-ID: <1991Dec26.212226.28670@mnemosyne.cs.du.edu>
Source record: 227341

Howdy all,

I have a problem or two... I have a couple of games and a few programs
that I would like to run, but they are color only. Now what I would like
to know is if anybody knows of any color emulators that run on the STe
with Tos 1.62? I have tried bigcolor, emumontr.lzh, omni-res, and
emula 5.1. None of these seem to work. I get various problems with each.
I have gfacolor.prg, but it only does low resolution. Any ideas out there
on the net?

John.

--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * jbunch@isis.cs.du.edu
(518) 436-3810 * UUCP: {...}!crdgw1!sixhub!myst!john

4312. Rom-moth?

Newsgroup: comp.sys.atari.st
Date: 1991-12-26 22:14:55 UTC
From: paulm@paramount.nikhefk.nikhef.nl
Message-ID: <1991Dec26.221455.12523@paramount.nikhefk.nikhef.nl>
Source record: 227343

Hi,

My dear brother owns an Atari 1040ST and suddenly experienced some
weird problems. As I do not operate any Atari myself, I'm not familiar
with the symptoms, but I have verified the situation.

About a year and a half ago, I upgraded his machine to the new
TOS (probably old by now) which enabled drive to read and write
IBM compatible diskettes. Everything worked fine.
But all of a sudden this stopped working. The diskettes the
Atari produces are unreadble on a PC. I had to run Norton
on the floppy to 'repair' it. Norton claims the disk have
a wrong media descriptor byte. I thought that was the problem
with the old TOS!

Any clues? I'm baffled!

Paul Molenaar

4313. Re: Quick ST support

Newsgroup: comp.sys.atari.st
Date: 1991-12-26 22:55:43 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <EdKZrjq00VAu9CL1w9@andrew.cmu.edu>
Source record: 227344

Excerpts from netnews.comp.sys.atari.st: 20-Dec-91 Re: Quick ST support
Steve Whitney@flatcat.wp (1407)

> Yeah, that's like saying, "The service at my bank is terrible, I think
> I'll pull
> my money out." Ridiculous, ism't it, Bob?

No it ain't. It's like saying that my bank gives me poor service and a
shitty interest rate, and there is another bank that has ok service, but
who are rude, and have a high interest rate.
Atari has poor perfomance compared to QuickST, and the service to users
from atari is a joke. just try to call them or email them with a
question. Dereck has had good support for his product, and his product
has GREAT performance. Some feel he is rude. Bob's point is... SO WHAT?.
I agree. if quick ST has had good support in the past(it hs) and if it
is cheap (it is) and if it is good (it is) then to not buy it on account
of the views of the programmer, while valiantly moral, is a bit foolish.

-mark

4314. Re: Quick ST support

Newsgroup: comp.sys.atari.st
Date: 1991-12-26 23:02:56 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <QdKZyUu00VAuRCL4FQ@andrew.cmu.edu>
Source record: 227345

Excerpts from netnews.comp.sys.atari.st: 20-Dec-91 Re: Quick ST support
John Paul Pietrzak@uxa.c (1641)

> Actually, I still use TurboST every day, and am quite satisified with
> it. If you can find a store selling some of the older software (say
> like MicroTime, in my home town :) I would think that TurboST could
> still compete with Quick ST in this market. Perhaps Quick ST has finally
> become faster, but up to now I've still heard about more compatibility
> problems with it than with Turbo.

Actually, Turbo has just about always had more compatibility problems
than QST, aside from taking a valuable .ACC slot (Thanks DRI for only
giving 6) Also QST has always been faster, in the contemporary release,
than Turbo. I know, I've used many incarnations of both, and have even
had both installed at the same time.

mark

4315. CFN chat 11:00 AM EST Friday

Newsgroup: comp.sys.atari.st
Date: 1991-12-27 01:39:48 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1991Dec27.013948.5026@usenet.ins.cwru.edu>
Source record: 227346

If you can make the Free-Net chat, it will be on Friday at 11:00 AM.

The channel will be +AtariCon

The TELNET address is 129.22.8.75

If you have an ID on Free-Net, you should login, go to the Free-Net
terminal setting by "go terminal" and make sure it is set to "VT100"
or "ANSI" or some kind of smart terminal that your program can emulate.

After you set it, make sure your computer is set to the same.

Then type "go cafe" and pick multi-user chat.

You should then pick a nick name by "/nick (name)".
Then choose the Atari Conference by typing "/join +AtariCon"

If you don't have an ID and can telnet, you may want to get one for
future conferences.

This conference pertains to a letter a group of individuals are sending
Atari to make sure Atari's next generation computers are the best
that we believe they can be.

See you there.

Len

--

4316. Re: Quick ST support

Newsgroup: comp.sys.atari.st
Date: 1991-12-27 01:42:03 UTC
From: stever@flatcat.wpd.sgi.com
Message-ID: <1991Dec27.014203.11068@odin.corp.sgi.com>
Source record: 227347

In article <EdKZrjq00VAu9CL1w9@andrew.cmu.edu>, mc4c+@andrew.cmu.edu
(Mark Choi) writes:
|> Excerpts from netnews.comp.sys.atari.st: 20-Dec-91 Re: Quick ST
|> support
|> Steve Whitney@flatcat.wp (1407)
|>
|>
|> > Yeah, that's like saying, "The service at my bank is terrible, I
|> think
|> > I'll pull
|> > my money out." Ridiculous, ism't it, Bob?
|>
|> No it ain't. It's like saying that my bank gives me poor service and
|> a
|> shitty interest rate, and there is another bank that has ok service,
|> but
|> who are rude, and have a high interest rate.
|> Atari has poor perfomance compared to QuickST, and the service to
|> users
|> from atari is a joke. just try to call them or email them with a
|> question. Dereck has had good support for his product, and his
|> product
|> has GREAT performance. Some feel he is rude. Bob's point is... SO
|> WHAT?.
|> I agree. if quick ST has had good support in the past(it hs) and if
|> it
|> is cheap (it is) and if it is good (it is) then to not buy it on
|> account
|> of the views of the programmer, while valiantly moral, is a bit
|> foolish.

Look. My reasons for not wanting to purchase anthing from Branch Always have
nothing to do with "rudeness." I have heard horror stories about customners
whose checks were cashed for fixes that didn't correct the problem they were
having, people told "tough" when they had a problem, etc. These are _support_
issues_ not the "views of the programmer."

Besides, there are other ways to increase screen performance including
Turbo ST,
processor accelerators, and the blitter as has alreay been pointed out.

--Steve Whitney / Silicon Graphics OS Group

|>
|>

```
|>
|> -mark
```

4317. Re: Quick ST support

Newsgroup: comp.sys.atari.st
Date: 1991-12-27 01:43:52 UTC
From: stever@flatcat.wpd.sgi.com
Message-ID: <1991Dec27.014352.11215@odin.corp.sgi.com>
Source record: 227348

P.S. You also took my quote out of context and made it appear to have almost the opposite meaning. That sarcastic snippet was followed by statements supporting it which negated your "followup."

--Steve Whitney / Silicon Graphics OS Group

4318. Re: problem unpacking c.b.a.s articles

Newsgroup: comp.sys.atari.st
Date: 1991-12-27 04:10:19 UTC
From: mwjester@wsuiar.wsu.ukans.edu
Message-ID: <1991Dec26.221019.39@wsuiar.wsu.ukans.edu>
Source record: 227350

In article <1991Dec25.044604.11177@tripos.com>,
downey@tripos.com (Tom Downey) writes:
> harold@alice.hobby.nl (Harold van Aalderen) writes:
>
>>HELP HELP HELP
>
>>This is a strong cry for help!
>>Problem: All arrived encoded archives are handeled badly bad appropiate
>> unpack program (arc6.02 and arc521c, xlharc(Shroka's version1.2,
>> zoo2.1 and zoo2.0)
>
>>I use the decode program: uud version 3.4 25-nov-1988
>
>
>
> I also have problems with uud. Can anyone help?

Hmm... I use uud version 3.3, which I got from atari.archive ages ago
(back when it was still terminator) - have had absolutely no trouble
with it at all. I have had problems with .lzh files - sometimes I
have to juggle around to find a version of lharc that will unpack a
particular file.

I don't know if uud has much in the way of error checking - it lets me
know if it doesn't find the next file, but that's about it. Could it
be that your comm link to wherever you read Usenet is flaky?

Regards,
Max J.
mwjester@wsuiar or BITNET: mwjester@twsuvax

4319. History of Atari

Newsgroup: comp.sys.atari.st
Date: 1991-12-27 04:16:13 UTC
From: trag@pnet01.cts.com
Message-ID: <1991Dec27.041613.9168@crash.cts.com>
Source record: 227349

I'm writing a story on the history of Atari for San Diego's ComputorEdge magazine, and need some background information on some of the hardware (OK, most of the hardware. . . .)

To wit: what differentiates the STfm and the STe from the straight ST? How are the Megas different (as well as Mega STe)?

Was the 2600 game machine the first Atari home machine? Did Bushnell sell commercial arcade games before his home machines? What are the significant featuers of the XE/XL 8-bit machines?

Thanks in advance for your e-mail responses!

Happy Holidays,

Jim

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!trag
ARPA: crash!pnet01!trag@nosc.mil
INET: trag@pnet01.cts.com

4320. Atari TT & TOS 3.06

Newsgroup: comp.sys.atari.st
Date: 1991-12-27 11:58:43 UTC
From: alanh@logitek.co.uk
Message-ID: <alanh.693835123@krypton>
Source record: 227360

Hi,

Could anyone tell me whether the TT TOS 3.06 is actually shipping
to England yet actually inside the TT with a 1.44 Meg floppy!!!

And does anybody know (preferably in the UK) where I could :-

1. Get a TT with no hard drive.

2. Trade in an ST (part exchange) for a TT.

Alan Hourihane

email:alanh@logitek.co.uk

4321. Re: Re^2: Hermes UUCP package

Newsgroup: comp.sys.atari.st
Date: 1991-12-27 12:32:22 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <RbSw3gyadSc@jonh.wimsey.bc.ca>
Source record: 227351

In <3500586@shlink.hanse.de>, Lutz Petersen writes:
>Im Artikel <8247.294cc589@miavx1.acs.muohio.edu> schreibt rlcollins@miavx1.acs.muohio.edu
(Ryan 'Gozar' Collins):
>>
>> I've seen this a lot. Has anyone tried to re-compile UUCICO under
>> GFA-Basic 3.5? (Does anyone know if GFA-Basic 3.5 prgs run under MiNT?
>
> Some seems to work fine, most of them not. May be I could find the reasons
> why..

There are UUCICO's available on Amigas and Macs, with source in 'C'.
Has anyone tried porting these, or is there something weird about
UUCICO I don't kno about?
What about porting on from MS-DOS land?

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

4322. Re: problem unpacking c.b.a.s articles

Newsgroup: comp.sys.atari.st
Date: 1991-12-27 13:38:38 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1991Dec27.133838.9358@oz.plymouth.edu>
Source record: 227352

In article <1991Dec26.221019.39@wsuiar.wsu.ukans.edu> mwjester@wsuiar.wsu.ukans.edu writes:
>In article <1991Dec25.044604.11177@tripos.com>,
> downey@tripos.com (Tom Downey) writes:
>> harold@alice.hobby.nl (Harold van Aalderen) writes:

>>>I use the decode program: uud version 3.4 25-nov-1988
>> I also have problems with uud. Can anyone help?
>Hmm... I use uud version 3.3, which I got from atari.archive ages ago

I've been using a version that says......

Almost foolproof uudecode v3.4 (unix) 25-Nov-88

Usage: uud [-n] [-d] [-s dir] [-t dir] input-file

Option: -n -> No line sequence check
Option: -d -> Debug/verbose mode
Option: -s + Source directory for all input files
(MUST be terminated by directory separator)
Option: -t + Target directory for all output files
(MUST be terminated by directory separator)
If input-file is - then stdin is used as input-file

For a long...... time now. I have the source code to both it and uue
and they both compiled very nicely under the current (here anyway)
version of Ultrix where I use them. No problems what-so-ever.

>Regards,
>Max J.
>mwjester@wsuiar or BITNET: mwjester@twsuvax

-Andy-

--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

4323. Re: Interface to use Okimate 20 with the STe.

Newsgroup: comp.sys.atari.st
Date: 1991-12-27 16:49:35 UTC
From: jonc@status.gen.nz
Message-ID: <c0eNDB2w164w@status.gen.nz>
Source record: 227358
Cross-posted to: comp.sys.atari.st,comp.misc.wanted

jbunch@isis.cs.du.edu (John Bunch) writes:

> I have an Okimat20 printer and would like to use it with my atari STe. I nee

John as another point i uploaded some 2 years ago a few utilities for the
Oki printers on GEnie. If you have access to GEnie do a search under the
KEY WORD of kiwi and you will see them all.

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Auckland,New Zealand kcbbs.gen.nz!status!jonc or Jon_Clarke@kcbbs.gen.nz

4324. Re: problem unpacking c.b.a.s articles

Newsgroup: comp.sys.atari.st
Date: 1991-12-27 16:53:10 UTC
From: steve@thelake.mn.org
Message-ID: <A1453660059@thelake.mn.org>
Source record: 227353

[In article <1991Dec25.044604.11177@tripos.com>,
downey@tripos.com (Tom Downey) writes ...]

> I also have problems with uud. Can anyone help?

Not unless you provide an indication of what sort of problems
you're having.

I've found uud quite reliable except for one instance, and that
involved files from BART (atari.archive.umich.edu) that had bizarre
filenames.

My GEM-based encoding/decoding program, UUCODER, has some filename-munging
routines to manage BART's filenames.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables

4325. Re: TT or ST on ETHERNET?!

Newsgroup: comp.sys.atari.st
Date: 1991-12-27 19:45:27 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1991Dec27.194527.12916@uvm.edu>
Source record: 227354

From article <1991Dec20.194754.30969@infoserver.th-darmstadt.de>, by graef@rs2.hrz.th-darmstadt.de (U. Graef):
> In article <1991Dec11.093345.4828@infoserver.th-darmstadt.de>, D11K@br4.hrz.th-darmstadt.de (Dr. Eder, Manfred) writes:
>> I like to know something about the ethernet-interface of the TT.
>
> The TT does not have an Ethernet Interface!
> The builtin high-speed Net-Interface in not yet supported by Atari :-(.
> (Its AppleTalk-like, I heard.)
>
> You can insert an VME-Bus Ethernet-Interface, but do you have Software?
> I heard some rumors about expensive interfaces from german vendors,
> the same vendors which sell (bad) ethernet interfaces for the Mega-ST ...
>
> Uli
>

Speaking of Ethernet, I see on the .forsale groups that Mac SCSI <-> Ethernet interfaces are fairly cheap ($400.00 U.S. or so). Does anybody anywhere support this (these ???) board for the ST? It would be by far the best solution for me.

Bye,
Bob Pegram

--
pegram@uvm.edu
or
..!uvm-gen!pegram

4326. Need help with Dungeon Master & Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1991-12-27 23:47:36 UTC
From: ts@chainsaw.ecn.purdue.edu
Message-ID: <1991Dec27.234736.2024@noose.ecn.purdue.edu>
Source record: 227356

Hi,

I need two things:

1) A COMPLETE help/cheat file for DungeoMaster. (I've already
beaten the game, I just want to see EVERYTHING!)

2) A source for Chaos Strikes Back. None of the local stores
seem to have it, and even Egghead's phone # (1-800-EGG-HEAD)
didn't have it.

Thanks in advance for all help...

Thomas Ruschak
ts@ecn.purdue.edu
pur-ee!pc!ts

Words from the Wise:

Usenet being the medium it is, it is always
better to kill two birds with one stone.

Words from the Not-So-Wise:

Go ahead, use TWO stones, or maybe FOUR stones,
or maybe SIX, nah they'll all use six, why not
think big and use EIGHT or TEN or FIFTY or...

Moral: In flaming as in love, bigger is better....

4327. History of Atari

Newsgroup: comp.sys.atari.st
Date: 1991-12-28 00:49:16 UTC
From: Chuck.Grimsby@tdkt.kksys.com
Message-ID: <693923672.0@tdkt.kksys>
Source record: 227372

In a message of <Dec 27 04:16>, Jim Trageser (1:282/31) writes:
>From: trag@pnet01.cts.com (Jim Trageser)
>Newsgroups: comp.sys.atari.st
>I'm writing a story on the history of Atari for San Diego's ComputorEdge
>magazine, and need some background information on some of the hardware
>(OK, most of the hardware. . . .)

>Was the 2600 game machine the first Atari home machine?

Didn't Atari make a thing-a-ma-jig that you hooked to both your stereo and your TV that made colored patterns on the screen depending upon the sound inputed? I know that they _did_ make such a device, as we were shown one at a user group meeting back in the 400/800 days, and I know it pre-dates those devices, but I'm not sure when, what it was called, or just about anything beyond what I told you above! (Give me a break, it's been a few years since that meeting...)

* Origin: FlightLine PointNet (1:282/47.1)

4328. Rings Of Medusa (need gambling help)

Newsgroup: comp.sys.atari.st
Date: 1991-12-28 02:42:06 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <8348.295b9e2e@miavx1.acs.muohio.edu>
Source record: 227361

I bought Rings Of Medusa off someone off the net last month but she couldn't find the docs for it...I've understand most of the game through trial and error...but one thing I haven't got a clue on is gambling.

I know it's supposed to be BlackJack...but what the hell do some of those cards mean? By random luck I can beat the computer and make enough money for a small army...but I'd really appreciate it if someone could explain the rules of the card game for me.

--Dennis

also known as... | HELLO, I'm a signature virus!
krambdej@udavxb.oca.udayton.edu | Join in the fun
Cogito cogito, ergo cogito sum. | and copy me into yours!

4329. Happy 1991

Newsgroup: comp.sys.atari.st
Date: 1991-12-28 07:28:15 UTC
From: jonc@status.gen.nz
Message-ID: <sXJoDB1w164w@status.gen.nz>
Source record: 227359

To all Netters out there around the world,

From Users of STaTus BBS, Z*NET South BBS, the Z*NET Crew and myself
Have a very happy New Year. All the best for 1992.

Chris Thorpe <=> Sysop Z*NET South BBS FNET node in Wellington NZ
Jon Clarke <=> Sysop Z*NET Pacific BBS Usenet node in Auckland, NZ

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Auckland,New Zealand kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6

4330. Happy New Year....

Newsgroup: comp.sys.atari.st
Date: 1991-12-28 07:43:47 UTC
From: znet@status.gen.nz
Message-ID: <oNkoDB1w164w@status.gen.nz>
Source record: 227357
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.bbs,nz.general,znet.misc

```
+----------+
| (((((((( | Hi Netters,
| (( |
| (( | We have set up a series of usenet / internet ID's
| (( | for the crew at Z*NET International on our BBS here
| (((((((( | in New Zealand.
| |
| (( | If you wish to send mail to any of the Z*NET team
| (((((( | please feel free to address the mail to ....
| (( |
| | znet@status.gen.nz OR kcbbs.gen.nz!status!znet
| ((( (( |
| (((( (( | Then on the first line of your message please include
| (( (( (( |
| (( (((( | For: (Persons name) ie Ron Kovacs
| (( ((( |
| | The message will then be sent to their mailbox's
| ((((((( | throughout the world ie CI$,GEnie,FNET,etc.
| (( |
| ((((( | INTRODUCING THE TEAM ..........
| (( |
| ((((((( | ~ Publisher/Editor.............................Ron Kovacs
| | ~ Editor.....................................John Nagy
| (((((((( | ~ New Zealand Bureau.........................Jon Clarke
| (( | ~ Canadian Bureau.......................Terry Schreiber
| (( | ~ PD Software Reviewer.....................Ron Berinstein
| (( | ~ Reporter...............................Dr. Paul Keith
| (( | ~ Contributor............................Bruce Hansford
| | ~ Plus others worldwide .....................Thanks guys
+----------+ If you have questions please email me for details.

+-------------------------------------------------------------------------+---+
| The STaTus BBS in Auckland, New Zealand, South Pacific, Terra Firma | Z |
+----------------------+---------+-----------------------------------+ * |
| The Z*NET Crew | o( ) | Z*NET International on-line magazine| N |
| Znet@status.gen.nz | / /\ | For all PC's/Unix/Atari/ST/TT| E |
| Auckland,New Zealand | -Z*NET- | GEnie :Z-NET M475,1 CAT31 TOP3 | T |
+----------------------+---------+-----------------------------------+---+
```

4331. Various ROM Versions (Rev.s B Through D)...

Newsgroup: comp.sys.atari.st
Date: 1991-12-28 08:44:11 UTC
From: mowgli@magnus.acs.ohio-state.edu
Message-ID: <1991Dec28.084411.7873@magnus.acs.ohio-state.edu>
Source record: 227362

I just recently got a bunch of old ST motherboards. 3 are revision B, and also 1 each of revisions C & D. Do they all have TOS V1.0 on them? I know my old revision B boardd does. Also, is there a program which will identify OS version, etc. I couldn't find anything immediate.

In addition, could someone please tell me the differences between these revisions, especially since the D seems quite different from the B & C models.

Please advise me through E-mail, & if there isn't already a document somewhere about it, I'll summarize what I find out later.

Thanks, <Mowgli>

--
Address: mowgli@magnus.acs.ohio-state.edu (Mowgli Assor in quasi-real life)
"Too many lonely hearts in the real world. Too many lonely nights in the real world. Too many fools who don't think twice, too many ways to pay the price. Don't wanna live my life in the real world." - The Alan Parsons Project

4332. Re: Re^2: Hermes UUCP package

Newsgroup: comp.sys.atari.st
Date: 1991-12-28 09:29:58 UTC
From: esj@harvee.UUCP
Message-ID: <3781363@harvee.UUCP>
Source record: 227364

In article <RbSw3gyadSc@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>
> In <3500586@shlink.hanse.de>, Lutz Petersen writes:
> >Im Artikel <8247.294cc589@miavx1.acs.muohio.edu> schreibt rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins):
> >>
> >> I've seen this a lot. Has anyone tried to re-compile UUCICO under
> >> GFA-Basic 3.5? (Does anyone know if GFA-Basic 3.5 prgs run under MiNT?
> >
> > Some seems to work fine, most of them not. May be I could find the reasons
> > why..
>
> There are UUCICO's available on Amigas and Macs, with source in 'C'.
> Has anyone tried porting these, or is there something weird about
> UUCICO I don't kno about?
> What about porting on from MS-DOS land?
>
> --
> John Henders jhenders@jonh.wimsey.bc.ca
> Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

most of the "other" uucico packages are based on the uupc project started by some folks at van-bc which in turn was based on lamb's dcp code. A few years ago, I got the ST port of uupc working but it had a hard time keeping up with 1200 baud and failed at 2400 baud. The mercury uucico run just fine at 9600 baud via a trailblazer t2500 modem.

If I was going to take on the job of porting a uucp package, I'd port andrew derbyshire's(?) rework of uupc for dos and os/2. he has fixed protocol bugs, code bugs, improved performance and added a good mail package. Currently it punts on news but I'm sure it hermes could fix that.

andrew's uupc requires an ansi compliant compiler to handle the function prototyping and other ansi-ish quirks. Sounds like a job for GCC!! :-) Other trouble points include how unix file names are translated into dos/tos file names and how files are spooled.

IMHO, other uucico packages would be more difficult to port and provide a less reliable implementation of UUCP. The one exception would be VMS UUCP which is a very good implementation of UUCP that is only hard to port because it is hardwired to VMS.

good luck!
--- eric
--

```
...
^^^ eric johansson UUCP ...!uunet!wang!harvee!esj esj@harvee.uucp
* * a juggling fool AT&T (617) 577-4068 (w)
o HAM ka1eec
\_/ CSNET johansson%hydra@polaroid.com
or hydra!johansson@polaroid.com
source of the public's fear of the unknown since 1956
```

4333. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1991-12-28 10:01:23 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1991Dec28.100123.26073@terminator.cc.umich.edu>
Source record: 227363

```
drwxrwxr-x daemon 1024 Dec 26 18:19 .
drwxrwxr-x jon 2560 Dec 26 18:04 ./magazines/streport
-rw-r--r-- weiner 57476 Dec 26 18:04 ./magazines/streport/str749.txt.Z
-rw-r--r-- weiner 51072 Dec 26 18:04 ./magazines/streport/str750.txt.Z
drwxrwxr-x jon 2048 Dec 26 18:05 ./magazines/znet
-rw-r--r-- weiner 31112 Dec 26 18:05 ./magazines/znet/znet9152.txt.Z
-rw-r--r-- weiner 57476 Dec 26 18:05 ./magazines/znet/znet9153.txt.Z
drwxrwxr-x weiner 512 Dec 26 18:10 ./magazines/portadd
-rw-r--r-- weiner 15658 Dec 26 18:09 ./magazines/portadd/portadd08.txt.Z
drwxrwxr-x jon 1536 Dec 26 18:37 ./programming
-rw-r--r-- weiner 51842 Dec 26 18:37 ./programming/fcc.arc
-rw-r--r-- weiner 2630 Dec 26 18:37 ./programming/Index
-rw-r--r-- weiner 57265 Dec 26 18:34 ./programming/fpupatch.lzh
drwxrwxr-x jon 3072 Dec 26 18:32 ./diskutils
-rw-r--r-- weiner 58752 Dec 26 18:32 ./diskutils/stdcat50.zoo
-rw-rw-r-- weiner 5851 Dec 26 18:33 ./diskutils/Index
-rw-rw-r-- weiner 5539 Dec 26 18:29 ./applications/Index
drwxrwxr-x weiner 1024 Dec 26 18:29 ./applications/math
-rw-r--r-- weiner 84736 Dec 26 18:28 ./applications/math/plot165.zoo
drwxrwxr-x weiner 512 Dec 26 18:27 ./applications/persutls
-rw-r--r-- weiner 110866 Dec 26 18:26 ./applications/persutls/atz22dem.zoo
drwxrwxr-x jon 1044 Dec 26 18:41 ./gnustuff/minix
-rw-rw-r-- weiner 51286 Dec 26 18:41 ./gnustuff/minix/mfs054.zoo
drwxrwxr-x jon 512 Dec 26 18:19 ./cli
drwxrwxr-x weiner 1024 Dec 26 18:42 ./mint
-rw-r--r-- weiner 12415 Dec 26 18:39 ./mint/miwm.zoo
-rw-rw-r-- weiner 2143 Dec 26 18:42 ./mint/Index
lrwxrwxrwx weiner 28 Dec 26 18:42 ./mint/mfs054.zoo -> ../gnustuff/minix/mfs054.zoo
-rw-r--r-- weiner 0 Dec 26 18:19 ./clifile
drwxrwxr-x daemon 1024 Dec 27 23:55 .
drwxrwxr-x jon 4608 Dec 27 23:53 ./games
-rw-r--r-- weiner 192307 Dec 27 23:53 ./games/moria_54.zoo
-rw-rw-r-- weiner 9676 Dec 27 23:54 ./games/Index
drwxr-xr-x weiner 512 Dec 27 16:55 ./games/tads
-rw-r--r-- weiner 3957 Dec 27 16:54 ./games/tads/unnk.readme
-rw-r--r-- weiner 192307 Dec 27 23:53 ./games/moria_54.zoo
-rw-r--r-- weiner 2003 Dec 27 16:57 ./editors/Index
-rw-r--r-- weiner 129792 Dec 27 16:56 ./editors/sudden.lzh
drwxrwxr-x jon 2048 Dec 27 16:43 ./archivers
-rw-r--r-- weiner 55424 Dec 27 16:43 ./archivers/arcshl30.arc
-rw-r--r-- weiner 66304 Dec 27 16:41 ./archivers/lzh201i.lzh
-rw-rw-r-- weiner 3319 Dec 27 16:44 ./archivers/Index
drwxrwxr-x jon 6144 Dec 27 16:49 ./utilities
-rw-r--r-- weiner 11676 Dec 27 16:54 ./utilities/Index
```

```
-rw-r--r-- weiner 9347 Dec 27 16:49 ./utilities/clipcpx.lzh
-rw-r--r-- weiner 16640 Dec 27 16:49 ./utilities/icondem3.arc
drwxrwxr-x weiner 1024 Dec 27 16:52 ./utilities/desktop
-rw-r--r-- weiner 83456 Dec 27 16:52 ./utilities/desktop/kaos21eg.lzh
drwxrwxr-x jon 1536 Dec 27 17:04 ./tex
-rw-r--r-- weiner 58827 Dec 27 17:02 ./tex/TeX_info.zoo
-rw-r--r-- weiner 4005 Dec 27 17:05 ./tex/Index
drwxrwxr-x weiner 512 Dec 27 17:05 ./tex/shells
-rw-r--r-- weiner 26860 Dec 27 17:04 ./tex/shells/rtexsh13.zoo
drwxrwxr-x jon 3584 Dec 27 16:59 ./graphics
-rw-r--r-- weiner 114026 Dec 27 16:59 ./graphics/angel.lzh
-rw-r--r-- weiner 6570 Dec 27 17:00 ./graphics/Index
drwxrwxr-x jon 1024 Dec 27 16:48 ./music
-rw-r--r-- weiner 1638 Dec 27 16:49 ./music/Index
-rw-r--r-- weiner 46848 Dec 27 16:48 ./music/mspydemo.arc
-rw-r--r-- weiner 86400 Dec 27 16:45 ./music/mmm20.lzh
-rw-r--r-- weiner 27846 Dec 27 16:44 ./music/1st_note.lzh
drwxrwxr-x jon 1536 Dec 27 16:39 ./programming
-rw-r--r-- weiner 9856 Dec 27 16:39 ./programming/68k_crib.arc
-rw-r--r-- weiner 2694 Dec 27 16:40 ./programming/Index
-rw-rw-r-- weiner 5590 Dec 27 17:01 ./applications/Index
drwxrwxr-x weiner 512 Dec 27 17:00 ./applications/dtp/fonts
-rw-r--r-- weiner 2080 Dec 27 17:00 ./applications/dtp/fonts/ibm_font.lzh
-rw-rw-r-- weiner 89048 Dec 27 23:55 ./Index
-rw-rw-r-- weiner 71425 Dec 27 17:10 ./ls-lR.Z
-rw-rw-r-- weiner 46427 Dec 27 23:55 ./CompInd.Z
```

4334. SM124 emualtor

Newsgroup: comp.sys.atari.st
Date: 1991-12-28 11:38:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A32837@MS.maus.de>
Source record: 227375

larserio@ifi.uio.no, 25.12.91 16:20:

l>My friend has a TT with a bigscreen monitor (monochrome) and has some
l>problems running software made for ST-MEDIUM and ST-HIGH only. I have
l>heard something about a SM124 emulator for the TT, does anyone know more?

^^^^^^^^^^^^^^^^^^^^^^^^^

It's from Overscan, Saentisstr. 166, D W-1000 Berlin 48, Germany and works
fine.

Greetings,
patrick

4335. Re: Hermes UUCP package

Newsgroup: comp.sys.atari.st
Date: 1991-12-28 20:39:34 UTC
From: adrian@cs.UAlberta.CA
Message-ID: <adrian.693952774@steele-lk>
Source record: 227367

Several people have mentioned that they'd like to see a UUCP port that
works under MiNT. I'm porting Ian Lance Taylor's `Taylor UUCP' to
MiNT. I'm in the final debugging stage; it works mostly, but there are
some reliability problems which I think are related to modem I/O.
I will put it on atari.archive when I figure it's stable enough.

I've also got ports of Smail and Elm underway; Elm almost works, and
Smail I haven't got as far as testing yet. (-: If anyone wants to
beta-test some of this stuff, I'd love to hear from you. Mail me at
adrian@secret.uucp (try `adrian%secret@cs.ualberta.ca' if your site has
old maps and can't find secret by itself.)

A Segue: does anyone have a solid, compact implementation of the Bourne
shell working on the ST, preferably under MiNT? I don't mean Bash, which
is a pig. I have a port of `ash' (Kenneth Almquist's Bourne-shell clone)
underway, but I haven't had time to debug it -- anyone want to take over?
--
Vote Surrealist! "I have only | Adrian Ashley in Edmonton, Alberta, Canada
one thing to say: pumpkinfish." | adrian@secret.uucp adrian@cs.ualberta.ca

4336. Need STE_FIX.PRG

Newsgroup: comp.sys.atari.st
Date: 1991-12-29 04:08:10 UTC
From: rjung@aludra.usc.edu
Message-ID: <klqihaINN2uf@aludra.usc.edu>
Source record: 227369

Help! I'm trying to find a copy of STE_FIX.PRG, and I can't locate it anywhere.

For those who don't know, STE_FIX.PRG patches a bug in TOS 1.6 (not 1.62). This is the bug where the STe, when attached to a color monitor, will not boot in medium resolution. STE_FIX.PRG solves the problem and makes the STe properly read the DESKTOP.INF file so the computer boots as it should.

If you have a copy of this program, or know where I can find it, please send e-mail. I've checked most of the major anonymous FTP sites (including the Atari archive at terminator), but have not been able to locate it. If you could send a uuencoded version of the program, I would truly aprpeciate it. Thanks in advance.

--R.J.
B-)

^^^

4337. Atari Monitor Trade?

Newsgroup: comp.sys.atari.st
Date: 1991-12-29 06:12:55 UTC
From: ba014@cleveland.Freenet.Edu
Message-ID: <1991Dec29.061255.4948@usenet.ins.cwru.edu>
Source record: 227370

```
Would anyone be interested in trading an ST Mono (SM124?) monitor for an
ST Color (SC1224?) monitor + some cash or a memory upgrade board for a
1040? Email with offers.

--
o-------------------------------------------------------------------------o
| Orwell was an optimist! | ba014@cleveland.freenet.edu | E Pluribus Unix |
o-------------------------------------------------------------------------o
```

4338. Serious hard drive troubles

Newsgroup: comp.sys.atari.st
Date: 1991-12-29 08:58:21 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <4589@oucsace.cs.OHIOU.EDU>
Source record: 227371

I have an ICD host adaptor, an Adaptec 4070 RLL controller, and an ST-277R hard drive. Throughout the life of it I've noticed a "Sense $11" code being returned quite often in certain places, but never had any actual bad sectors show up (except one or two every now and then). Then not too long ago, I started getting bad sectors which would go away if I turned the drive off and turned it back on again. I had the good sense to back up most of my data at this point.

Then about a month ago the hard drive suddenly gained about 100 bad sectors, mostly centered in a few clusters. It totally wiped out a lot of files (almost all of which I'd backed up except for the newest ones ... no big loss except for a class project). I then reformatted it, repartitioned it, and all the bad sectors went away. Incidentally the sense code was still the same, ie $11. I restored all my files.

Then two days later I suddenly had another 100 or so bad sectors, this time just about everywhere (but still centered in clusters). Along with a sense $11 I started getting occasional sense $14 codes. Again I reformatted, but I'm afraid to go back and reinstall everything (except for what I need) because I'm sure this will happen again. Even after reformatting the second time, Cleanup (the ICD program) notices sense $11 codes in the areas that later develop bad sectors, but currently there are no bad sectors (you can also tell because Cleanup will slow down and sit at the suspicious sectors, but it always returns a verdict of OK. This happened last time, two days later they went bad).

In the mean time I need a hard drive that works. I'm probably going to order a new drive and controller. I also can't use my floppy unless the hard drive is on (the floppy is out of alignment, but it is magically *in* alignment whenever the hard drive is on. It doesn't have to have booted from the hard drive, I can just turn on the hard drive after the computer and the floppy will still work OK. But as soon as the hard drive is off, the floppy can't read a single disk. Go figure).

So. Anyone have *any* idea what's going wrong here? The only appliances near the computer are my printer, which has the power supply in a module on the floor, and the modem, which sits on top and also has the power supply module on the floor. The cable seems to be good. Running the format program with 16 verify passes of each sector turned up no problems (and took all night). I'd really prefer not to have to get rid of this drive, 65 megs is a lot to throw away.

Please email all responses, thoughts, suggestions, flames, etc. Thank you for your time.

```
| Bill White +1-614-594-3434 | bwhite@oucsace.cs.ohiou.edu (normal) |
| Standard login hours: | bwhite@view.cs.ohiou.edu (alternate) |
| 1-3,5-7PM EST M-F (oucsace) | more info via `finger bwhite@view...' |
--
| Bill White +1-614-594-3434 | bwhite@oucsace.cs.ohiou.edu (normal) |
| Standard login hours: | bwhite@view.cs.ohiou.edu (alternate) |
| 1-3,5-7PM EST M-F (oucsace) | more info via `finger bwhite@view...' |
```

4339. Flow Chart Compiler (FCC.ARC on Atari Archive)

Newsgroup: comp.sys.atari.st
Date: 1991-12-29 15:47:22 UTC
From: cordes@ac.dal.ca
Message-ID: <1991Dec29.114722.2681@ac.dal.ca>
Source record: 227373

To whoever posted the flowchart compiler FCC.ARC to atari.archive:

Seems that you forgot to include the .RSC file! From the docs this looks like quite a nice program. I'd like to try it before starting my next programming project. Would you repost the complete file? Here is what you posted:

```
Name Length Storage SF Size now Date Time
================ ======== ======== ==== ======== ========= ======
EXAMPLES.FCC 7010 Crunched 55% 3173 14 Dec 91 1:26p
FCC.PRG 63949 Crunched 46% 34885 14 Dec 91 2:06p
MANUAL.ASC 38176 Crunched 64% 13782 14 Dec 91 1:42p
==== ======== ==== ========
Total 3 109135 53% 51842
```

Bruce MacKay
bmackay@biome.bio.ns.ca

4340. Re: History of Atari

Newsgroup: comp.sys.atari.st
Date: 1991-12-29 18:33:18 UTC
From: pinelr@aix.rpi.edu
Message-ID: <17=rq9q@rpi.edu>
Source record: 227374

In article <693923672.0@tdkt.kksys> Chuck.Grimsby@tdkt.kksys.com (Chuck Grimsby) writes:
>
>
>Didn't Atari make a thing-a-ma-jig that you hooked to both your stereo and
>your TV that made colored patterns on the screen depending upon the sound
>inputed? I know that they _did_ make such a device, as we were shown one at a
>user group meeting back in the 400/800 days, and I know it pre-dates those
>devices, but I'm not sure when, what it was called, or just about anything
>beyond what I told you above! (Give me a break, it's been a few years since
>that meeting...)
>
>
> * Origin: FlightLine PointNet (1:282/47.1)

I know of some people who modify their TV's to do such a thing and I've
heard it called "Waste-a-vision." What Atari called it I've no clue.

--Rob

4341. Re: Serious hard drive troubles

Newsgroup: comp.sys.atari.st
Date: 1991-12-29 20:46:27 UTC
From: clf3678@ultb.rit.edu
Message-ID: <1991Dec29.204627.16168@isc.rit.edu>
Source record: 227376

In article <4589@oucsace.cs.OHIOU.EDU>, bwhite@oucsace.cs.OHIOU.EDU (William E. White) writes:
> I have an ICD host adaptor, an Adaptec 4070 RLL controller, and an ST-277R
> hard drive. Throughout the life of it I've noticed a "Sense $11" code
> being returned quite often in certain places, but never had any actual
> bad sectors show up (except one or two every now and then). Then not too
> long ago, I started getting bad sectors which would go away if I turned
> the drive off and turned it back on again. I had the good sense to back
> up most of my data at this point.
>
> Then about a month ago the hard drive suddenly gained about 100 bad sectors,
> mostly centered in a few clusters. It totally wiped out a lot of files
> (almost all of which I'd backed up except for the newest ones ... no big
> loss except for a class project). I then reformatted it, repartitioned
> it, and all the bad sectors went away. Incidentally the sense code was
> still the same, ie $11. I restored all my files.
>

The problem lies in the Seagate mechanism itself. Many 1/2 height
Seagates make after 1986 (and especially new ones) suffer from poor
platter coating. This is due to poor factory conditions (their
clean rooms are, well, not). It sounds like the coating on your
platters is giving way. You will have to replace the drive mechanism.
I suggest you get either a Quantum or Maxtor drive. You can get a 130MB
Maxtor SCSI embedded drive (3.5 inch, low profile) for under $370 (I
did).

_____
__\ Chris Freemesser, RIT Comp.Eng.Tech. Dimension's End BBS /__
___\ BITNET: clf3678@ritvax (716)436-3078 /___
____\ Usenet: clf3678@ultb.rit.edu 1200/2400 baud, 130MB /____
_____\ GEnie: C.FREEMESSER STark BBS software /_____

4342. Atari Lynx & Portfolio Computer FORSALE!

Newsgroup: comp.sys.atari.st
Date: 1991-12-29 23:51:10 UTC
From: edge@well.sf.ca.us
Message-ID: <29236@well.sf.ca.us>
Source record: 227377
Cross-posted to: misc.forsale.computers,rec.games.video,ba.market.computers,comp.sys.atari.st

```
**** FOR SALE *******

ATARI LYNX VIDEO GAME SYSTEM
----------------------------

* ATARI LYNX

* California Games
* Blue Lightning
* Slime World
* ElectroCop
* Gates of Zendecon
* Paperboy
* Gauntlet
* RoadBlasters

* Sun/Glare Gaurd
* Cigarette Lighter Adapter
* Carrying Pouch
==============================
$250 OR BEST OFFER

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--------------------------------

* ATARI PORTFOLIO
16 Bit MS-DOS Compatable Palmtop Computer
Built In Address Book, Diary, Calculator,
Spread Sheet, and Text Editor

* Serial Port Adapter

* 128K RAM CARD
Includes misc. software that I've collected

* File Manager Card
============================================
$375 OR BEST OFFER

Chris @ CyberCine (415) 771-9521

edge@well.sf.ca.us
```

4343. At-Speed

Newsgroup: comp.sys.atari.st
Date: 1991-12-30 04:55:44 UTC
From: meyer@milton.u.washington.edu
Message-ID: <1991Dec30.045544.25294@milton.u.washington.edu>
Source record: 227385

I am just days away from purchasing At-Speed, probably from Arthur Brown Comp. Their catalog price is $369.95. They also offer a TC Power-Emulator Memory Manager for $49.95.

My question is. Was the TC Power-Emulator Memory Manager originally sold with the AT-Speed board? Has it been separated to make the boards price more attractive?

If TC Power is a sparate product does it work well as an extended menory manager?

4344. Atari TTM195 Monitor

Newsgroup: comp.sys.atari.st
Date: 1991-12-30 11:14:17 UTC
From: jonal@sofus.dhhalden.no
Message-ID: <jonal.8@sofus.dhhalden.no>
Source record: 227378

Reading the Seybold report in the latest (#53) issue of Z-Net, I saw a price for a monitor I've never heard of. The Atari TTM195 was quoted at US$1400,-, some 400 bucks more than the standard TTM194 1280x960 mono monitor.

Does anyone have more info on this on? Is it a 21"/24" thing or is it a greyscale monitor for use with a new video card. I know of a German monitor which can give 1280x960 in 256 greyscales when used with one of the Matrix cards.

Any info appreciated...

---------------8<----(a cut above the rest)----------------------------------

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Storgata 18 | If Batman can have 2 Crays, then why can't
N-1750 HALDEN | I get a humble TT030?
NORWAY |

4345. Another Pexec-question

Newsgroup: comp.sys.atari.st
Date: 1991-12-30 11:39:52 UTC
From: D11K@br4.hrz.th-darmstadt.de
Message-ID: <1991Dec30.113952.20091@infoserver.th-darmstadt.de>
Source record: 227379

Hi again,
first I like to thank everybody to re4ply to my previous problem.
I found it myself lately: the Pexec-mode 4 needs the Basepage-address
as THIRD parameter and not as second, and second and fourth must be zero.
My doc was wrong. Well, this was fixed easy. But now I have a much harder
problem...
I write a utility-routine to start other programs. This routine is part
of a CommandLineInterpreting-code and should be coded shareable, that
means, the service is called via TRAP (For VAX/VMS-knowers: I implement the
CLI$xxx-routines and some SYS$xxx). Thus, the code is running in supervisor-
mode and is using (at least until my traphandler starts) the system-supervisor-
stack. Then I switch to my onw stack.
Now, when starting the next image (program), which uses the SAME routine for
other purpose, i found that the Pexec-service will switch the supervisor-stack
back to any location in the system-memory (down in 0x1000 region or so).
So what happens: Since the new program follows the same calling-scheme it will
enter the quenstionable routine at a specific time with the SAME stackpointer
than the previous PARENT-image. See what will happen: When the child-process
is finished, the old stackinfo is overwritten by the child and the calling
routine (now back in the parent process) will return with RTE to the wrong
address, an address in the childs process-space,not longer valid.
My question:
How to avoid having the Pexec-routine change the Supervisorstack-ptr??
Or, how to change the supervisor-stack in the childprocess WITHOUT changing
the process-mode from USER to SUPERVISOR (Yes, no 0x20 TRAP1 function wanted!)?
Thanks again...
Mathias Gaertner, using the account of my Boss, Dr. Eder.

4346. Re: Quick ST support

Newsgroup: comp.sys.atari.st
Date: 1991-12-30 12:57:19 UTC
From: csx18@seq1.keele.ac.uk
Message-ID: <1971@keele.keele.ac.uk>
Source record: 227380

Just to add my .02... I tried to buy QST twice, and failed! I tried to register when it was shareware but they lost my mail in a reorganisation, or something. Later I tried to buy it, and ended up with
1) No Quick-ST
2) Them having my credit card number.

I was recommmended to an English dealer (who only had an old version with no plan to upgrade) or to 'phone America (which would cost almost as much as buying the program!).

For me, which is best of QST or Turbo isn't the question. I'd buy QST if I could, but after two tries I'm fed up and nervous of risking it again..... If one of the big shareware/cheapware distributors carried it I'd buy it like a shot...'Goodmans PD' are agents for a great deal of shareware, for example, and sell stuff costing more than QST.

Mechanisms to buy software reliably exist. Until QST is available through one, I'm not trusting my money to someone a long way away with a bad record.
--
----- ----- ----- ----- ----- ----- ----- ----- ----- -----
Chris Yearsley JANET: csx18@uk.ac.keele.seq1
USENET: csx18@seq1.keele.ac.uk

4347. Re: Need help with Dungeon Master & Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1991-12-30 18:04:14 UTC
From: stevens@vms.macc.wisc.edu
Message-ID: <1991Dec30.180610.23255@macc.wisc.edu>
Source record: 227386

In article <1991Dec27.234736.2024@noose.ecn.purdue.edu>, ts@chainsaw.ecn.purdue.edu (Thomas Ruschak) writes...

>Hi,
>
> I need two things:
> 2) A source for Chaos Strikes Back. None of the local stores
> seem to have it, and even Egghead's phone # (1-800-EGG-HEAD)
> didn't have it.

Call E Arthur Brown. Orders at 800-322-4405. $23.95.

4348. RF modulator for ST's

Newsgroup: comp.sys.atari.st
Date: 1991-12-30 18:45:43 UTC
From: marra@ldgo.columbia.edu
Message-ID: <1991Dec30.184543.28856@lamont.ldgo.columbia.edu>
Source record: 227381

I keep running into color/mono incompatibility problems for my monochrome system that no software seems able to solve. Does anyone know if there is any hardware available to get an RF output from a circa. 1986 520ST? That is, is there anyway to 'upgrade' an old ST to an STE? It seems my only options are to buy a color monitor ($350) or an STE ($399). For the STE, what is the screen resolution on a TV? Thanks for any help.

4349. Mega STe and STe GST shifter numbers....

Newsgroup: comp.sys.atari.st
Date: 1991-12-30 20:11:00 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1991Dec30.201100.3221@uvm.edu>
Source record: 227382
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Quite some time ago, Lars-Eric Osterud noted that newer Ste's and Mega Stes have problems with noisy DMA sound, with displaying Spectrum 512 pictures and with mono screens wrapping left if a program abruptly changes the display address. Sure enough, I noticed the problem on my STe using Lars' noisetracker player program, and with the Codehead's Artgallery program (a picture "slide-show" program). The mono wrap left is harmless - it'll switch back and forth between normal and wierd - but rather annoying.

Unfortunately, Lars is not a hardware hacker and while he noted that the chip in question was in location U401 on Stes, he did not get the Atari chip numbers of the good and of the offending chips. To make a long story short, I finally pried the right chip out of Best Electronics and can give both numbers.

Bad new Shifter chip: C301712-001

Good older shifter : C300588

This is the largest PLCC (plastic leaded chip carrier - aka socketed square chip) on the motherboard, at 80 pins, rather than 64 pins.

Right now, I'm missing one chanel of DMA sound (I hope I just mis-inserted the chip!), but I can display Spectrum pictures (checked at a friend's house) and my mono display is rock solid.

Good luck folks and enjoy my belated Christmas present.

bye,

Bob Pegram

P.S. I'll be trying to find out about MiNT and MultiGem soon - I have to clear off my hard disk before adding things! don't get your hopes up, MultiGem looks to be very much a ROM version specific "enhancement" (1/2 8-). RBPIII

--
pegram@uvm.edu
or
..!uvm-gen!pegram

4350. Re: Mega STe and STe GST shifter numbers....

Newsgroup: comp.sys.atari.st
Date: 1991-12-30 21:13:39 UTC
From: rjung@aludra.usc.edu
Message-ID: <klv303INNt6a@aludra.usc.edu>
Source record: 227383
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Dec30.201100.3221@uvm.edu> pegram@uvm-gen.UUCP (Robert B. Pegram) writes:
>Quite some time ago, Lars-Eric Osterud noted that newer Ste's and Mega
>Stes have problems with noisy DMA sound, with displaying Spectrum 512
>pictures and with mono screens wrapping left if a program abruptly
>changes the display address. ... I finally pried the right chip out of Best
>Electronics and can give both numbers.

Just an extra twist here -- My 4-megabyte 520STe had a similar problem
(bad displaying of Sperctrum 512 pictures), so following the net.advice, I
took it to the dealer have the shifter chip changed.

I was surprised to find, however, that on my machine there was NO shifter
chip! Rather, the shifter was an integrated part of a larger IC, so I
couldn't just "pop out the bad, pop in the new". Fortunately, my dealer was
nice enough to swap my motherboard for another that had the "right" shifter.

This is just to let anyone else out there know that, depending on what
'board you have, your shifter problem may not be so easily solved. Now my
Spectrum pictures display properly, though I can't say anything about DMA
sound or mono display shifting.

>P.S. I'll be trying to find out about MiNT and MultiGem soon - I have
>to clear off my hard disk before adding things! don't get your hopes
>up, MultiGem looks to be very much a ROM version specific
>"enhancement" (1/2 8-). RBPIII

Well, as a happy owner of MultiGEM, I can tell you that it's not a ROM
version specific "enhancement". It claims to work on any version of TOS
from 1.2 and up, and so far it seems fine. I did have problems porting it
from TOS 1.62 to TOS 1.6, but I re-installed the program and it worked great.

--R.J.
B-)

^^
Send replies to rjung@usc.edu
#
I wrote this. If you've got a comment, give
it to me and let's cut out the middleman.

4351. WS compatible?

Newsgroup: comp.sys.atari.st
Date: 1991-12-30 22:09:23 UTC
From: dk3uz@mcshh.hanse.de
Message-ID: <9937@mcshh.hanse.de>
Source record: 227387

Is there a WordStar compatible editor (non document mode would suffice)
for the ST/STE?

Happy computing in 1992!

Eddi.
--

Edmund Ramm, DK3UZ, Anderheitsallee 24, D-2000 Hamburg 71, +49 40 6425430 voice
UUCP: uunet!mcsun!unido!mcshh.hanse.de!dk3uz | PR: dk3uz@db0hb

4352. Hard Drives/Dealer Recommendations?

Newsgroup: comp.sys.atari.st
Date: 1991-12-30 22:53:32 UTC
From: friedric@mdd.comm.mot.com
Message-ID: <1991Dec30.225332.8136@mdd.comm.mot.com>
Source record: 227384

I'm interested in adding a hard drive to my 2.5 meg 1040ST.

Can any Atari HD experts recommend a reliable HD (I guess in the 40-80 meg range) from a quality mail order dealer? I'm looking for a complete plug in/ formating software/instructions etc as my knowledge of Atari HD's is very limited.

Approximate cost greatly appreciated.

Most of my Atari application are music related, though I'm considering buying a SPECTRE GCR Mac emulator.

Many thanks in advance.

Bernd

4353. Mega 4 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1991-12-30 23:34:53 UTC
From: leonpoon@wam.umd.edu
Message-ID: <1991Dec30.233453.15655@wam.umd.edu>
Source record: 227389

For Sale:

- Mega 2 ST upgraded to 4 megs
- Atari SM124 Monochrome Monitor
- Internal 50 Mb Seagate 3.5" Hard drive (40 ms)
- Star NX-10 Dot matrix printer
- Atari SX-212 1200 baud modem

Many useful programs including Neodesk 3.0, Universal Item Selector III, Flash 1.6, Ultrascript, Turbo ST, etc.

SPECTRE GCR 3.0 (including ROMs and cables) which allows you to emulate Macintosh machines as well as read and write Mac disks. I have also at least 20 megs worth of useful Mac software that is 100% compatible with Spectre. Some of them are Word 4.0, Excel 2.2, Canvas 2.0, Mathematica 1.2, etc.

Because I am in the sciences, I have a specialized program I want to sell. It is a symbolic algebra program.
- Maple 4.3 for the ST (include all disks and manuals).

I want to sell the system for $1200 or best offer. Feel free to contact me at leonpoon@wam.umd.edu if you have any questions.

Leon Poon

4354. Re: Quick ST support

Newsgroup: comp.sys.atari.st
Date: 1991-12-31 01:08:54 UTC
From: andyc@hplsla.hp.com
Message-ID: <5440175@hplsla.hp.com>
Source record: 227397

```
| Actually, Turbo has just about always had more compatibility problems
| than QST, aside from taking a valuable .ACC slot
|
| mark
```

Actually, Turbo ST 1.84 (the latest) is an AUTO program, not an ACC.

%%%

4355. Re: At-Speed

Newsgroup: comp.sys.atari.st
Date: 1991-12-31 03:16:49 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Dec31.031649.743@rodan.acs.syr.edu>
Source record: 227388

In article <1991Dec30.045544.25294@milton.u.washington.edu> meyer@milton.u.washington.edu (Bent Meyer) writes:
>I am just days away from purchasing At-Speed, probably from Arthur Brown Comp. Their catalog price is $369.95. They also offer a TC Power-Emulator Memory
>Manager for $49.95.
>
>My question is. Was the TC Power-Emulator Memory Manager originally sold with
>the AT-Speed board? Has it been separated to make the boards price more
>attractive?
>
>If TC Power is a sparate product does it work well as an extended menory manager?

I'd go for it Bent. But then again, I'm prejudiced...I've been using
ATSpeed for over a year now and have nothing bad to say about it. It is
not a full AT, but it does what I need for the most part. I'm interested
in seeing the user-base expand so that more gets done for it and its
users.
As for TC Power...I never knew that as part of the ATSpeed package. I
thought it was mostly for Super Charger...but I could be wrong about that.
In any event, I've got 2.5 meg in my ST and I use extended memory with
ATSpeed...via Windows 3.x. I should say, however, that
I've never really tried to use expanded memory... There are software
expanded memory emulators, but I understand they are slow.
Good luck,
Gerry
ggreenbe@rodan.acs.syr.edu

4356. Atari 1040STE, 1040ST or Mega4 wanted

Newsgroup: comp.sys.atari.st
Date: 1991-12-31 04:05:17 UTC
From: sean@ccwf.cc.utexas.edu
Message-ID: <64425@ut-emx.uucp>
Source record: 227390
Cross-posted to: misc.forsale.computers,rec.games.video,comp.sys.atari.st

A friend is looking for an Atari 1040ST with 1Meg or more, a Color Monitor,
and hard drive is optional.

Another friend is looking for either an Atari 1040STE with 4Megs, or a
Mega4, monitor is optional.

If you can help, please call Mark Ferarri at (512) 795-9875,

or e-mail me at sean@happy.cc.utexas.edu.ccwf

Thanks in advance.

Newsgroups: misc.forsale.computers
Subject: Re: 80287 Coprocessor *** $50 OBO
Summary:
Expires:
References: <u19JDB1w161w@nstar.rn.com>
Sender:
Followup-To:
Distribution:
Organization: The University of Texas at Austin, Austin TX
Keywords:

Newsgroups: misc.forsale.computers
Subject: Re: 80287 Coprocessor *** $50 OBO
Summary:
Expires:
References: <u19JDB1w161w@nstar.rn.com>
Sender:
Followup-To:
Distribution:
Organization: The University of Texas at Austin, Austin TX
Keywords:

Newsgroups: misc.forsale.computers,rec.games.video,ba.market.computers,comp.sys.atari.st
Subject: Atari 1040STE, 1040ST or Mega4 wanted
Summary:
Expires:
References:
Sender:
Followup-To:
Distribution:
Organization: The University of Texas at Austin, Austin TX
Keywords: Atari

A friend is looking for an Atari 1040ST with 1Meg or more, a Color Monitor, and hard drive is optional.

Another friend is looking for either an Atari 1040STE with 4Megs, or a Mega4, monitor is optional.

If you can help, please call Mark Ferarri at (512) 795-9875,

or e-mail me at sean@happy.cc.utexas.edu.ccwf

Thanks in advance.

Newsgroups: misc.forsale.computers
Subject: Re: 80287 Coprocessor *** $50 OBO
Summary:
Expires:
References: <u19JDB1w161w@nstar.rn.com>
Sender:
Followup-To:
Distribution:
Organization: The University of Texas at Austin, Austin TX
Keywords:

4357. Re: Atari Monitor Trade?

Newsgroup: comp.sys.atari.st
Date: 1991-12-31 05:24:38 UTC
From: ba014@cleveland.Freenet.Edu
Message-ID: <1991Dec31.052438.6912@usenet.ins.cwru.edu>
Source record: 227391

```
>Would anyone be interested in trading an ST Mono (SM124?) monitor for an
>ST Color (SC1224?) monitor + some cash or a memory upgrade board for a
>1040? Email with offers.
>

My apologies for the lack of clarity in the above post. I'm interested
in securing a mono monitor in exchange for my color.

--
o-------------------------------------------------------------------------o
| Orwell was an optimist! | ba014@cleveland.freenet.edu | E Pluribus Unix |
o-------------------------------------------------------------------------o
```

4358. Colors of Atari

Newsgroup: comp.sys.atari.st
Date: 1991-12-31 10:30:06 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1991Dec31.103006.27412@sactoh0.sac.ca.us>
Source record: 227394
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Here's a bit of Atari trivia...

A few months ago, I met a Micheal Groh, Dealer Sales Coordinator, and we exchanged business cards. I noticed that his card was multicolored, in contrast to Sig Hartman's (purple logos), and other Atari employees I've met (blue logos).

"ATARI" is spelled out in letters of different colors, and remembering that the colors refer to the different lines of products that Atari sells. So, in order, here are the "Colors of Atari" and the products they represent.

A blue ST computers
T green TT computers
A orange Video games (??) Lynx
R red XE computers
I purple IBM compatibles

Well, I'm guessing on the orange part of it. But I noticed that Lynx logos are orange. Could the Jaguar logo also be orange? Notice that the logos on the Portfolio are purple.

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

4359. GCC & GDB

Newsgroup: comp.sys.atari.st
Date: 1991-12-31 14:53:22 UTC
From: mlake@irscscm.UUCP
Message-ID: <1991Dec31.145322.11393@irscscm.UUCP>
Source record: 227398

Where can I obtain a copy of gcc and gdb? I've checked
atari.archive.umich.edu and can't locate them.

--
Marshall Lake
...!uunet!media!ka3ovk!irscscm!mlake
mlake@irscscm.irs.gov
mlake@irscscm.UUCP

4360. Re: WS compatible?

Newsgroup: comp.sys.atari.st
Date: 1991-12-31 16:23:58 UTC
From: steve@thelake.mn.org
Message-ID: <A1392318367@thelake.mn.org>
Source record: 227393

[In article <9937@mcshh.hanse.de>,
dk3uz@mcshh.hanse.de (Edmund Ramm) writes ...]

> Is there a WordStar compatible editor (non document mode would suffice)
> for the ST/STE?

If your fingers really like typing WordStar commands, your best bet probably is to get a configurable editor such as MicroEMACS 3.11 or Origami. I think Tempus also may be configurable to that extent, but I haven't used it.
--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables

4361. Neo Batchfile ->Pfxpak

Newsgroup: comp.sys.atari.st
Date: 1991-12-31 17:04:50 UTC
From: selick@bucsf.bu.edu
Message-ID: <96304@bu.edu>
Source record: 227392

Does anybody have a Neodesk CLI Batchfile that will scan an entire partition for executable programs, then load the filename into the pfxpak.ttp program along with an identical output filename & path, and then pack it, and then loop back until done? Basically, I want to pack all of the executable programs on my hard disk easily.
<selick@bucsf.bu.edu>

4362. Re: MiNT and MultiGem (& DataDiet) also STE GST Shifter

Newsgroup: comp.sys.atari.st
Date: 1991-12-31 18:28:44 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1991Dec31.182844.2335@uvm.edu>
Source record: 227395
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> chip! Rather, the shifter was an integrated part of a larger IC, so I
> couldn't just "pop out the bad, pop in the new". Fortunately, my dealer was
> nice enough to swap my motherboard for another that had the "right" shifter.

If you mean that the larger chip was soldered in, my
condolences, else my advice still applies. I paid $40.00 U.S. for the
entire "larger IC" and it just popped in <grin>.

I then wrote:

>>P.S. I'll be trying to find out about MiNT and MultiGem soon - I have
>>to clear off my hard disk before adding things! don't get your hopes
>>up, MultiGem looks to be very much a ROM version specific
>>"enhancement" (1/2 8-). RBPIII
>
> Well, as a happy owner of MultiGEM, I can tell you that it's not a ROM
> version specific "enhancement". It claims to work on any version of TOS
> from 1.2 and up, and so far it seems fine. I did have problems porting it
> from TOS 1.62 to TOS 1.6, but I re-installed the program and it worked great.

Sorry, R. J., but you rather proved my point above - you have
to reinstall for each new version of TOS. Has anyone gotten MultiGem
to run on TOS 2.0X?? I have MultiGem, just not installed. I took a
look at the install disk when I came up with that opinion, and no less
an authority on such things than our Mike Vederman (8-) declared
MultiGem a hack. DC Desktop and some other DC products tend (not always
guys, I know that!) to be TOS version specific hacks too. I mean that
the software works everywhere, but a lot of extra code for each set of
ROMS is included in the package for installation purposes. I only
object when conflicts arise, and unfortunately, one I was unprepared
for, did 8-(. Ahem, Mike V, will you ever get DataDiet to work with
MultiGem? Guess who got both programs at once 8-).

bye,
Bob Pegram
--
pegram@uvm.edu
or
..!uvm-gen!pegram

4363. Re: MiNT and MultiGem (& DataDiet) also STE GST Shifter

Newsgroup: comp.sys.atari.st
Date: 1991-12-31 18:47:51 UTC
From: rjung@aludra.usc.edu
Message-ID: <km1eqnINN518@aludra.usc.edu>
Source record: 227396
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Dec31.182844.2335@uvm.edu> pegram@uvm-gen.UUCP (Robert B. Pegram) writes:
>I originally wrote:
>> Rather, the shifter was an integrated part of a larger IC, so I
>> couldn't just "pop out the bad, pop in the new".
>
> If you mean that the larger chip was soldered in, my
>condolences, else my advice still applies.

Well, I'm not a hardware hack; all I know is that my dealer said "There's
no shifter", and I worked from there.

>>>MultiGem looks to be very much a ROM version specific "enhancement"
>>
>> I did have problems porting it from TOS 1.62 to TOS 1.6, but I
>>re-installed the program and it worked great.
>
> Sorry, R. J., but you rather proved my point above - you have
>to reinstall for each new version of TOS.

Oh, I see -- I thought you meant that MultiGEM would run _only_ on
TOS x.y. I never considered re-installation to be a major problem, myself.
All I know is that, while it's not perfect, I do think MultiGEM comes
closer to all-purpose multitasking on the ST than any other commercial
product that I've seen.

--R.J.
B-)

^^^

4364. Atari Portfolio archive at umich up to date

Newsgroup: comp.sys.atari.st
Date: 1991-12-31 20:31:44 UTC
From: swood@terminator.cc.umich.edu
Message-ID: <1991Dec31.203144.1515@terminator.cc.umich.edu>
Source record: 227404
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.laptops,comp.sys.handhelds

Well, I have been real busy with non-archive concerns as well as plagued with tons and tons of problems that have made it hard for me to do anything but paltry updating on the boondoggle of incoming files at the portfolio archive. But I just spent my New Years Eve working away into the wee hours of New Years Day updating the whole shabang.

I have changed the format of the majority of the files over to .lzh as this is the smallest compression type I could find and it seems to be resonably well supported, even though there are a few problems with compatibility between some versions. If this causes problems for anyone, let me know, as I have considered converting the whole thing (yes once again) over to zoo as it is almost as small, but a bit more supported. The only reason I haven't yet, is that I have not found a zoo archiver for the portfolio.

Another thing. As you are looking through the archive, if you come accrossed any files (.lzh) that have real messy filenames, please let me know. Seems that weiner's version of lharc likes to garble file names beyond all recognition upon compression into the archive. I think that I got to most of the ones that I did it to, but there might be a few that I missed.

Lastly, I accidentally deleted a few files in the process of shuffling things around, and I managed to recover all of them but one. If the person that sent me the copy of ptetris could please send me the copy of the file again, it would be greatly appreciated.

Otherwise, feel free to send more files. Now that I am once again up to date, I should be able to keep up with them faster. And feel free to forward any questions my way. If I can't answer them, I should be able to find someone who can.

swood

4365. Re: Atari TTM195 Monitor

Newsgroup: comp.sys.atari.st
Date: 1991-12-31 21:46:57 UTC
From: mats@netcom.COM
Message-ID: <1991Dec31.214657.15086mats@netcom.COM>
Source record: 227399

jonal@sofus.dhhalden.no (JON ARVID LOVSTAD) writes:

>Reading the Seybold report in the latest (#53) issue of Z-Net, I saw a price
>for a monitor I've never heard of. The Atari TTM195 was quoted at US$1400,-,
>some 400 bucks more than the standard TTM194 1280x960 mono monitor.

>Does anyone have more info on this on? Is it a 21"/24" thing or is it a
>greyscale monitor for use with a new video card. I know of a German monitor
>which can give 1280x960 in 256 greyscales when used with one of the Matrix
>cards.

>Any info appreciated...

It's a compatible replacement for the TTM194 (same size, resolution, etc)..
The 194 is a Moniterm; I've no idea who makes the 195. There's no question
in my mind that the 195 gives you a far superior screen: much crisper, and
apparently (from what people at Atari tell me) much more reliable. I've had
failures on the 194 so perhaps I believe this...although my sample isn't
large enough to mean anything.

Is it worth $400 extra? I wouldn't venture an opinion on that.

You need a real color monitor to go with the Matrix - I don't really have info
on which ones are compatible , although I'm expecting some shortly...

4366. Re: GCC & GDB

Newsgroup: comp.sys.atari.st
Date: 1991-12-31 21:58:02 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Dec31.215802.9238@terminator.cc.umich.edu>
Source record: 227400

This is for Marshall Lake, to whom mail has bounced. If you're not him,
press 'n' now.

In article <1991Dec31.145322.11393@irscscm.UUCP> mlake@irscscm.UUCP (Marshall Lake)
writes:
>Where can I obtain a copy of gcc and gdb? I've checked
>atari.archive.umich.edu and can't locate them.

Unless something drastic happened while I was gone and nobody told me,
they should be in atari/gnustuff/tos/gcc and atari/gnustuff/tos/gdb or
something real similar to that.

Perhaps the problem you're having is that they're not listed in Index.
Well, that's the next project. Try getting the file ls-lR.Z and then
grepping for gnustuff/gcc.

Lemme know if you have any other problems finding things here.

>
>--
>Marshall Lake
>...!uunet!media!ka3ovk!irscscm!mlake
>mlake@irscscm.irs.gov
>mlake@irscscm.UUCP

weiner

--
Jeff Weiner --- weiner@atari.archive.umich.edu --- Umich atari posse
Corner of Packard and State, 2nd house from Blue Front on Arbor
718 Arbor, Ann Arbor, MI 48104, +1 313 998 0892, near the Univ. of Michigan